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Graphics HW 3 - Raytracing

Features Included:

1. Beach ball
   1. Striped white and red
2. Sand castle
   1. Made of six cylinders and six cones as bastions
3. Parasol
   1. Striped white and blue
4. Beach
   1. Included noise to produce sandy texture
5. Shadows
   1. Based on Phong Blinn and one directional light source
6. Palm Tree
   1. Made of four cones for the trunk and four clipped spheres as leaves
7. Ocean
   1. Reflects all the clipped objects with the correct colors with a slight disturbed reflections
8. Waves
   1. Using gradient Noise function given to make ripples
9. Animation
   1. Beach ball bounces up and down
   2. Parasol umbrella moves left and right in the wind