

# Interactive Ray Tracing

## Delft University of Technology

Group 54

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# Group members

- Bernard Bekker
- Lex Boleij
- Toine Hartman
- Marciano Jorden
- Jos Kuijpers
- Jelle Tjallema
- Xander Zonneveld
- Jens de Waard

# Features

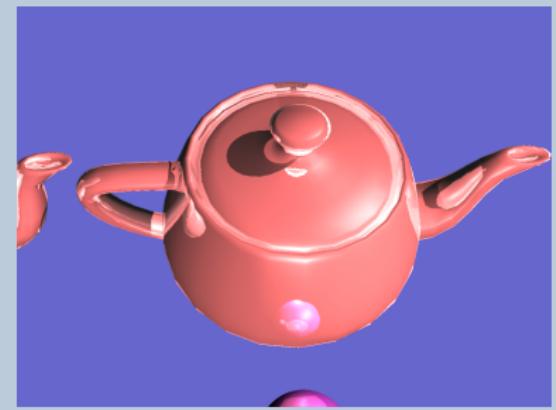
- Minimal implementation
- Object Oriented implementation
- Optimizations
  - OpenMP
  - Axis Aligned Bounding Box
  - KD-Tree
- Scene system with full transformation support
- Anti-aliasing (4x or 16x supersampling)
- Reflection
- Self-reflection
- Shadowing
- Self-shadowing
- Textured Skybox

# Anti-aliasing

Off

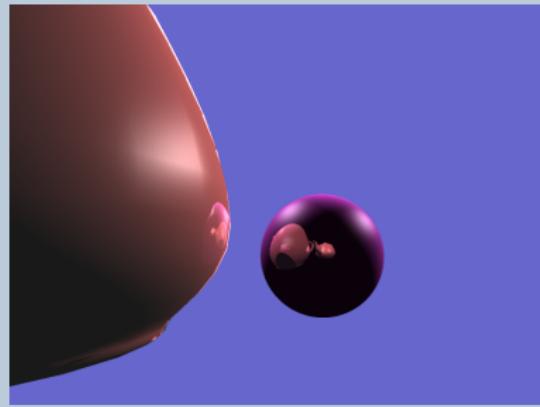


On

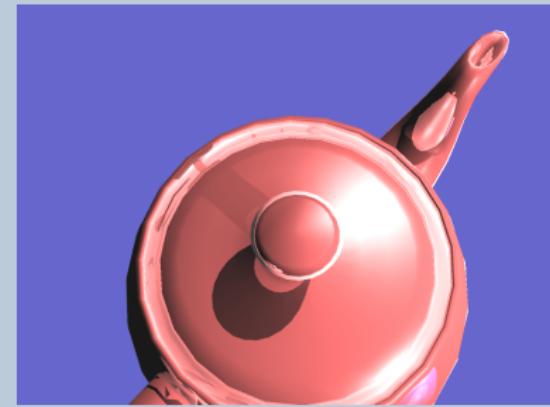


# (Self) reflection

Reflection

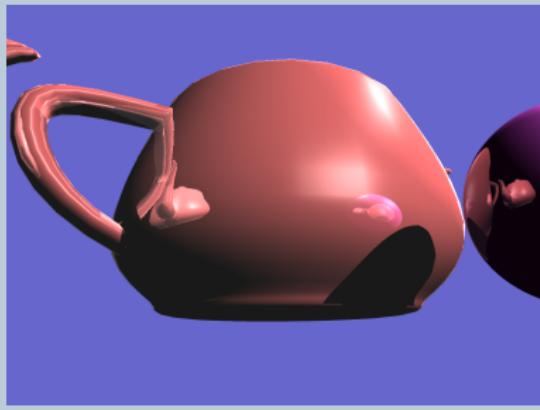


Self reflection



# (Self) shadowing

Shadowing



Self shadowing

