

CSC 473

Programming Assignment 1 part 5

Due Wednesday June 1st, at 11:59pm

Overview

For this portion of your ray tracer, your program needs to:

- compute global illumination using Monte Carlo ray tracing
- please use 256 sample rays on your hemisphere
- use cosine weighted sampling for the secondary rays
- experiment with 1-3 levels of recursed rays for nice color bleeding effects

For our final rendered scene, consider using the modified ‘Cornel Box’ on the website (or stay tuned for others). You will again need to create your own ‘pretty’ scene that you render and submit the .pov file for.

What you should hand in:

- Your code, include all files necessary to compile and run your ray tracer
- A rendering of all example files specified
- A readme file with any information about what is working or not working with your implementation and timings for running the specified files.
- Your own .pov file and rendered image of a complex scene. Be creative and create an interesting scene. Choose colors and an arrangement of geometry that you find pleasing.

You need to handin your code and images generated using handin:

handin zwood csc473p5 <your_files>

Be sure to include all files necessary to compile and run your ray tracer.