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Global Illumination Checkpoint 1

Setting the Scene

A few things to note: all positions/locations are in (x, y, z). Rendering was done in blender. Positions and sizes are in “meters” and rounded out to 4 decimal places so they might be scaled down more accurately if it is required in the future. The values here were taken directly from blender’s values, but the Y and Z axis will be swapped when I render these, as blender has the Z axis going up and down, and the y axis moving into and out of the screen.

Scene Parameters:

Sphere 1 (left sphere):

* Size: radius: 1.1
* Location: (3.3142, -1.6064, 1.4261)

Sphere 2(right sphere):

* Size: radius: 0.9375
* Location: (1.4158, 0.17426, 1.1375)

Floor:

* Size:
  + 6.959 x
  + 3.111 y
  + 1 z
* Location: (0, -0.2, 0)

Light Source:

* Location: (5.3021, -0.9254, 5.6363)

Camera:

* Position: (11.7461, -1.4788, 1.1088)
* Lookat: (-1, 0, 0)