

Contributions

	Area	Mikael	Robin	
	.obj file reader			
	.stl file reader			
	3d camera			
	3d material abstraction			
	3d object abstraction			
	3d object mesh implementation			
	3d object sphere implementation			
	3d raytracing phong illumination			
	3d raytracing phong interpolation			
	3d raytracing renderer			
	3d raytracing renderer multithreading			
	3d raytracing renderer opacity			
	3d raytracing renderer refraction			
	3d raytracing renderer specular reflection			
	3d raytracing texture mapping			
	3d renderer abstraction			
	3d wireframe renderer			
	bounding volume hierarchy optimization			
	build system / environment			
	file dialog abstraction			
	file dialog gtk implementation			
	gui (2d graphics / input) abstraction			
	gui (2d graphics / input) sdl implementation			
	lua scripting support			
	project report			
	project specification			
	submission demo video			
	ui input abstraction			
	ui input implementation			

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[illegible]