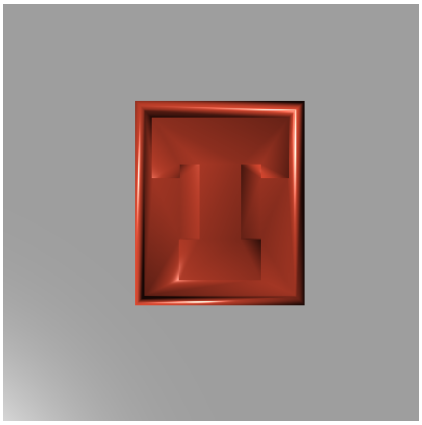
- OS: Mac
- Compile and run code:
    - *./assignment4 -input scene01_plane.txt -output 01.png -size 800 800*
    - *./assignment4 -input scene02_cube.txt -output 02.png -size 800 800*
    - *./assignment4 -input scene03_sphere.txt -output 03.png -size 800 800*
    - *./assignment4 -input scene04_axes.txt -output 04.png -size 800 800*
    - *./assignment4 -input scene05_bunny_200.txt -output 05.png -size 800 800*
    - *./assignment4 -input scene06_bunny_1k.txt -output 06.png -size 800 800 -bounces 4*
    - *./assignment4 -input scene07_arch.txt -output 07.png -size 800 800 -shadows -bounces 4*
- Collaboration: Wendy Sun (debugging), Office Hours
- References: Lecture Slides
- Problems with code: None
- Extra credit: I made a CAD of the MIT logo, exported it as an .obj file, created a python program to reformat the .obj file it so our program would accept it (the original file had vertex normals, so I had to delete those and reformat each face), and rendered it with *./assignment4 -input scene08_logo.txt -output 08.png -size 800 800*



Here are the results in real life – they were turned into Croc Jibbitz for the rowing team 🙂