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CSC 305
March 9, 2023

Assignment 3 Report

OS: Mac OS Monterey 12.5.1
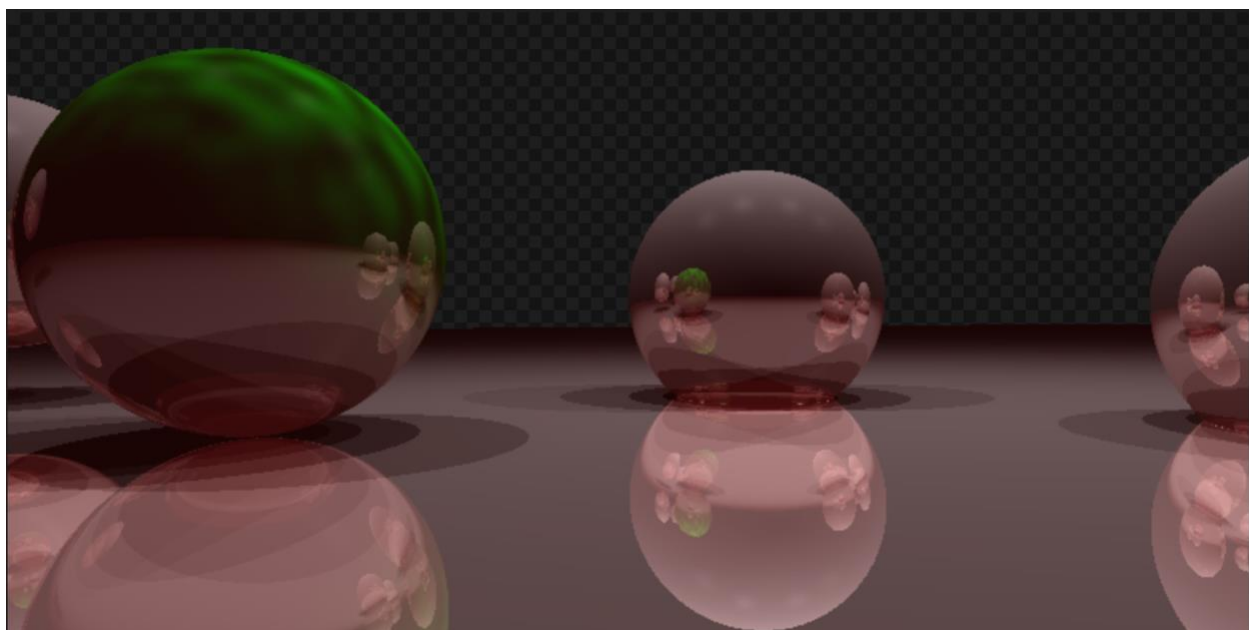Compiler: clang-1400.0.29.202

The one portion of this assignment I struggled with was going form orthographic to perspective. In Assignment 2 I had shot rays from the screen and had no issues, but on this assignment my rays did not intersect any of the spheres because they are before the screen. So Teseo helped me understand this and now the rays are shot from the camera.

At first, I didn't notice the effect of cubic interpolation compared to linear interpolation, but after some research I found that it is supposed to hide the grid pattern. I can now see in the two images that there is a slight grid pattern for linear interpolation and not for the cubic interpolation.

I did not get around to coding the bonus problems, but all required parts of the assignment are correctly completed to my knowledge.
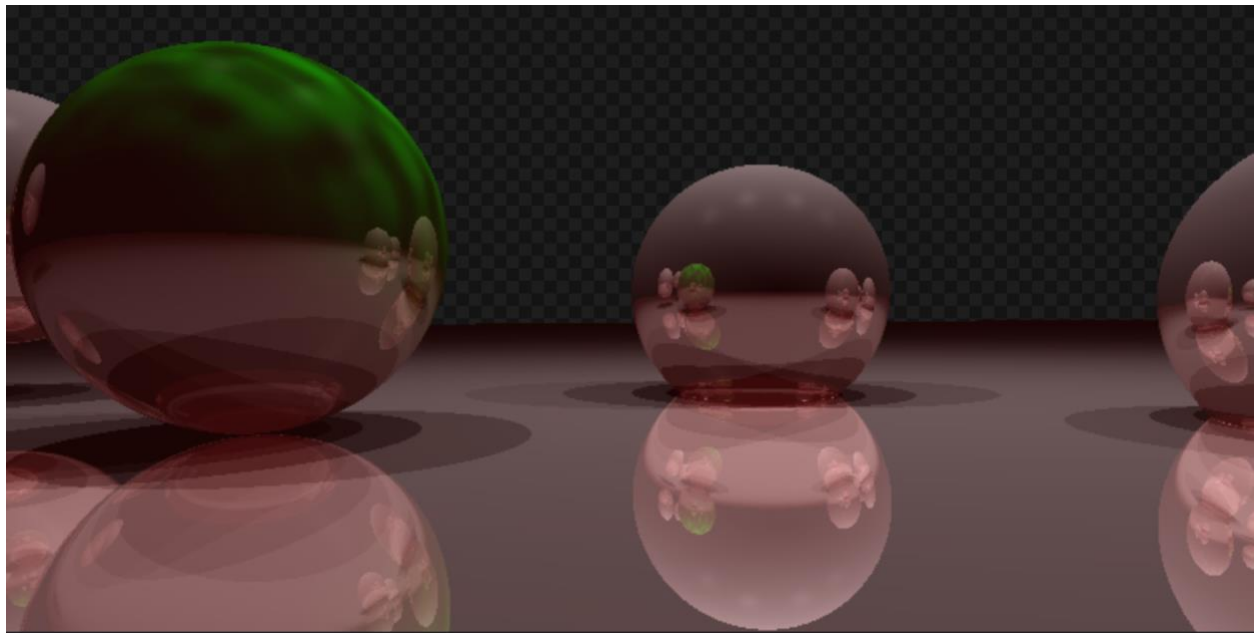
Linear Interpolation

Cubic Interpolation