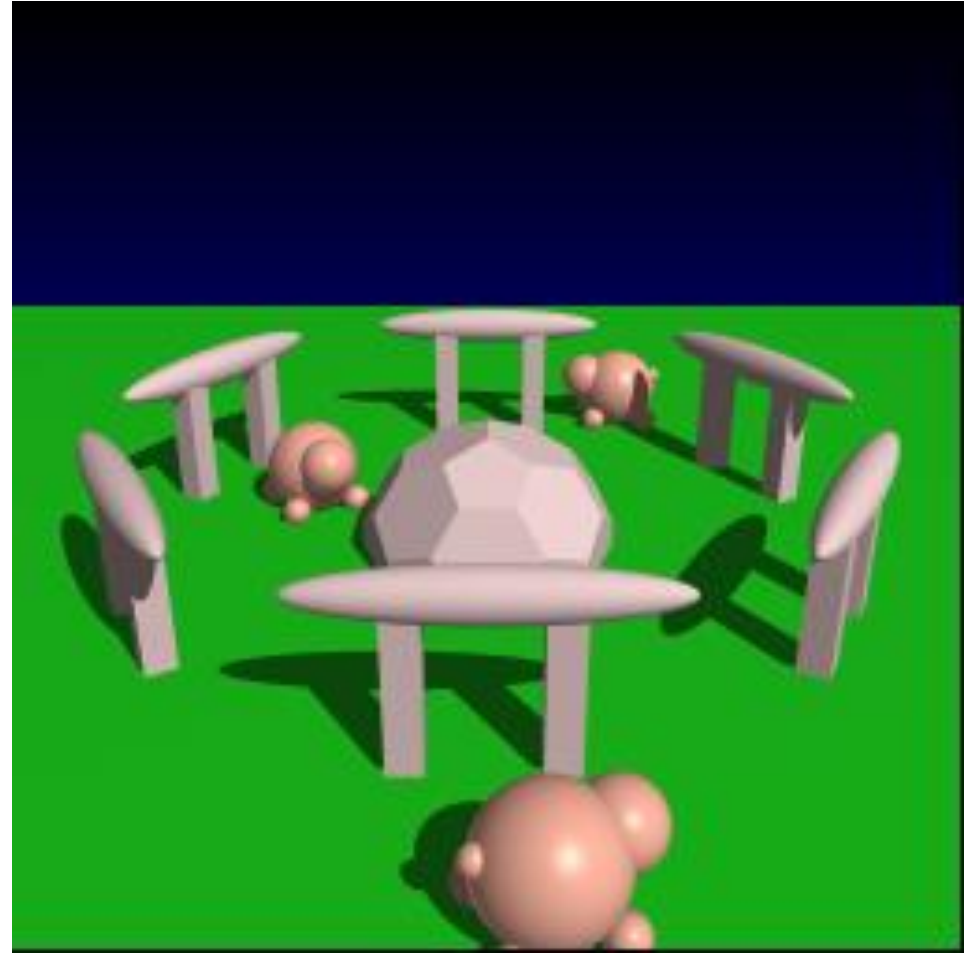
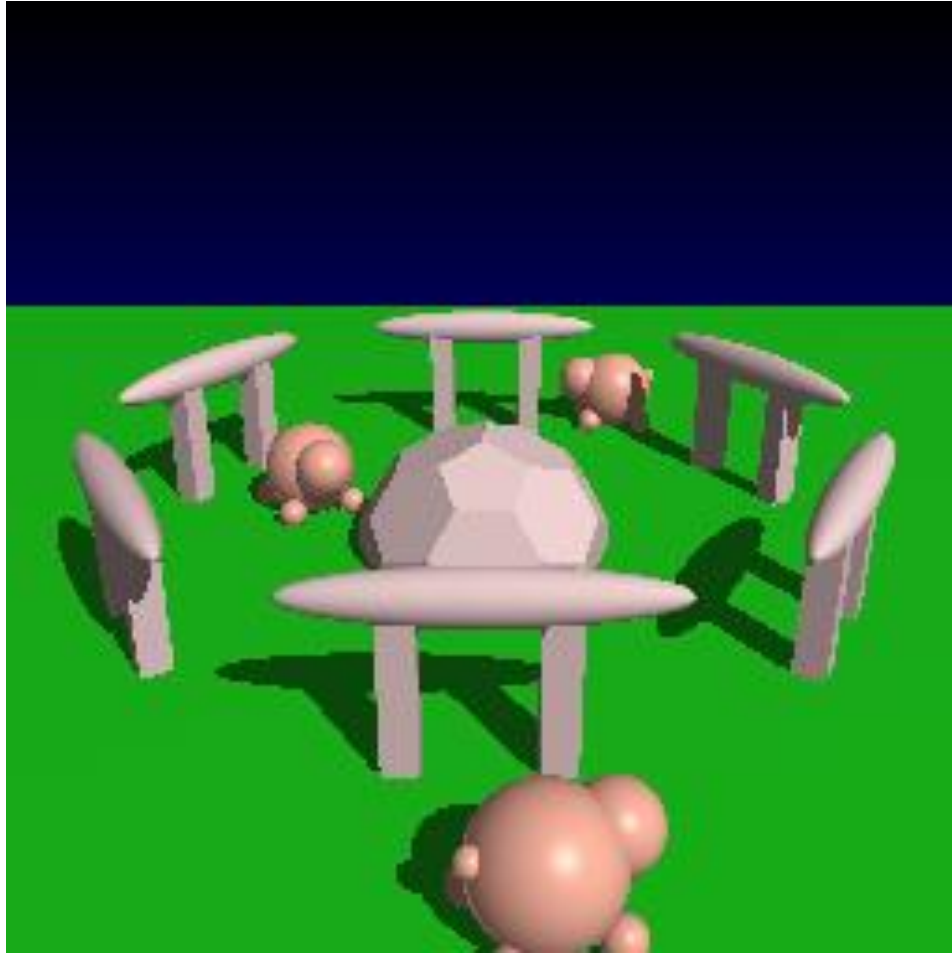


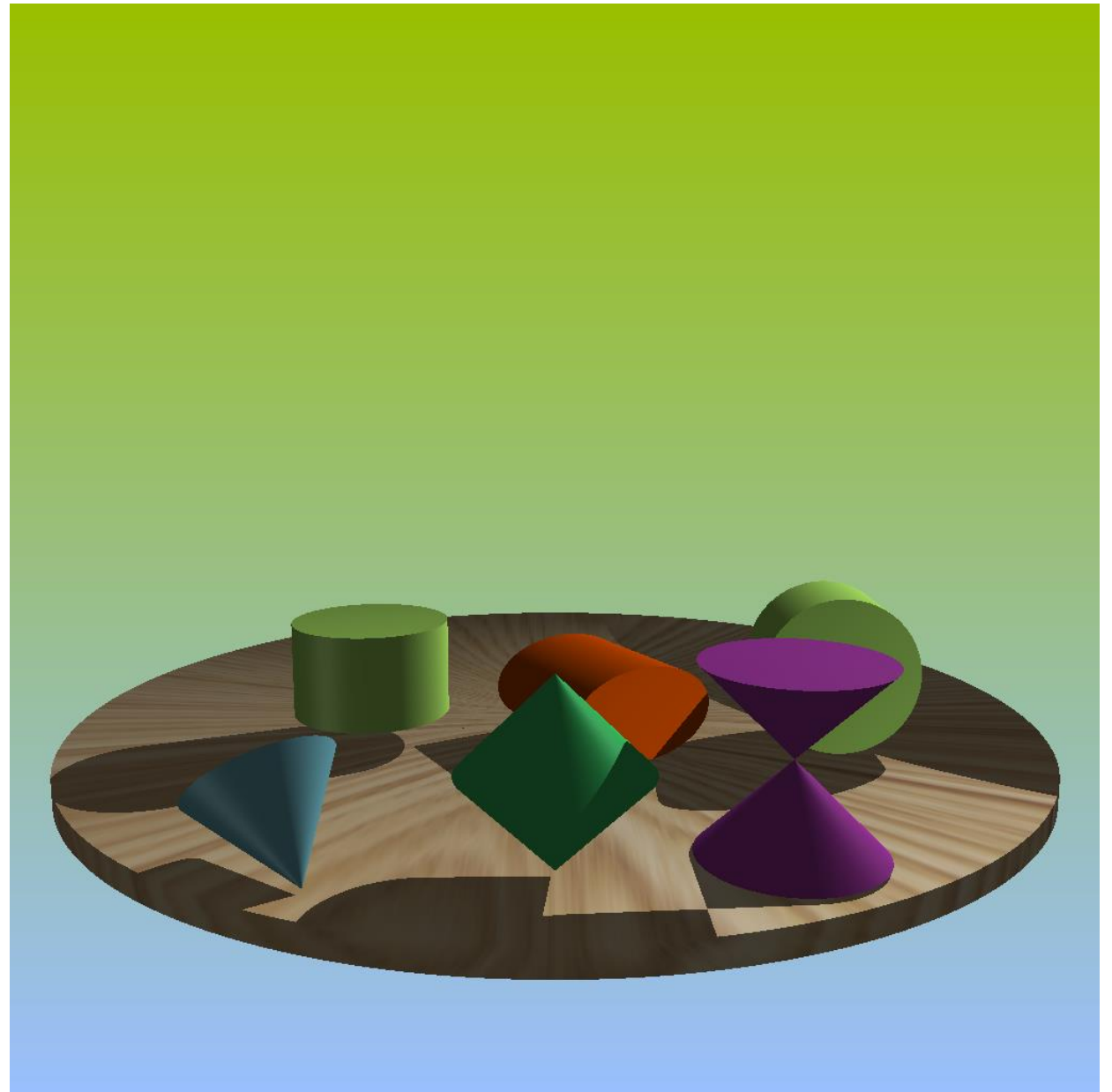
My Ray Tracer

---Yunfei Zhao

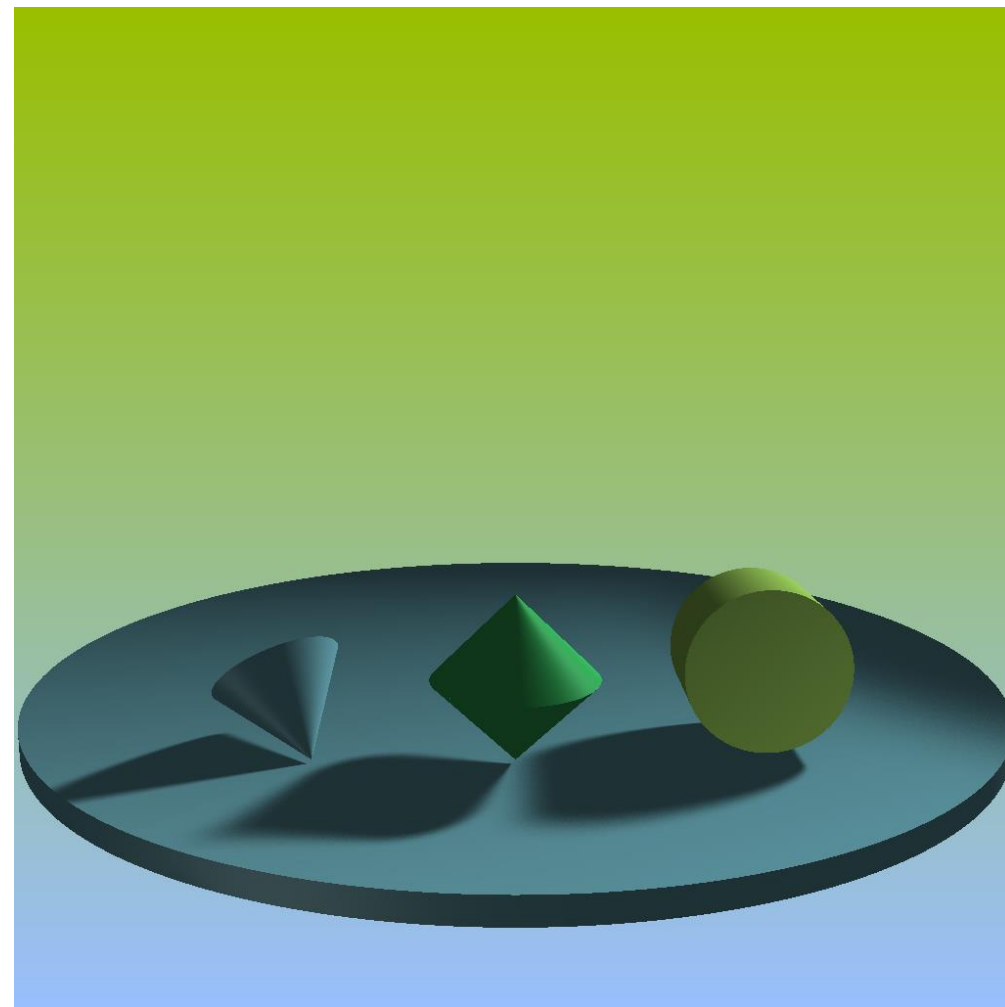
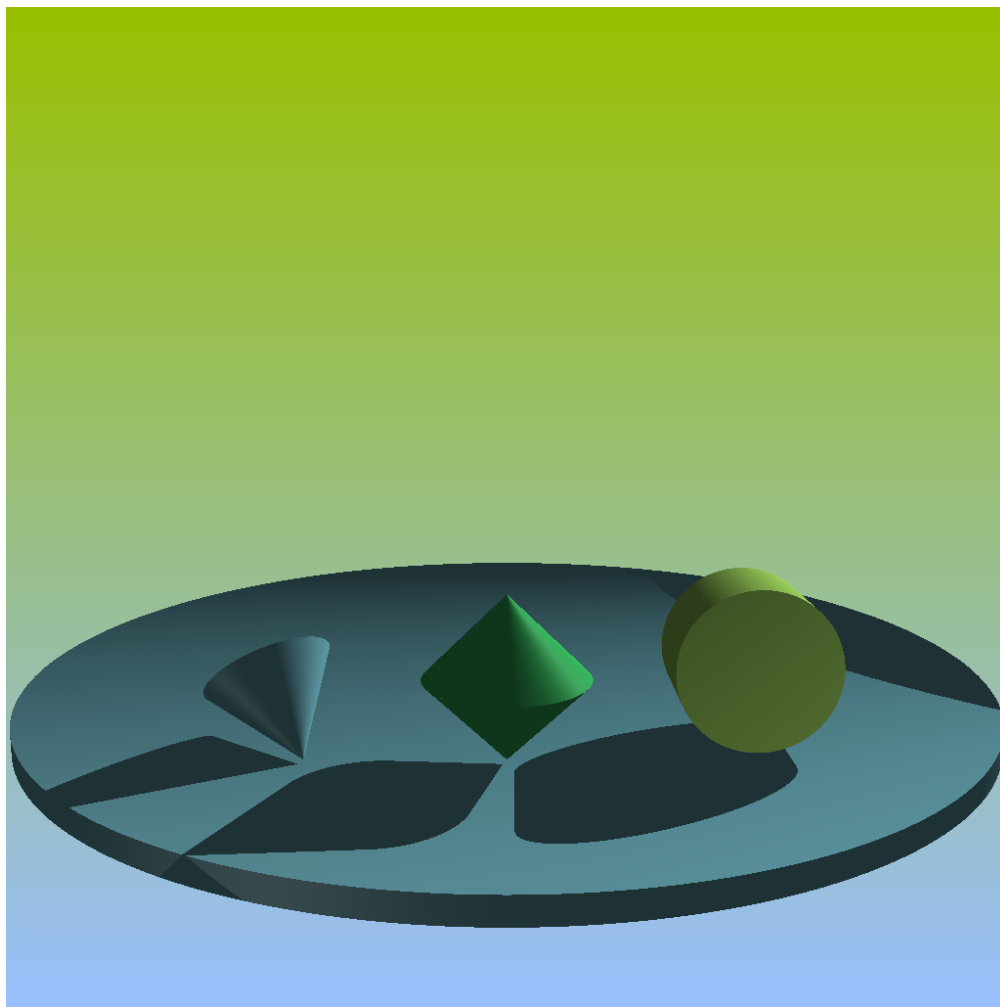
Anti-aliasing(Super sampling)



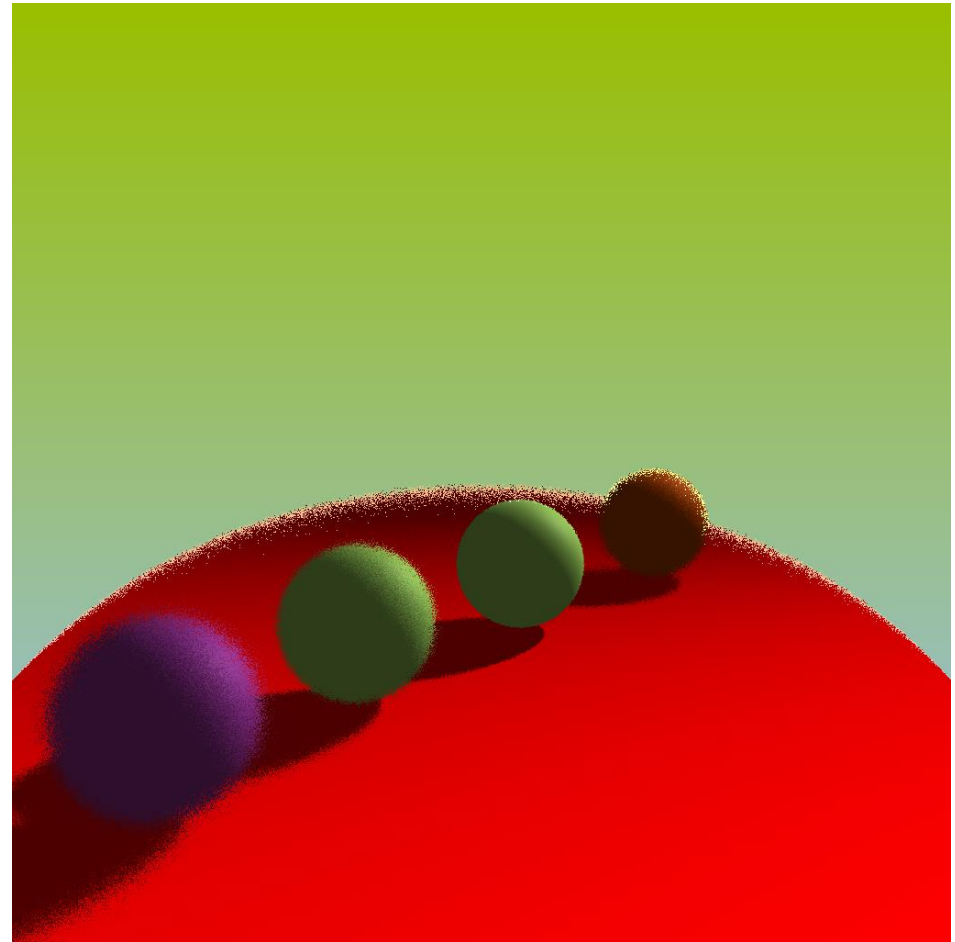
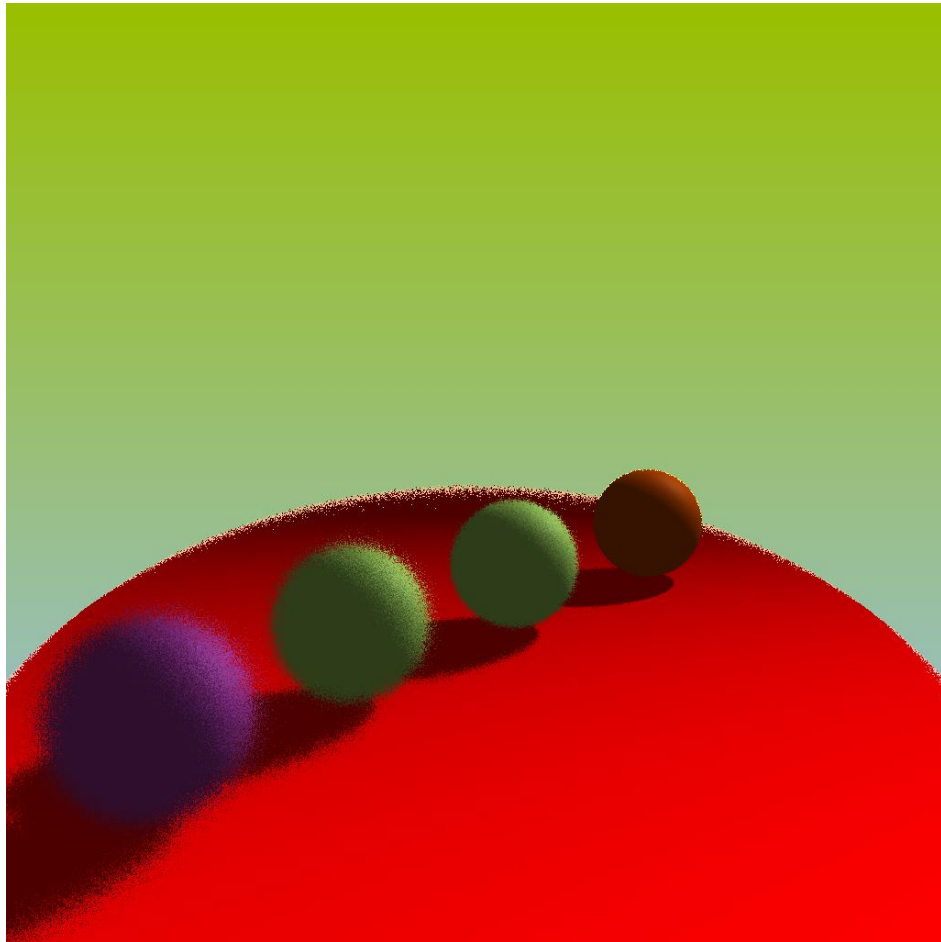
Extra-
primitives(Cylinder&Cone)



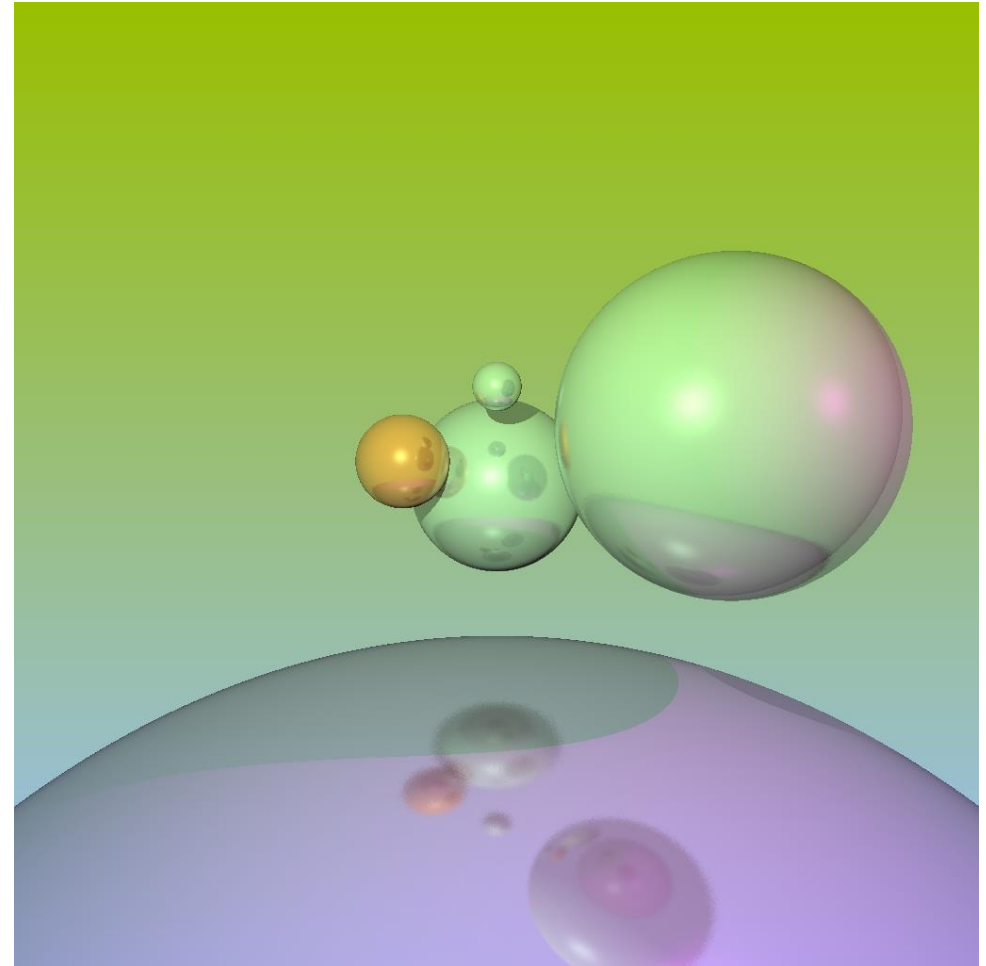
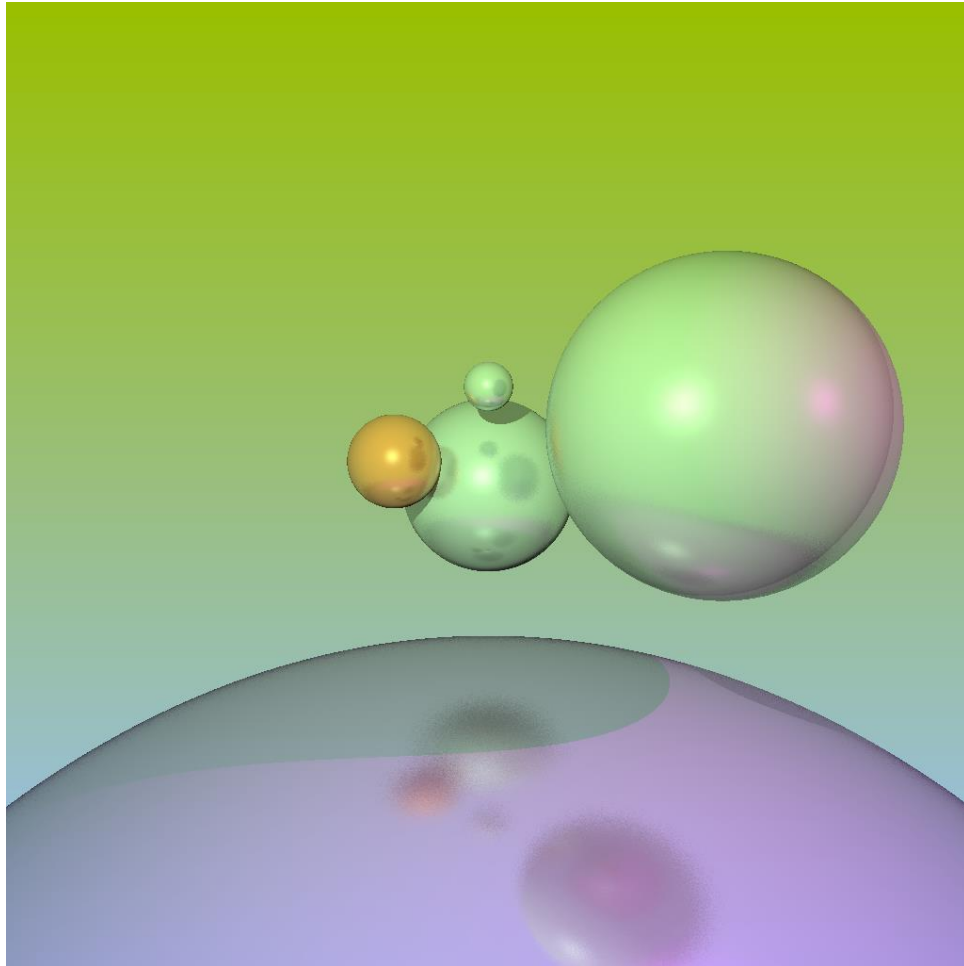
Soft Shadows



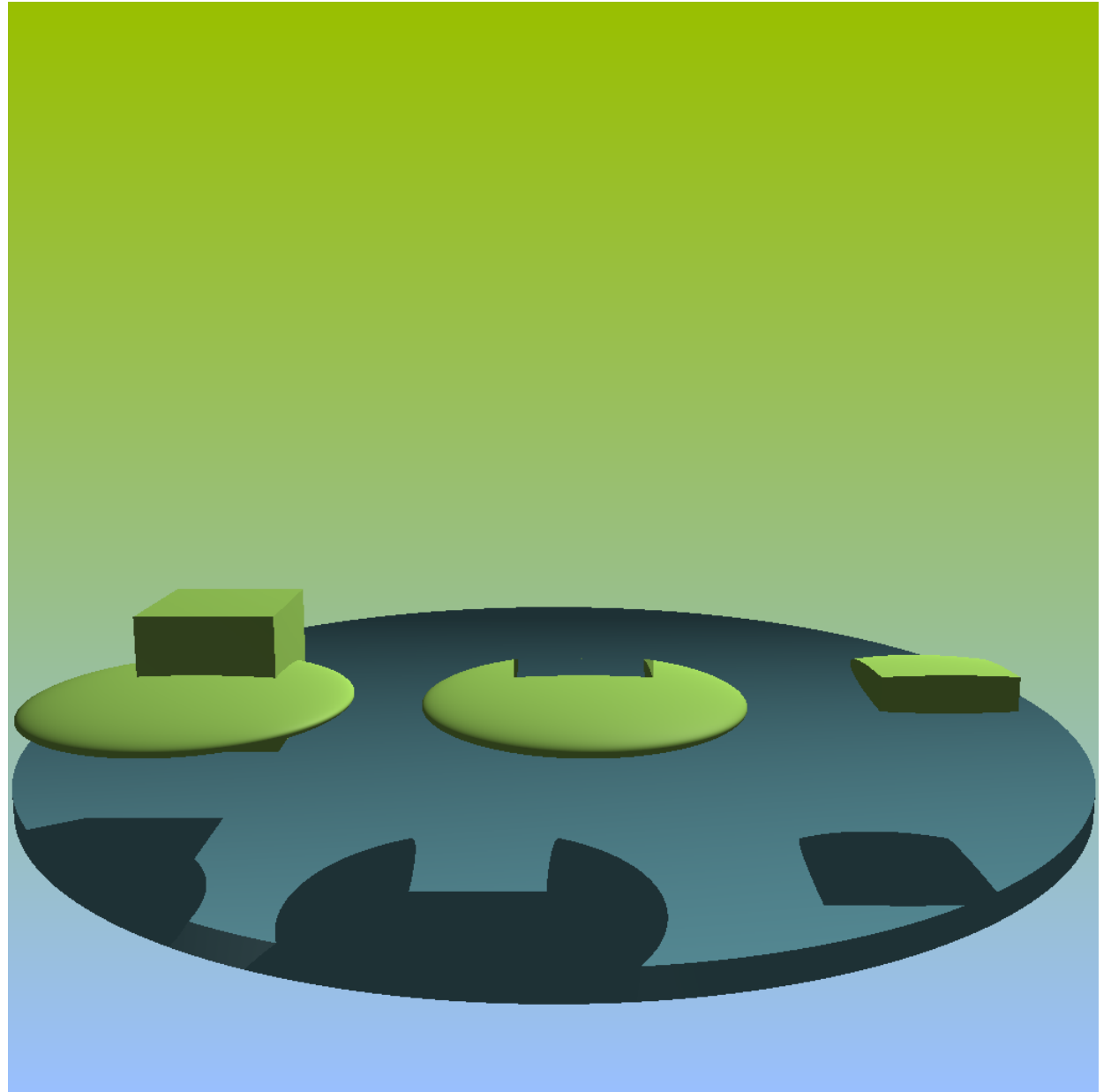
Depths of field



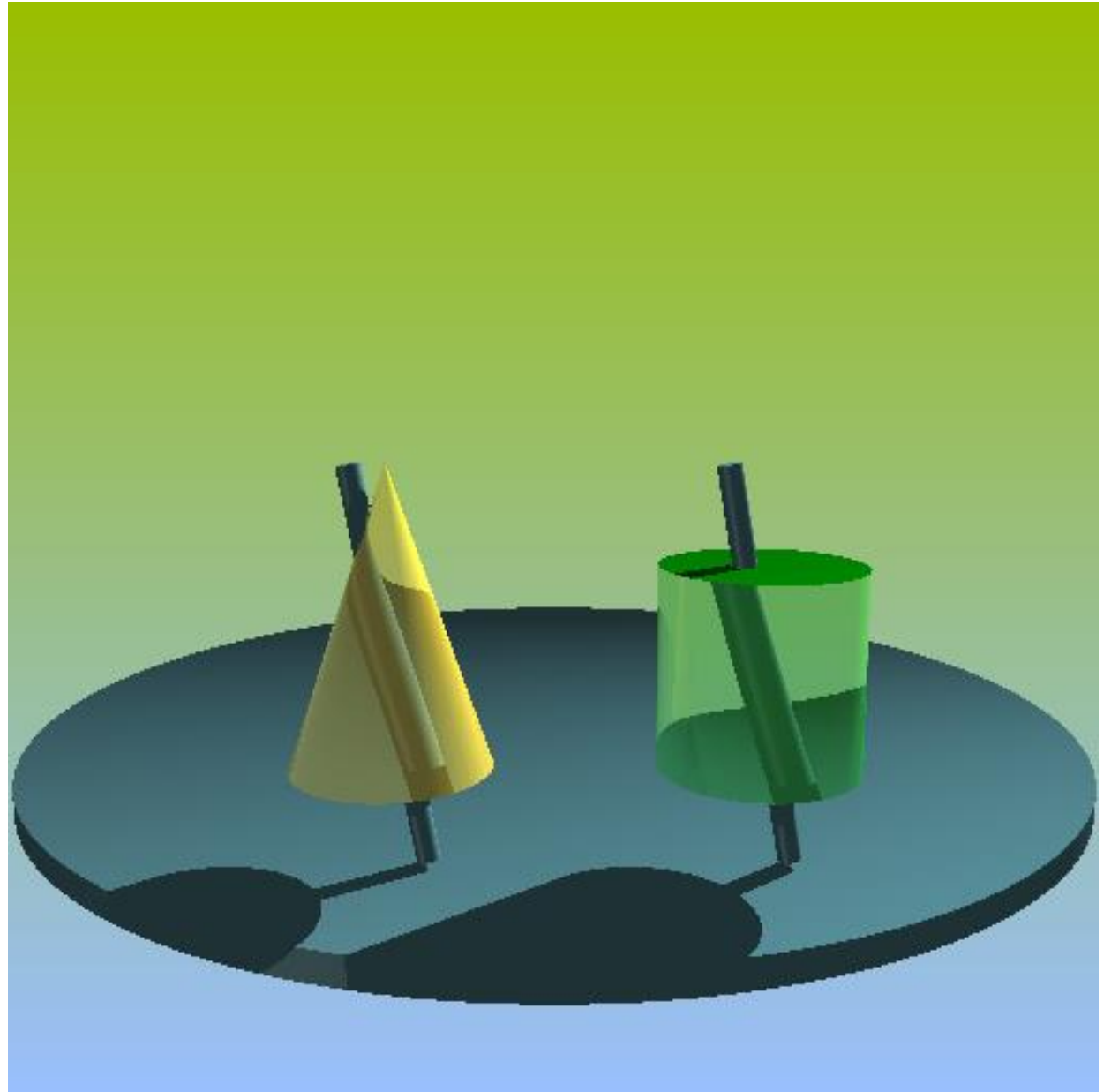
Glossy Reflection



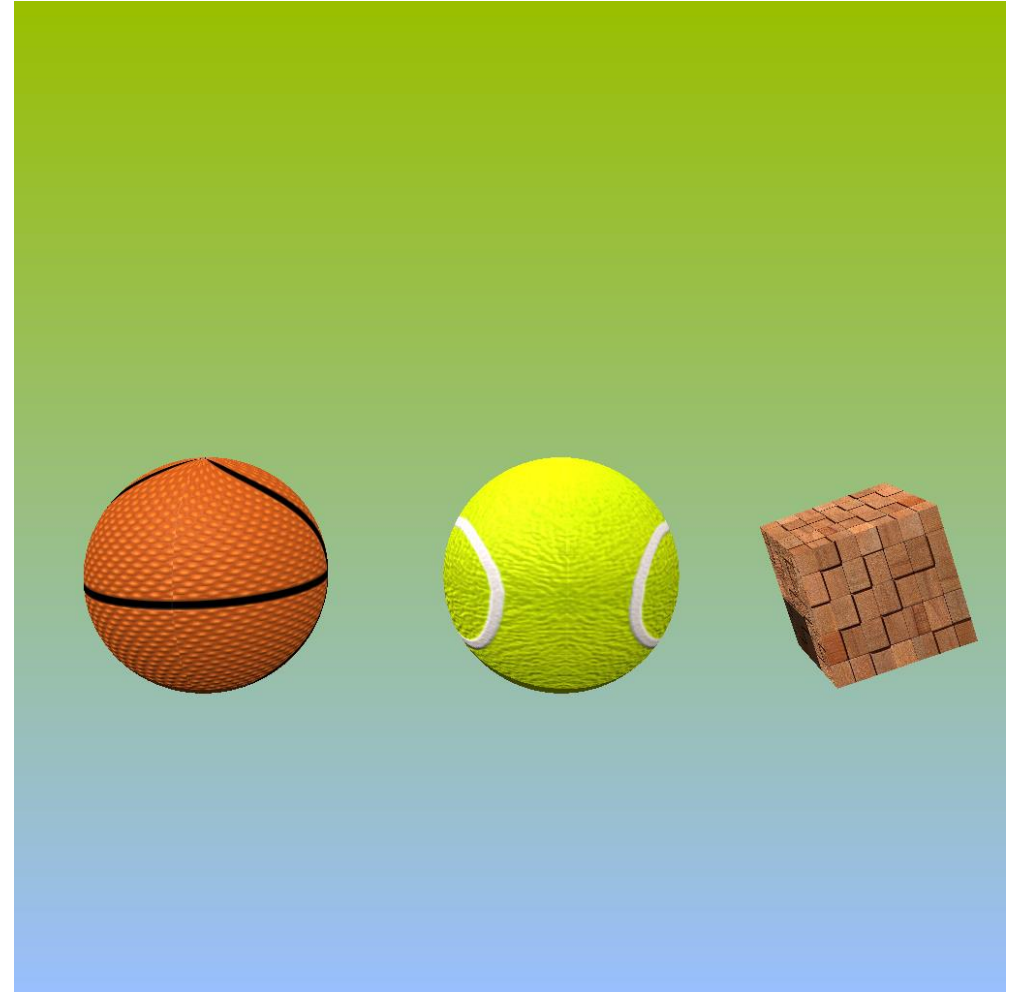
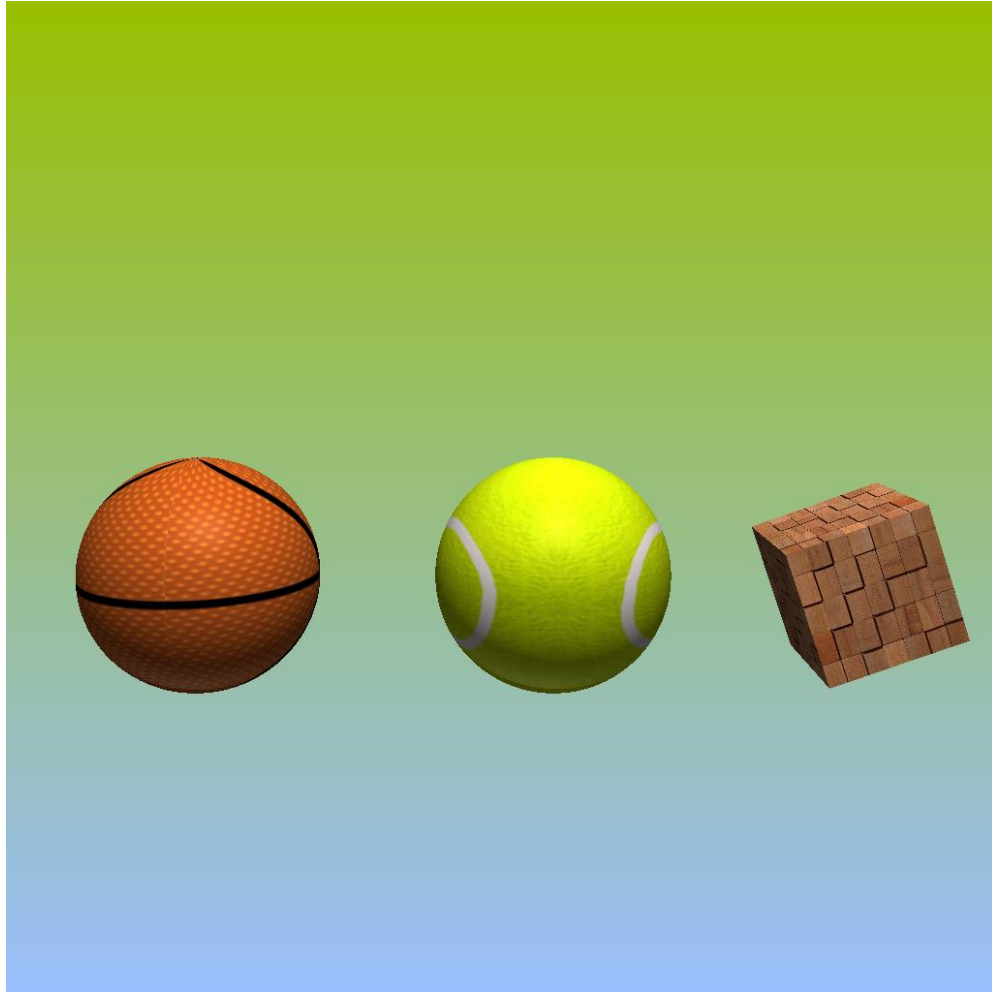
CSG



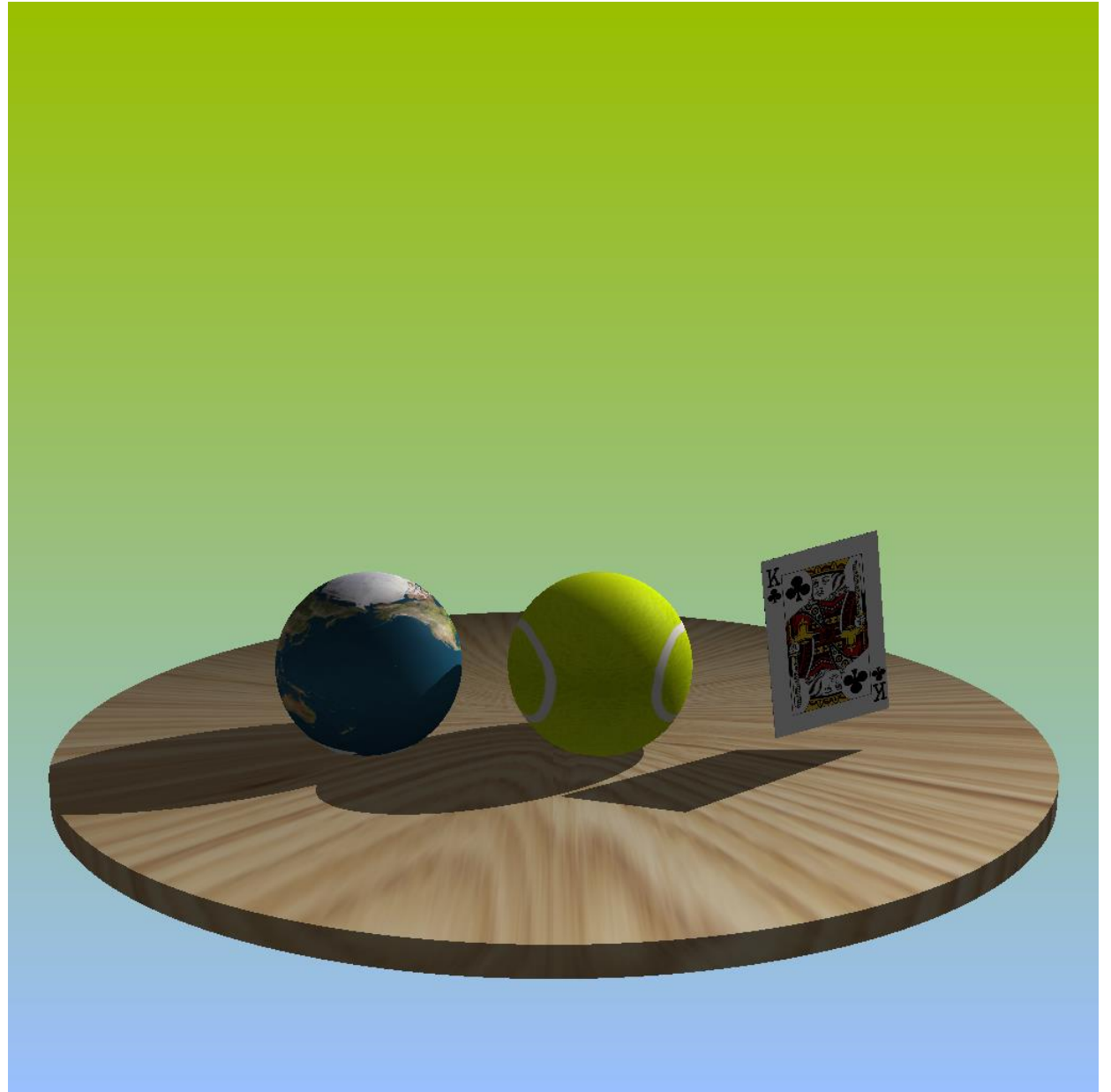
Refraction



Bump Mapping



Texture Mapping



Final Scene

