**Computer Graphics Ex4 documentation**

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1. **Features implemented**

* Global illumination

**The global variables RayTracer.GL\_NUM\_RAYS and RayTracer.GL\_MAX\_DEPTH determine the number of random rays projected and the max recursion depth accordingly.**

**In order to disable global illumination effect please set RayTracer.GL\_NUM\_RAYS to zero.**

* Reflection
* Textures and parameterization
* Area lights

All features were implemented as requested in the exercise.

In total we have reached 12 point.

1. **Code Structure**

The project is divided into three packages: “GeometricPrimitives” package contains all the classes of our primitives, “lights” package contains the three different kinds of light we support and finally “raytracer” package contains all the classes which parse and render the scene.

1. **Examples**

See attached examples in project’s “samples” directory.