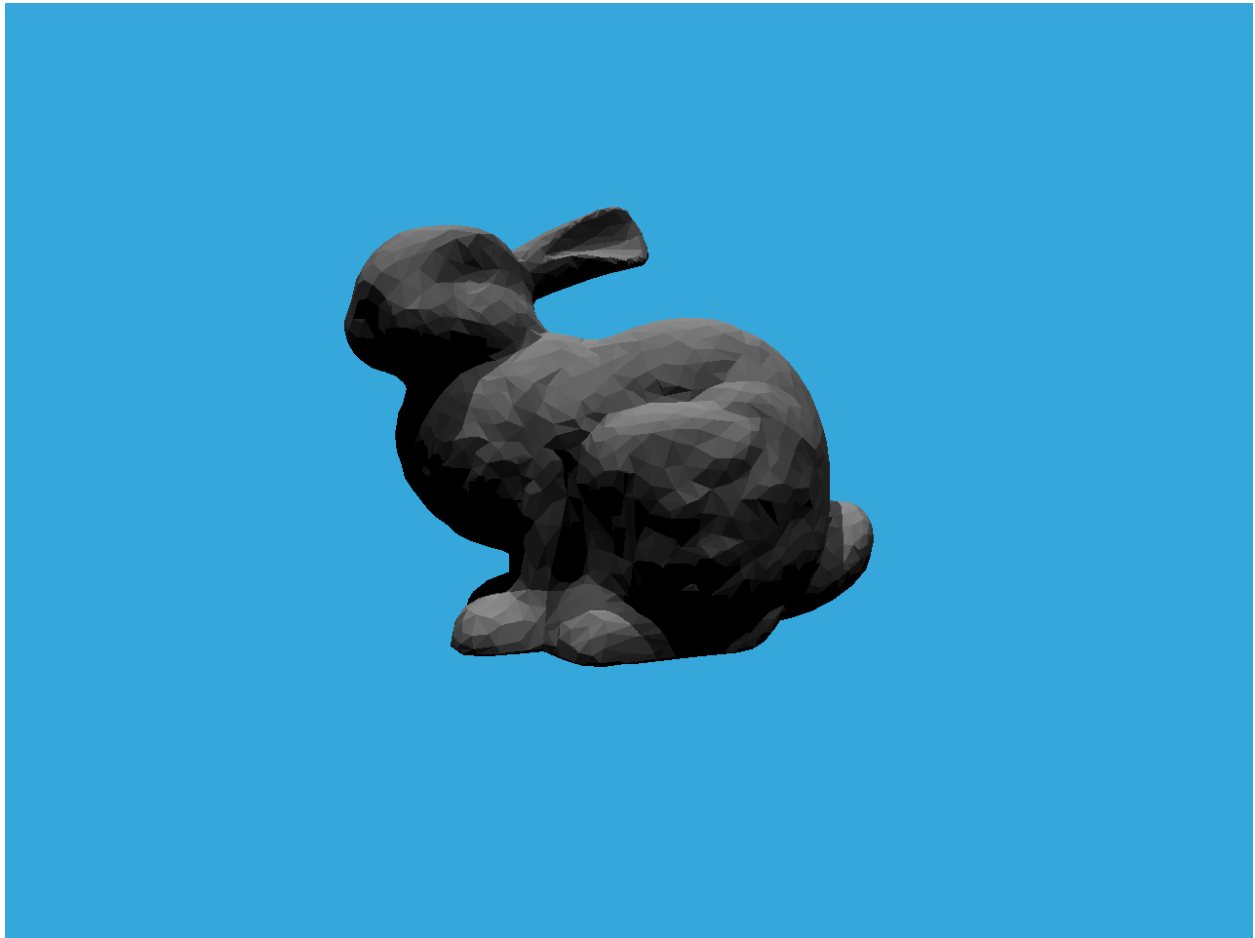Name: Jianlyu Mao
perm:892862-4

BVH Generation complete:
Time Taken: 0 hrs, 0 mins, 0 secs

 - Generating BVH...

BVH Generation complete:
Time Taken: 0 hrs, 0 mins, 0 secs

Render complete: ======================================================] 100
%
Time taken: 0 hours
        : 0 minutes
        : 6 seconds


Render(): adjust a little code snippet to create a Ray object.

rayTriangleIntersect(): copy from last homework

IntersectP(const Ray& ray, const Vector3f& invDir,
const std::array<int, 3>& dirIsNeg): simply calls the overloading function above

getIntersection(BVHBuildNode* node, const Ray ray): recursive function to get the closest object in tree structure.