Things that work (i believe so…)

- Positional lights
- Attenuation
- Shadows
- All objects: cylinderZ, cylinderY, closedConeY, plane (not transparent), sphere
- Reflections
- Resizing
- Anti-aliasing
- Textures

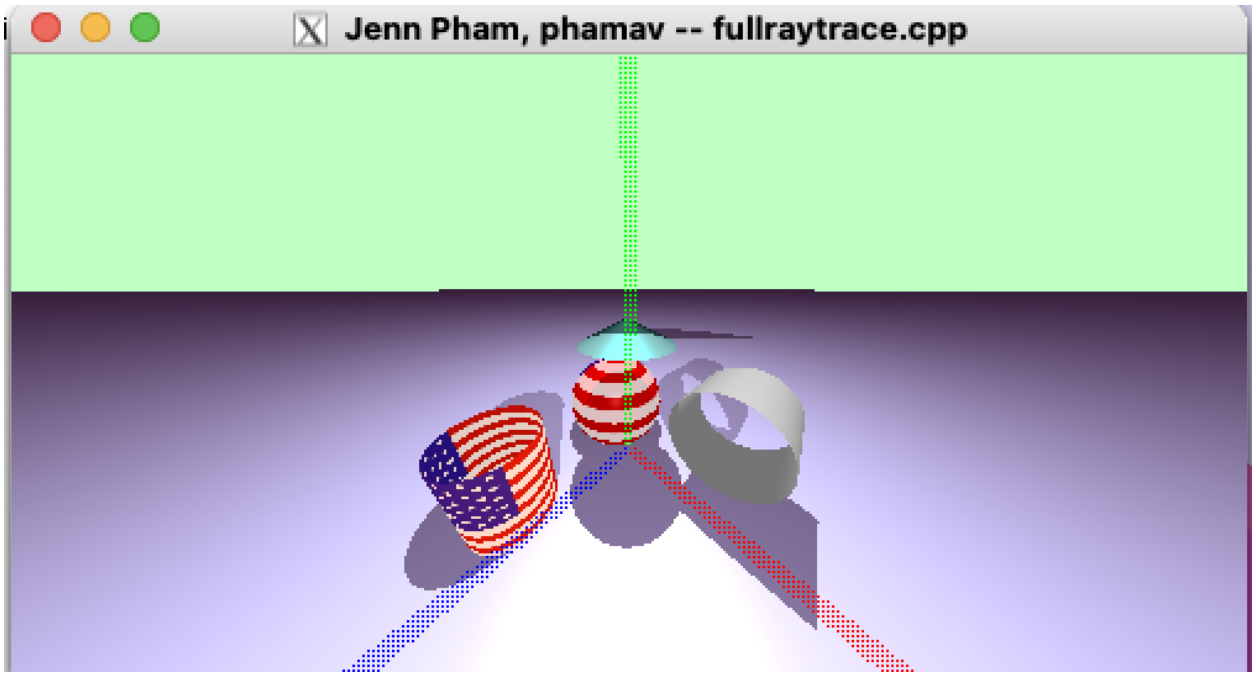
Things that don't work:

- Spotlight: although I've checked with the professor about the code, I still can't seem to run it.

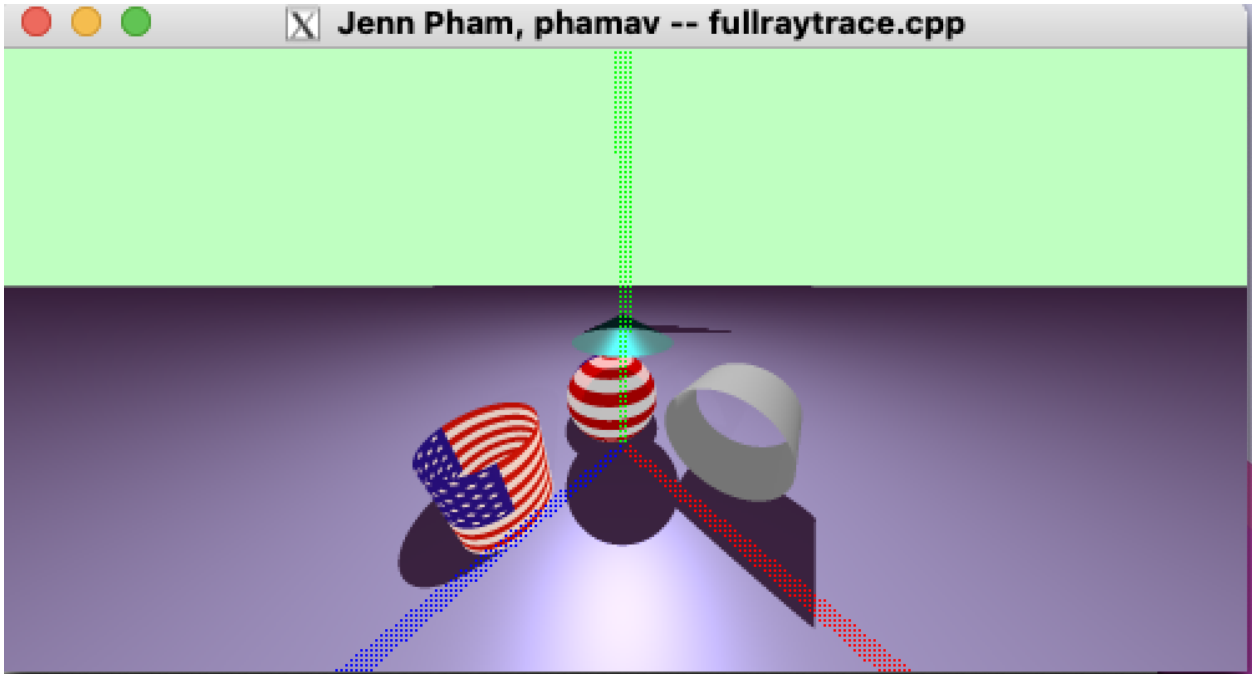
Screenshots:

1. AA off → AA on

– aa off

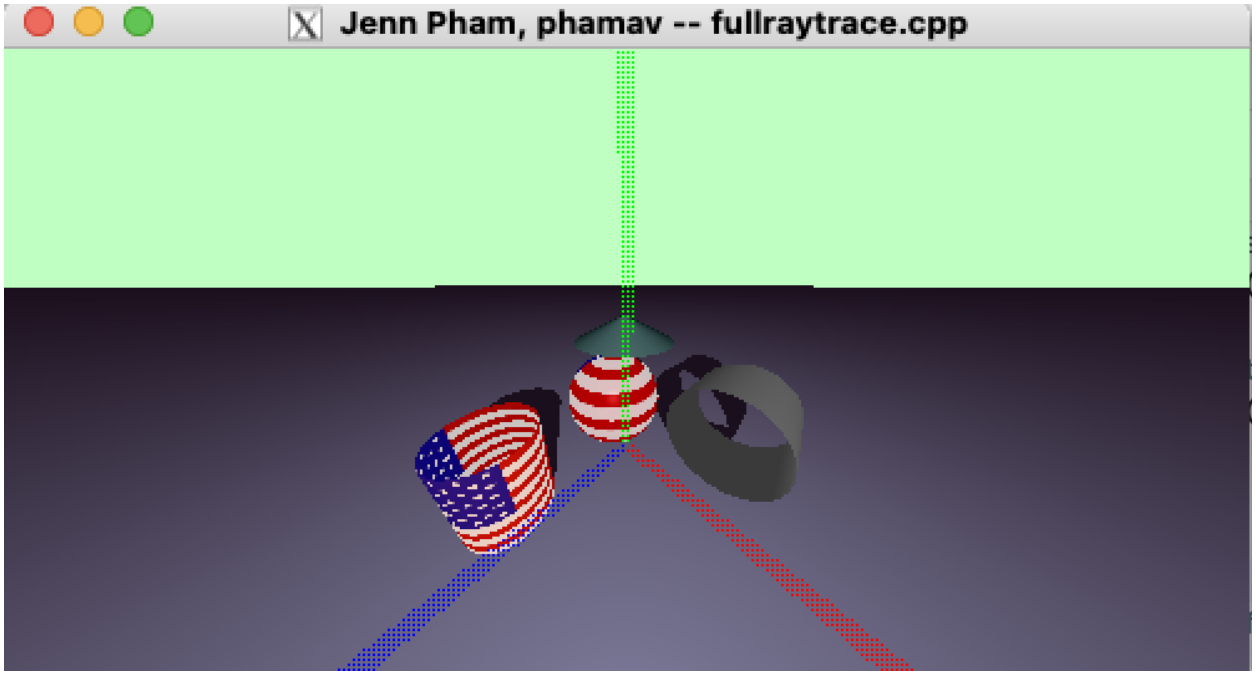


– aa on

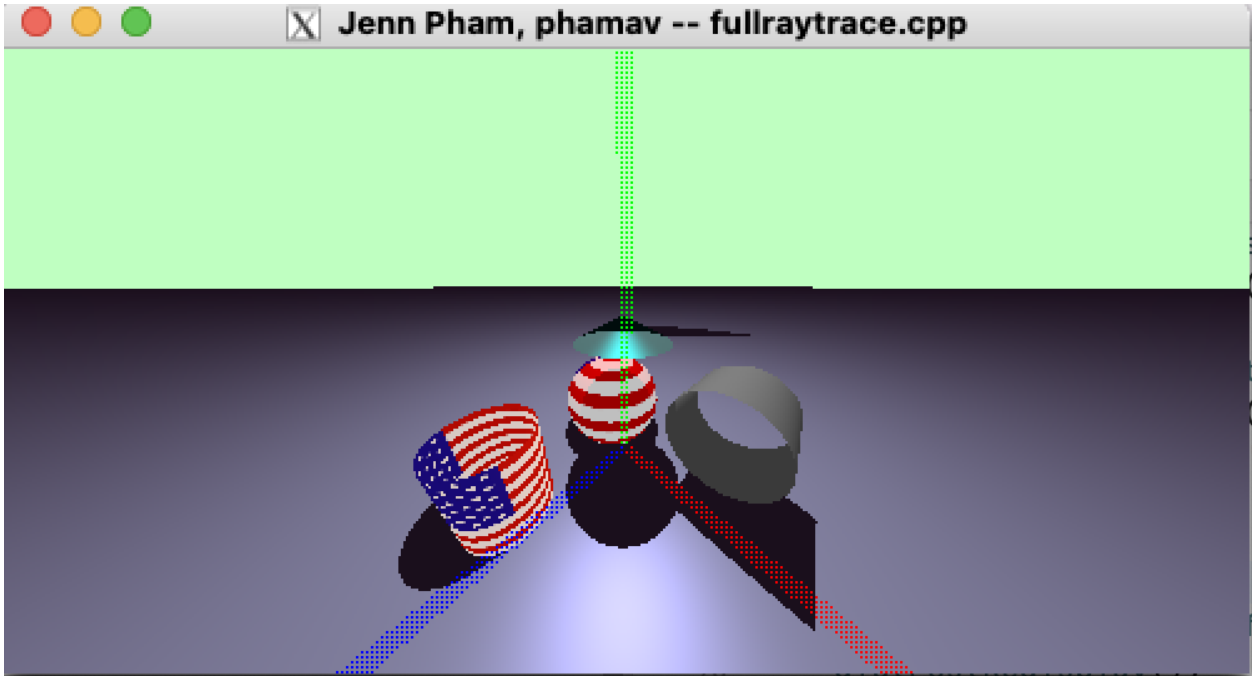


2. Only positional light (right in front of the camera) → Only spotlight (on top of the y axis)

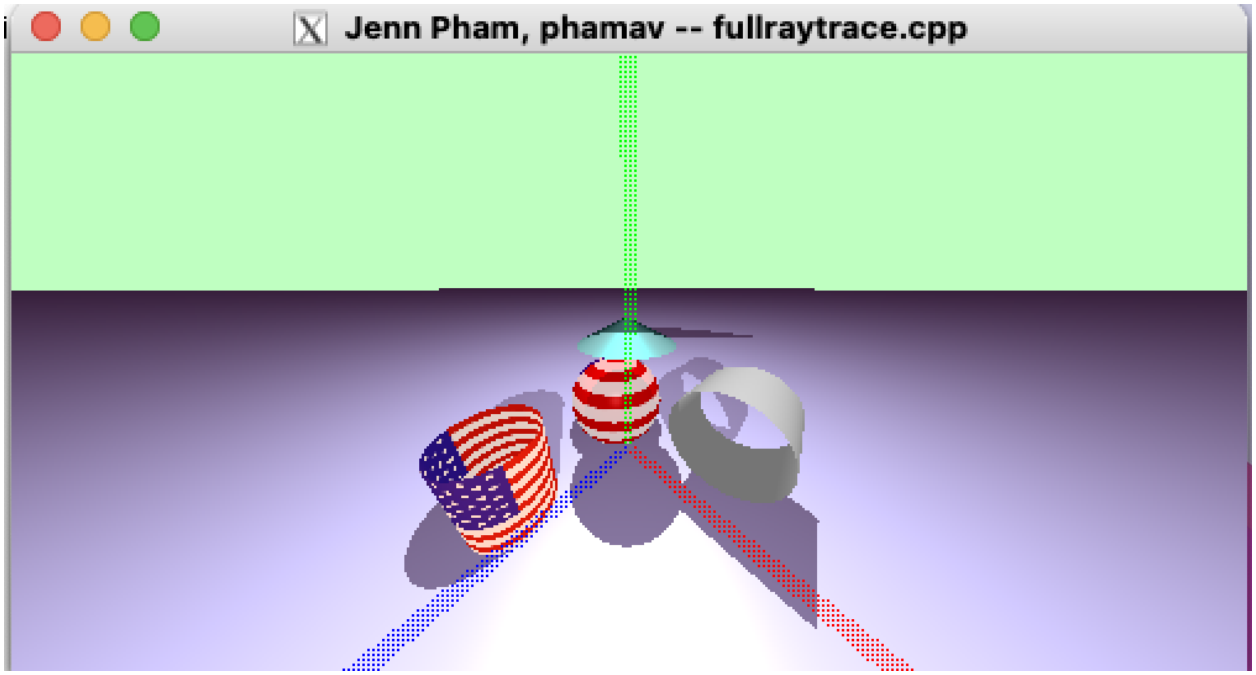
- poslight



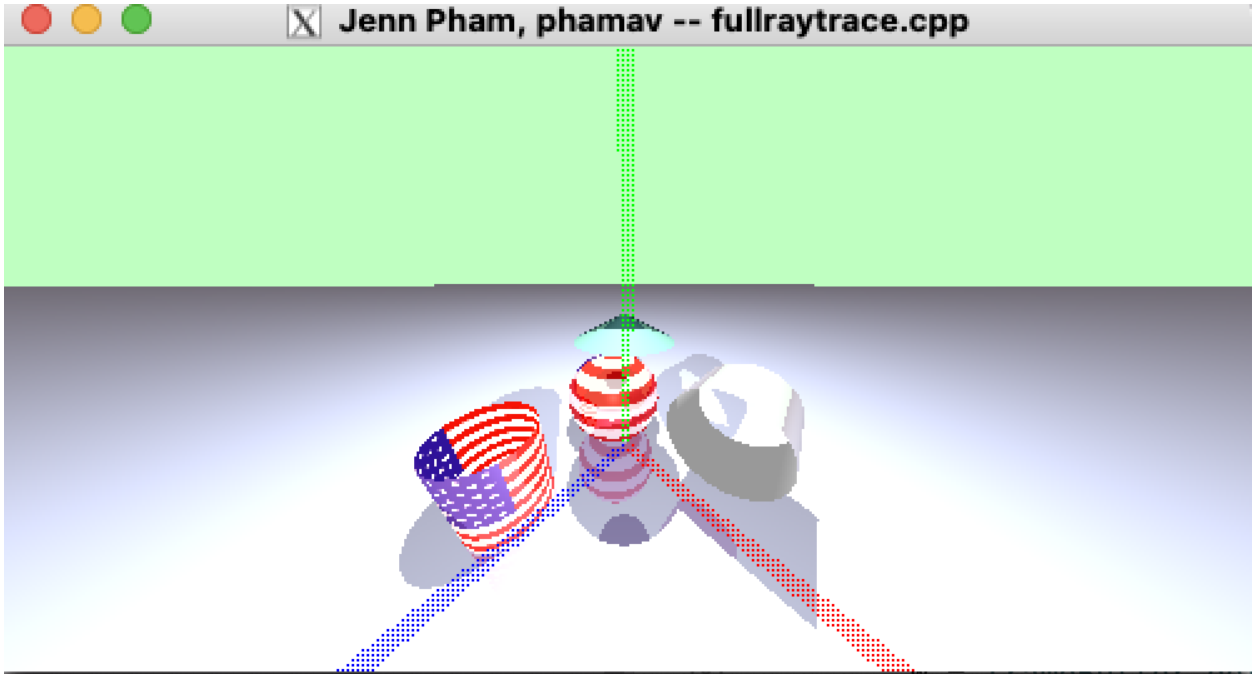
- spotlight (doesn't work)



3. Image on the cylinder



4. Reflection 1 times


Jenn Pham, phamav -- fullraytrace.cpp