COL781: Computer Graphics
Assignment 1

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1   Introduction

In this assignment we implement a ray-tracing module. It works by following recursive ray tracing principles as defined in the literature (please increase your knowledge first before reading the report, if you don't know about it)

2   Ray Tracing

References

[1] Winnemller, H., Kyprianidis, J. and Olsen, S. *XDoG: An eXtended difference-of-Gaussians compendium including advanced image stylization..*
Computers & Graphics, 36(6), pp.740-753..