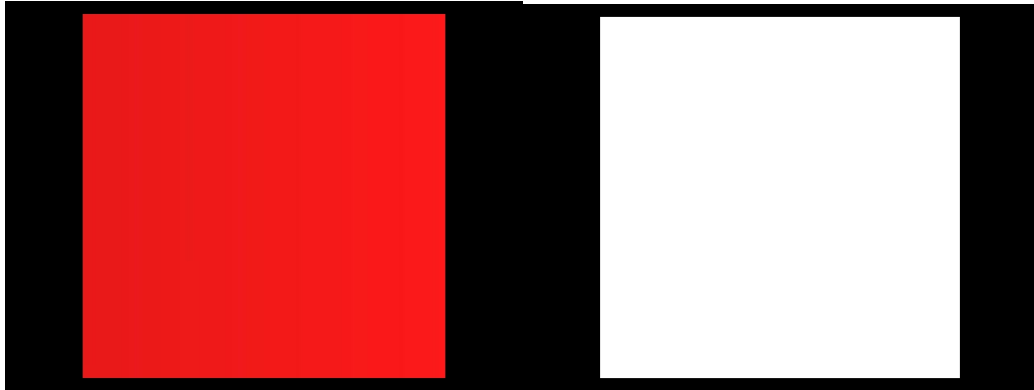
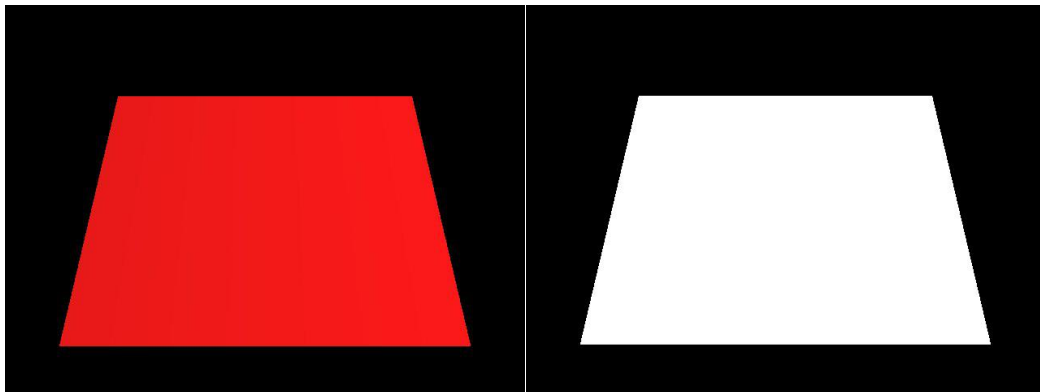


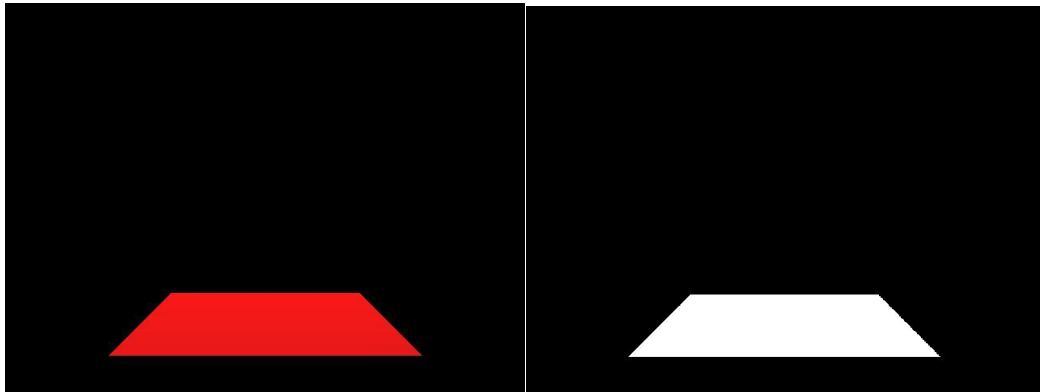
Wenxuan Huang
Partner: Chunan Huang
Test 1



Test2



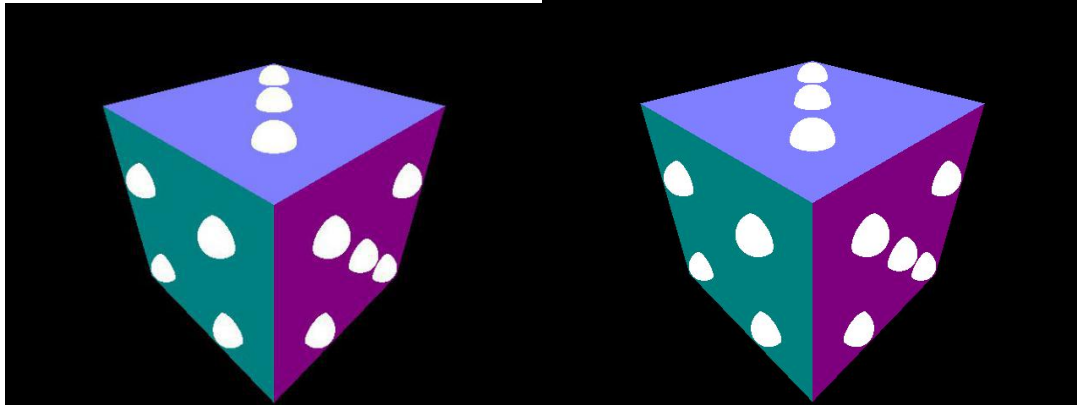
Test3



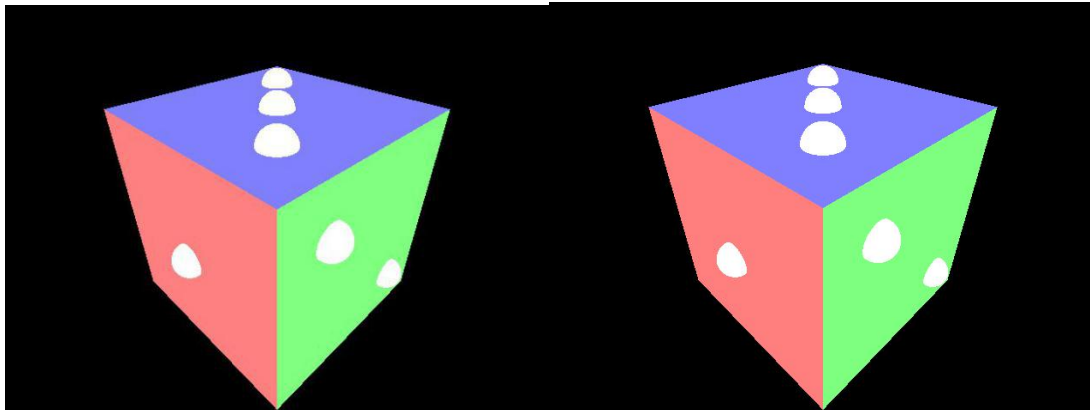
Test4



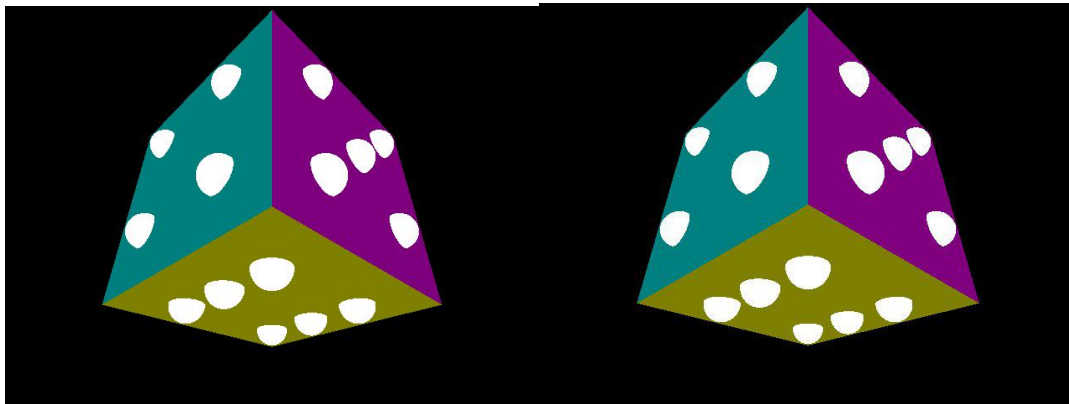
Test5



Test6



Test7



Until now, we implement the basic camera ray casting function and the sphere/triangle intersection function. We also implement the intersection case when the original shape is transformed. We haven't implement shade and light so we just set the color of each object to its ambient. We are planning to complete shade and light this weekend.