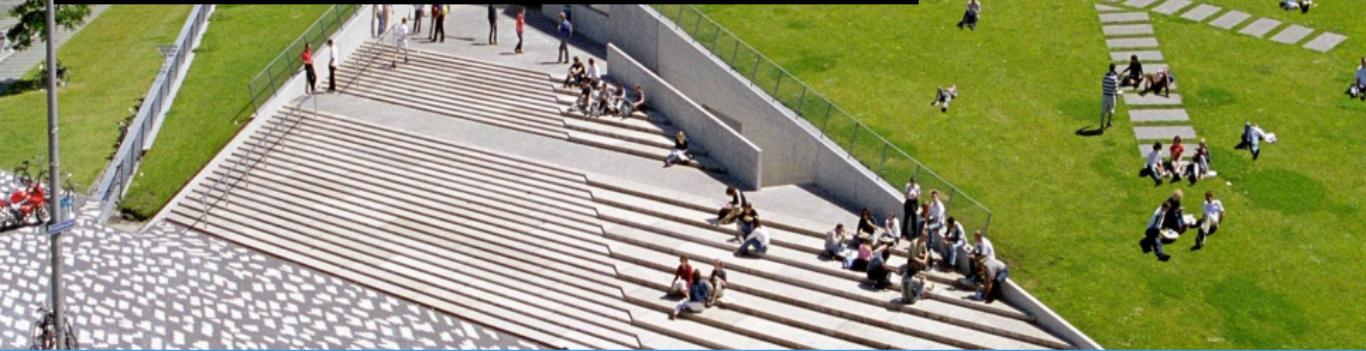


# Interactive Ray Tracing

## Delft University of Technology

Group 54

June 25, 2015



# Group members

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

# Features

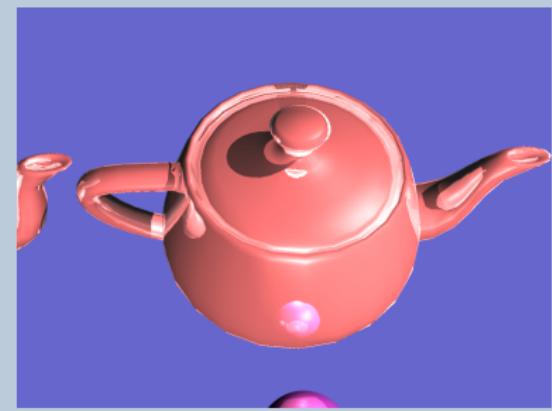
- Minimal implementation
- Object Oriented implementation
- KD-Tree
- OpenMP
- Axis Aligned Bounding Box
- Scene system
- Anti-aliasing
- Reflection
- Self reflection
- Shadowing
- Self shadowing

# Anti-aliasing

Off

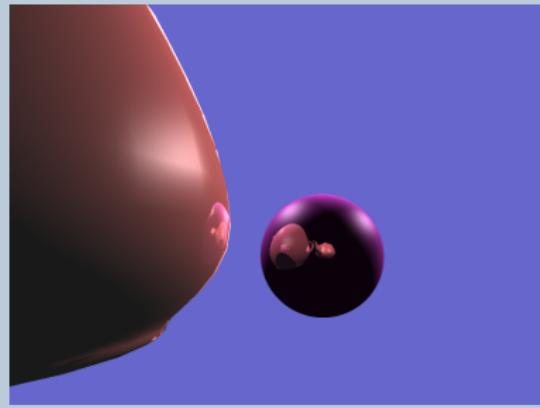


On

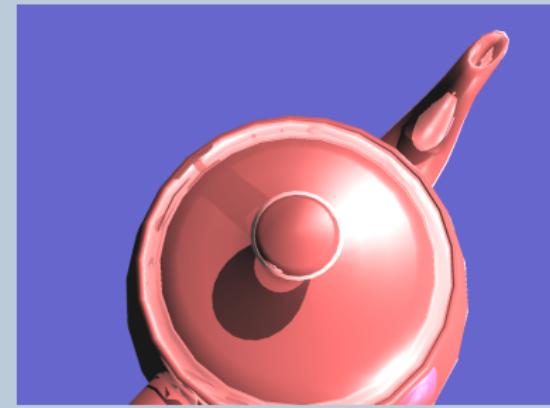


# (Self) reflection

Reflection

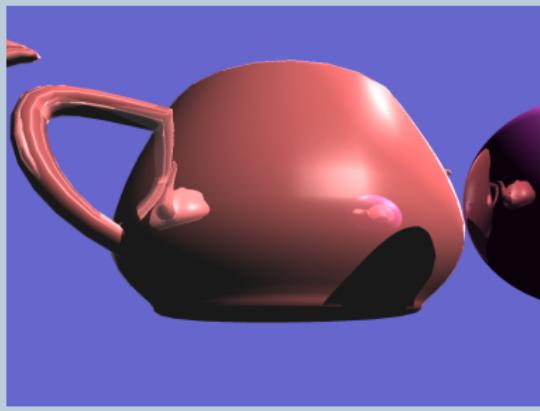


Self reflection



# (Self) shadowing

Shadowing



Self shadowing

