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CS373

Assignment 5.

1) Additional method created during this assignment:

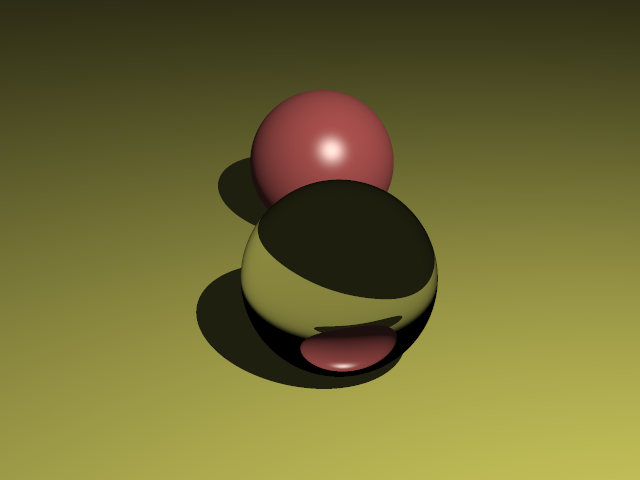
HitRecord checkIntersection(Ray ray): return a hit record that records the hit of ray to the closest shapes

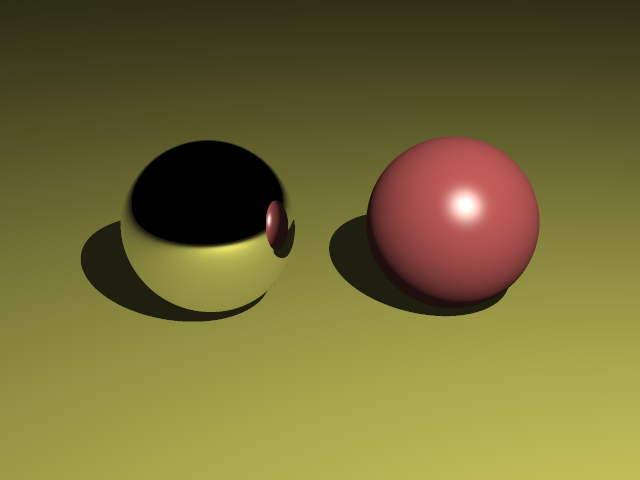
Color3f colorMult(Color3f a, Color3f b): return a multiplication of 2 colors.

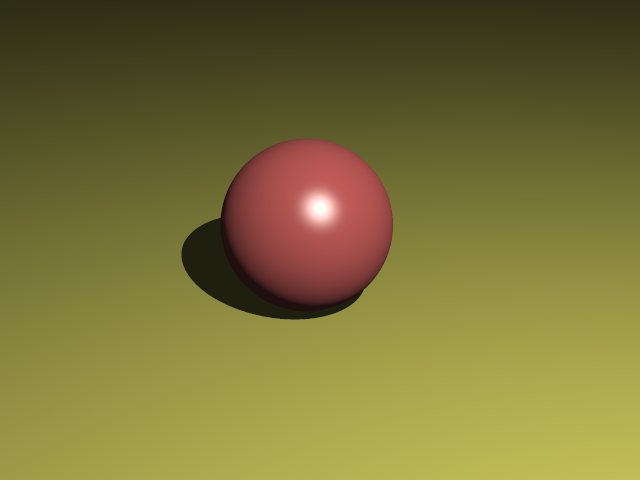
I also applied the regular sampling method to the ray generating method, so that there would be xsample\*ysample ray in 1 pixel instead of only 1 ray through the center of pixel. The generated picture look smoother after applying sampling method.

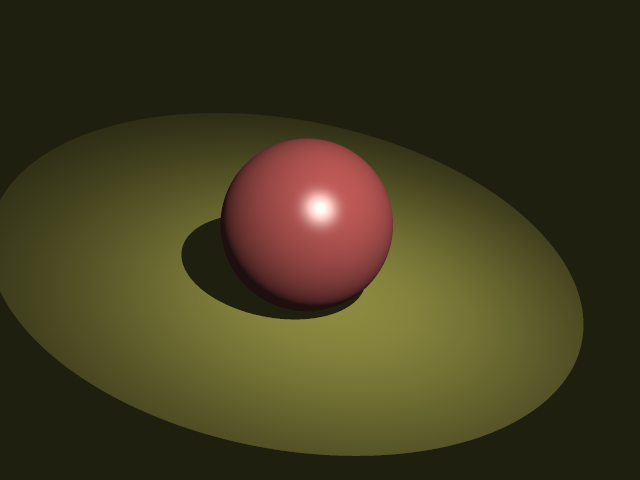
2) \_Ball\_arealight.scene:

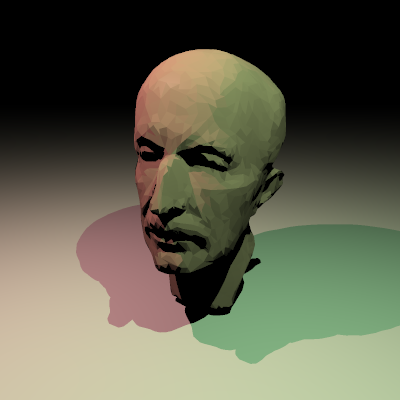
\_Ball\_glass.scene:



\_Ball \_mirror.scene

\_Ball\_pointlight.scene

\_Ball\_spotlight.scene

Head.scene 

Triangle\_pointlight.scene: