RayTracer

Built my first-ever RayTracer in C++, as part of course undertaking from Dr.Ravi Ramamoorthy - <https://www.edx.org/course/computer-graphics-uc-san-diegox-cse167x-1>

It’s based on Rasterrain project - https://sourceforge.net/p/rasterrain/code/ci/master/tree/main.cpp#l440