Raytracer in Room

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Summary

We have a room which have different lightsources and uses raytracing to light the room.

Will Do

- Raytraced lighting
- Room (6 walls enclosing space the space in a box)
  - Divide space into cells
- Several light sources
- Several stationary and moving low poly-objects
- Stationary camera position

Might do

- Moving camera (rotation)
- Moving camera (follow curve)
- Window with parallel light
- Transparent object (glass/fabric)
- Hogh poly complex obejcts
- Raytraced reflections