



README



The folder named “Code” contains all the source needed to run the project.

To run the project, navigate into the folder. Then compile “Main.cu” using nvcc. Ignore the compilation warnings.

Execute the binary with no command line arguments.

This will produce a file in the folder named “Image.ppm”.

Most linux distributions have inbuilt PPM viewers. If you are using windows you may need to use an online PPM viewer.

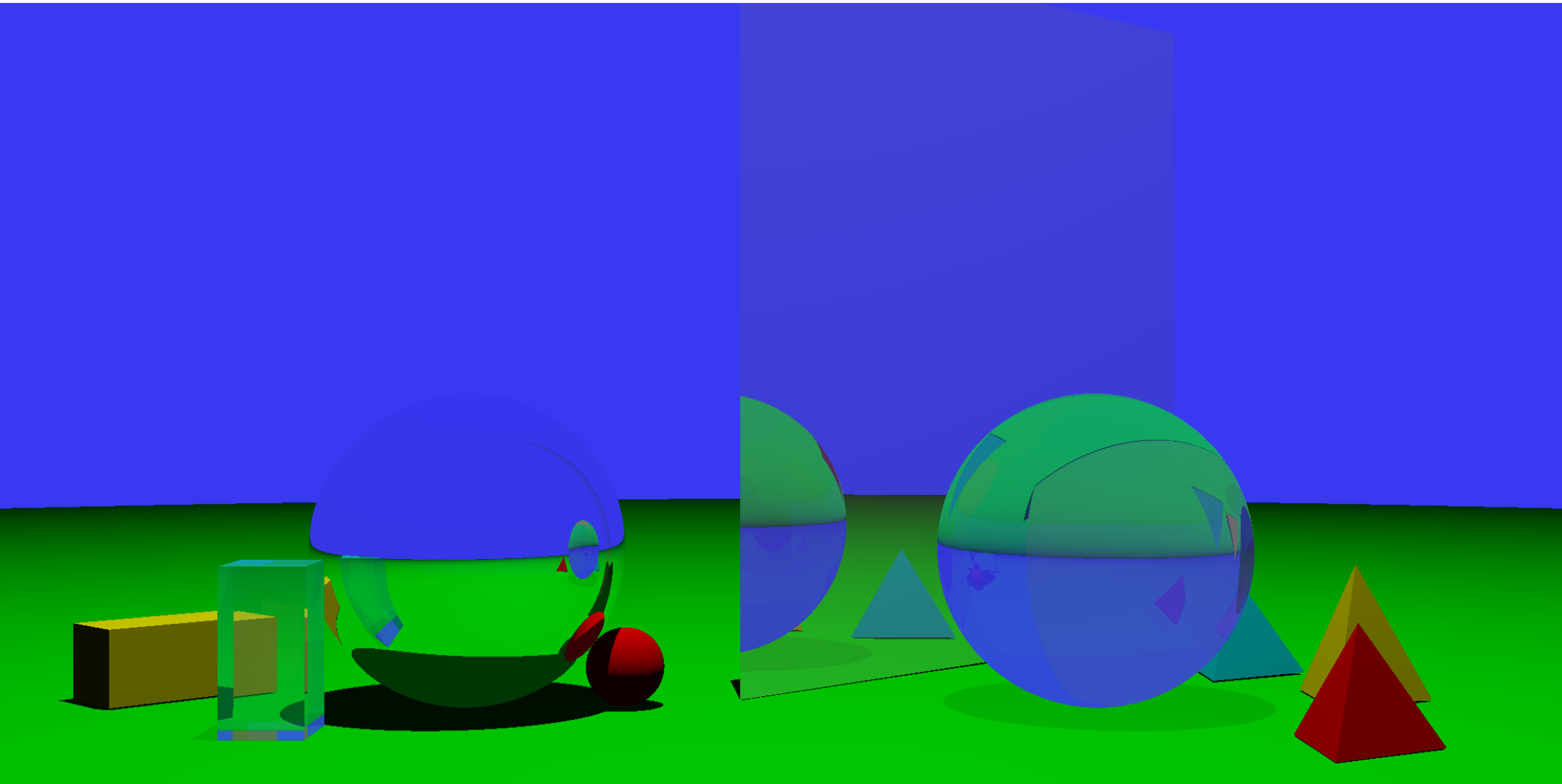
You can be sure that the program functions correctly if it produces the output shown on the next slide.


If you see Errors or Warnings during runtime, see Common Issues (Slide 11) of presentation “Usage Instructions”.

Command Line :

> GPU Last Error : no error

Image.ppm File :





For more detailed instructions on how to use the project to generate rendered images for your own scenes, please see the presentation named “Usage Instructions”.