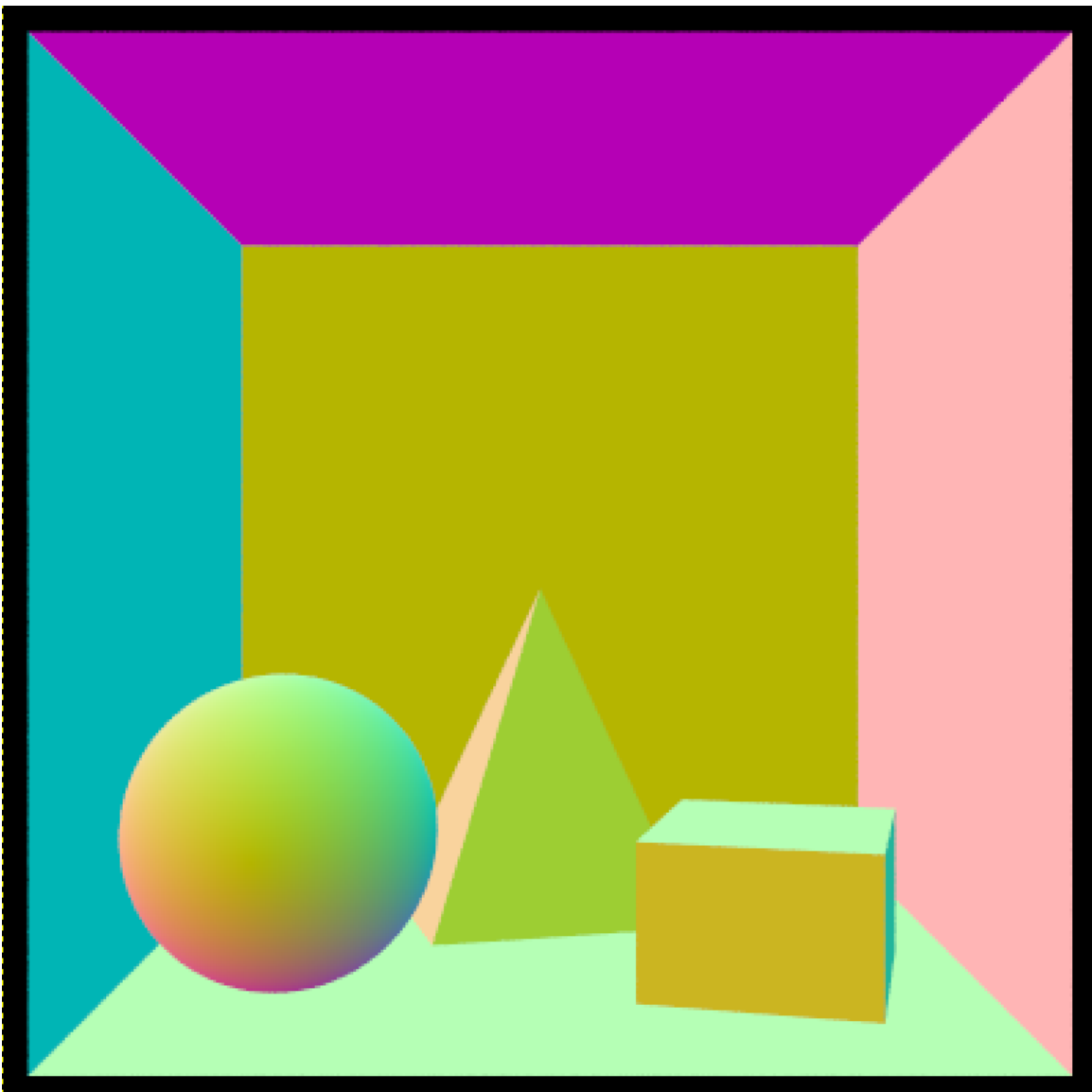


Ray Tracing

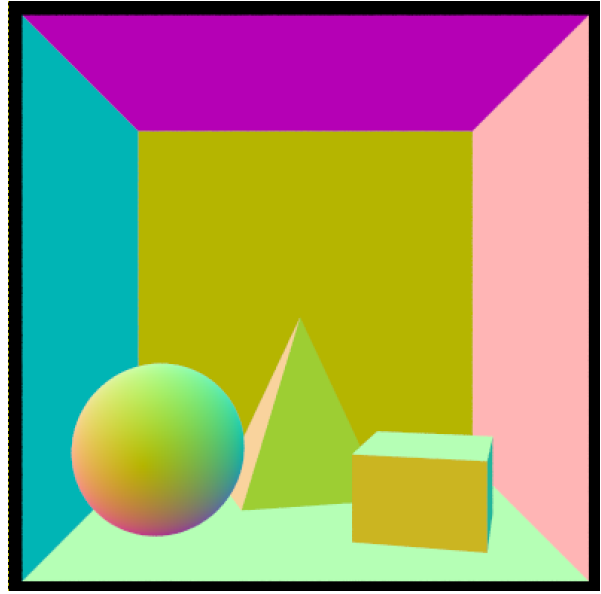
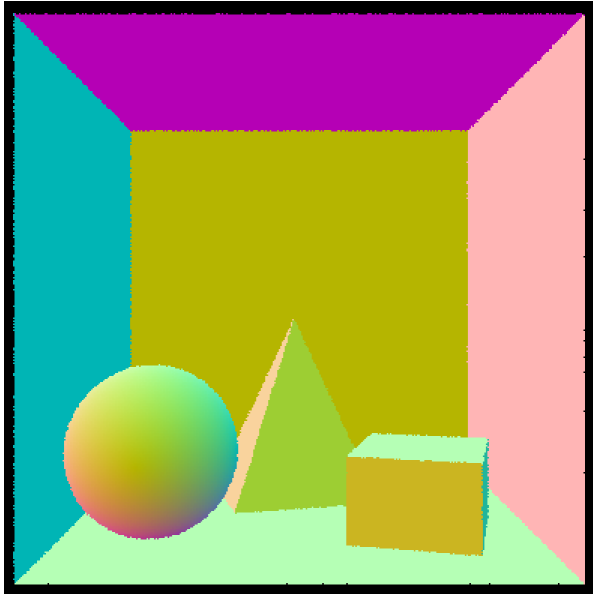
Task 1:

Trace rays into the scene. Extract Normals in the view.

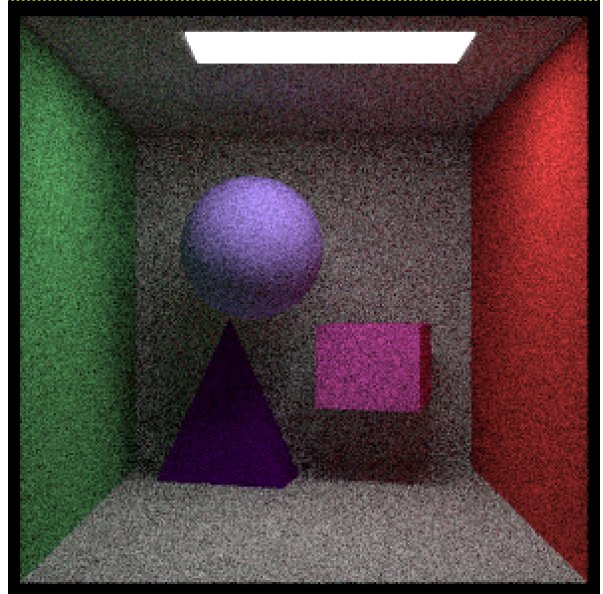
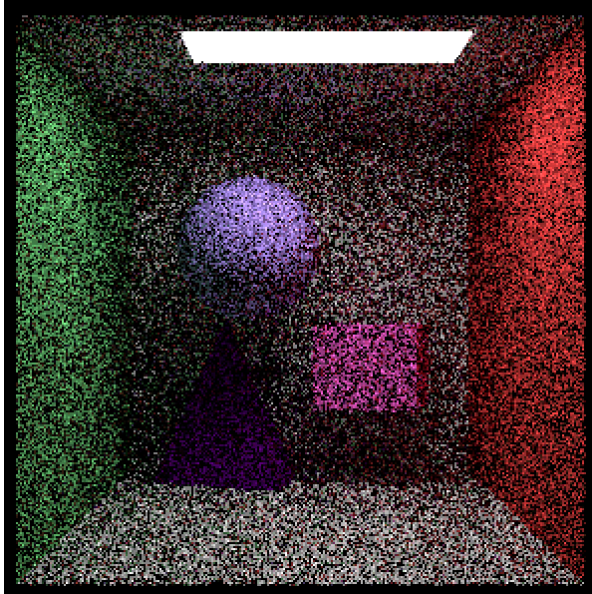


Task 2:

SPP Value: 1 and SPP value:50

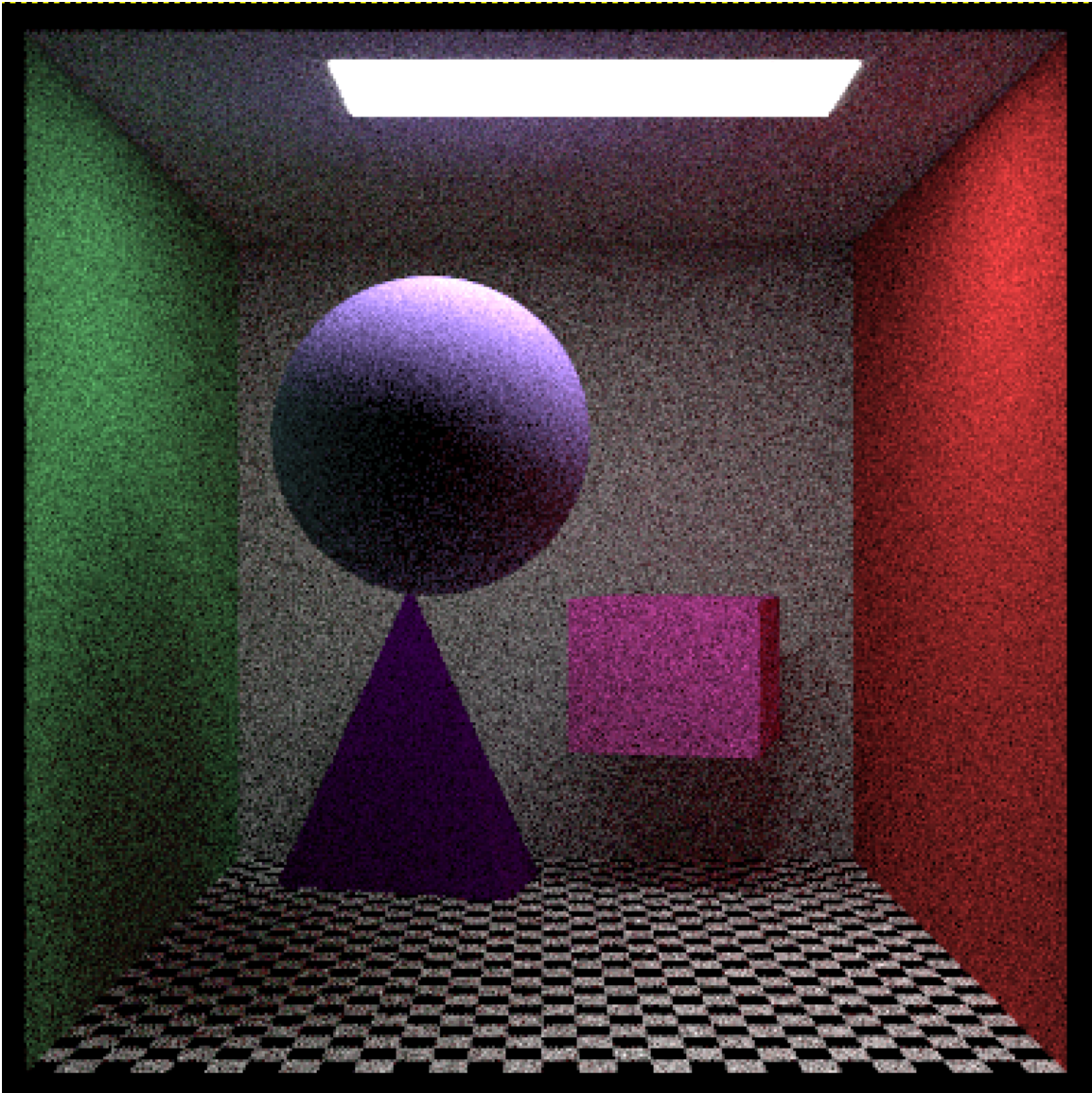


SPP Value: 30 and SPP value 300



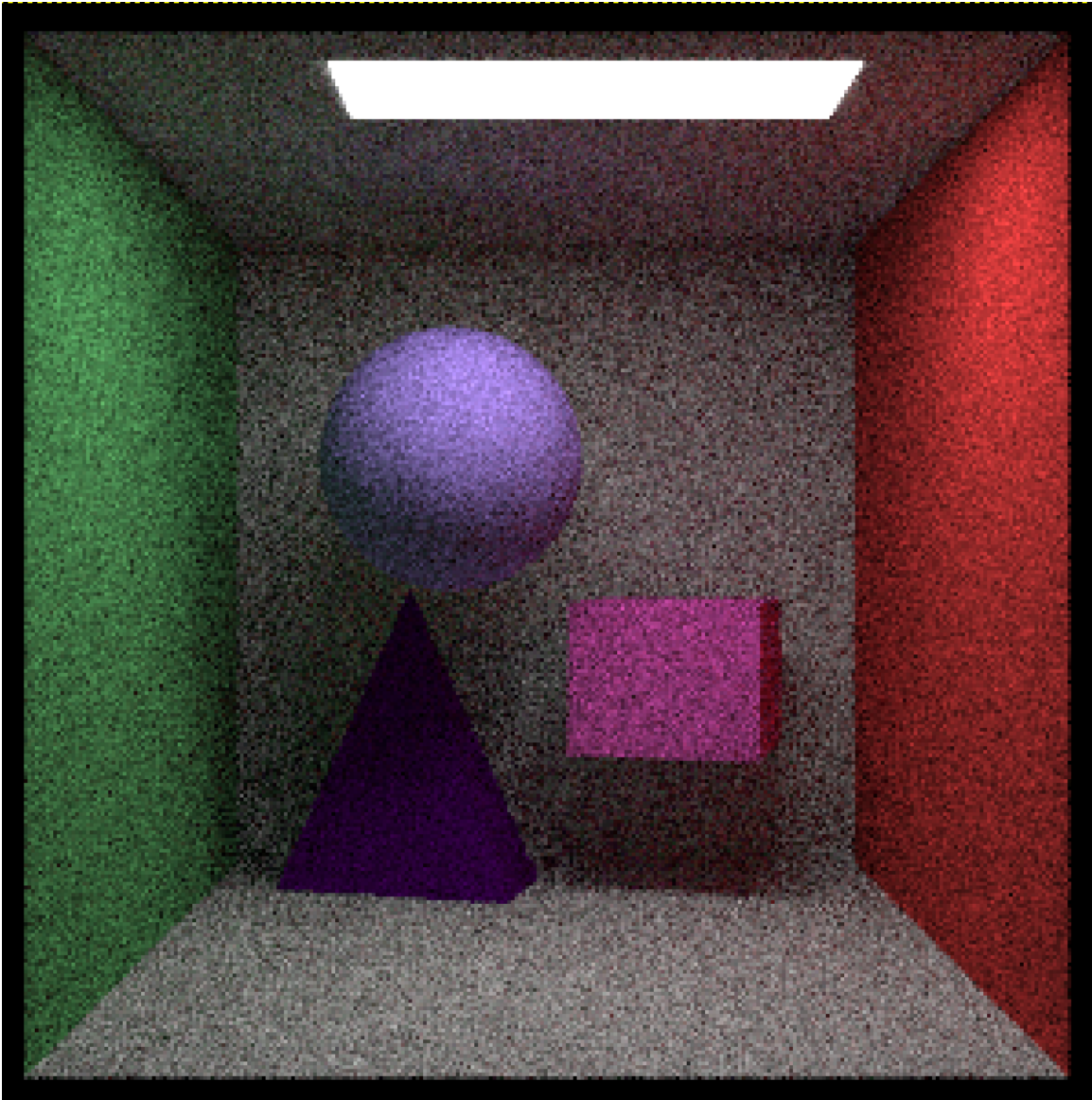
Task 3:

Ground Plane with Checker Board Pattern



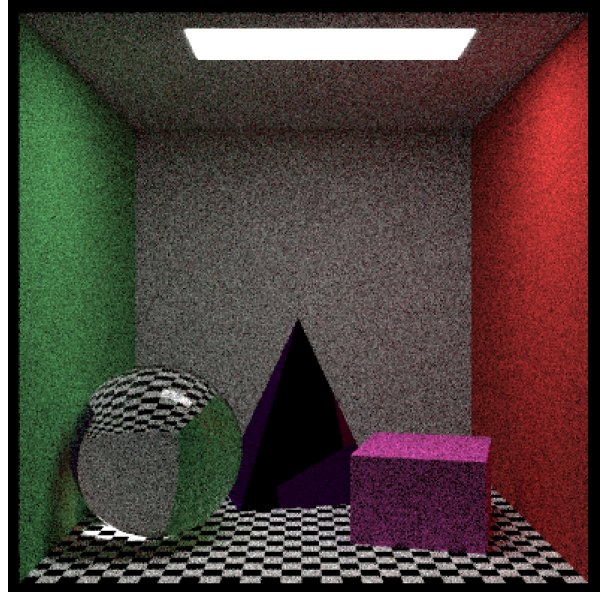
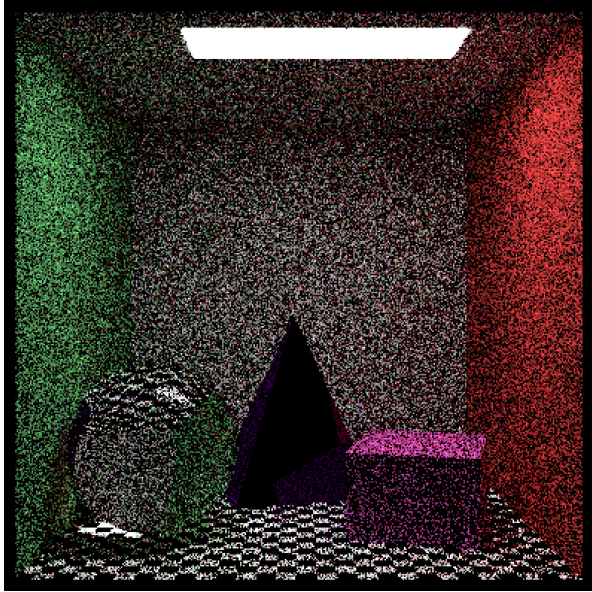
Task 4:

All materials of diffuse material



Task 5

Pyramid Metallic, Sphere Transparent, Box Diffuse Material



Task 6

Implement BVH and record timings

With BVH time taken to render the scene in Task 5 with **SPP of 30**: 43s

With BVH time taken to render the scene in Task 5 with **SPP of 300**: 612s