Project Report Draft Version 1

Project Name: Ray Tracing

Introduction/Background

Team Name: Team Take Infinity

Team Members:

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* Anil Ramakrishna
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Project Objectives

1. Build a Ray Tracer from scratch.
2. Modify the object parser
3. Add-on features
   1. Lighting
   2. Reflection
   3. Refraction
   4. Texture Mapping
   5. Anti-Aliasing

Implementation

System Schematic: ([Sample](https://www.opengl.org/wiki_132/images/RenderingPipeline.png))

Challenges

Conclusion

References

* Papers referred
* Websites referred