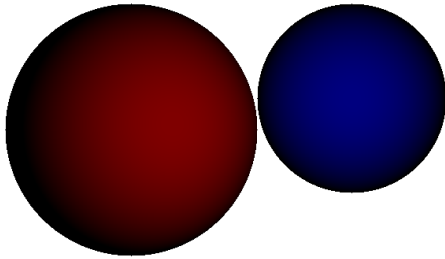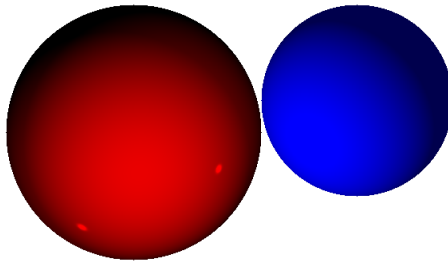## Assignment 1: Interactive Computer Graphics(Ray Tracing)
1.1 Ray Tracing Spheres

    a. Multiple spheres with diffused or lambertian shading
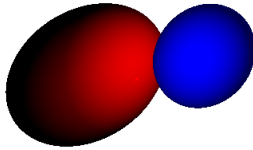### 1.2 Shading

    b. Multiple spheres with 2 light sources such that red sphere is diffused and specular shaded and blue sphere is diffused, specular and ambient shaded

1.3 Perspective Projection

    c. Perspective projection of the previous scene in 1.2
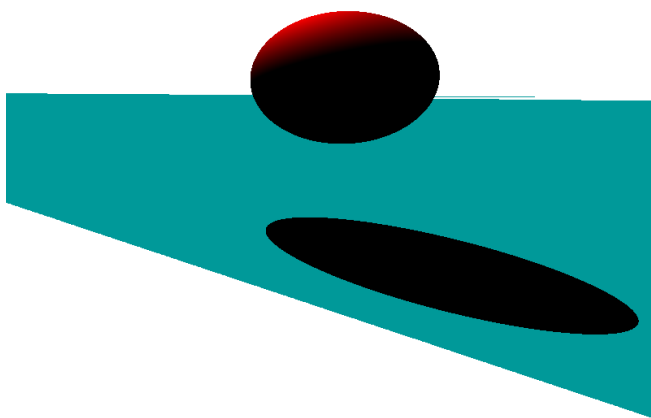

1.4 Ray Tracing Triangle Meshes

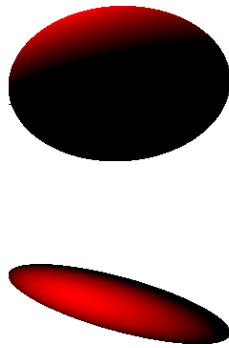   d. A red bunny formed by using triangular meshes from the bunny.off file

    e. An attempt to create a bumpy cube,(the code exists but is quite far from the desirable output)

1.5 Shadows

    f. A simple sphere in perspective projection with a cyan floor exhibiting shadows

1.6 Reflections on the floor

g. A simple sphere in perspective projection with a white shiny reflecting surface as the floor, (In this case, the floor exists but due to the white background the reflecting surface cannot be seen)