

Lily Davoren and Aidan Corpus

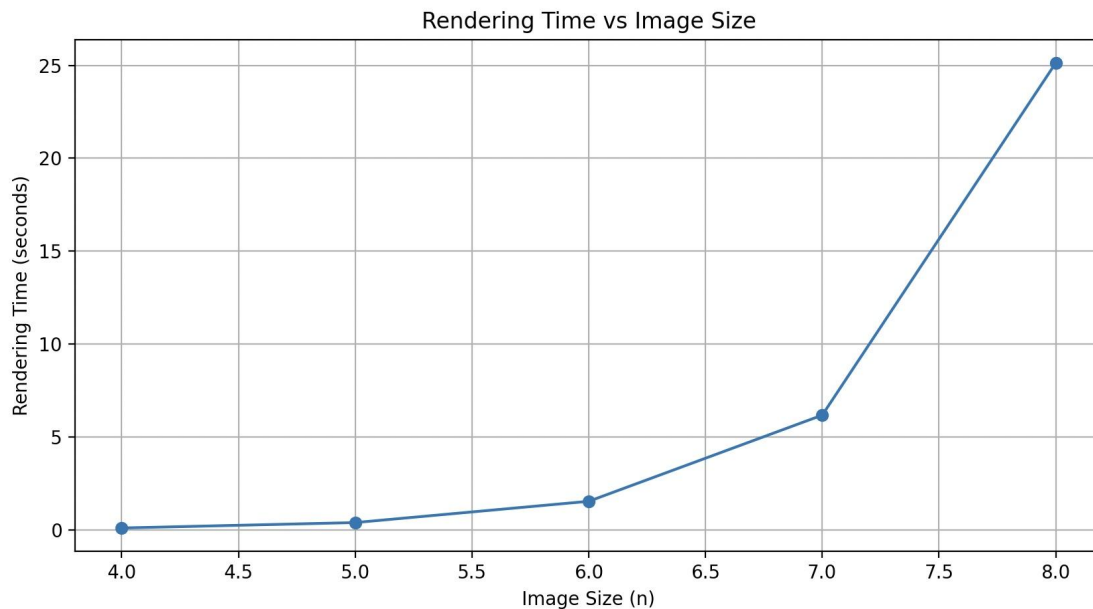
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ENGR S019: Numerical Methods for Engineering Applications

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Lab 3 Task 3 Writeup

This plot was generated by first returning the elapsed time in the `render_scene` function and then creating a new function called “`time_size`” that takes in all of the same inputs as the `render_scene` function with the addition of the parameter “`n`” which will be used to generate images of $2^n \times 2^n$ pixels, where “`n`” is incremented a specified number of times. The `IMAGE_WIDTH_HEIGHT` constant is then changed to $2^n \times 2^n$ for the given value of “`n`”. The `time_size` function then calls the `render_scene` function to return the time taken to generate the image. This `time_size` function is then called multiple times for increasing values of “`n`” whose times are appended to a list of times. This list of times is then used to create a plot with rendering time as a function of “`n`”.



```
def time_size(n, shape, method, cdfunc, nfunc, color):  
    global IMAGE_WIDTH_HEIGHT  
    IMAGE_WIDTH_HEIGHT = (2**n, 2**n)  
    time_elapsed = render_scene(shape, method, cdfunc, nfunc, color)  
    return time_elapsed  
  
# Collect data  
times = []  
ns = range(4, 9)  
for n in ns:  
    elapsed_time = time_size(n, 'sphere', 'trace', sphere_coeffs, sphere_normal, vec3(1, 0.5, 0))  
    times.append(elapsed_time)
```