*Project*

Raytracer

*Developed by*

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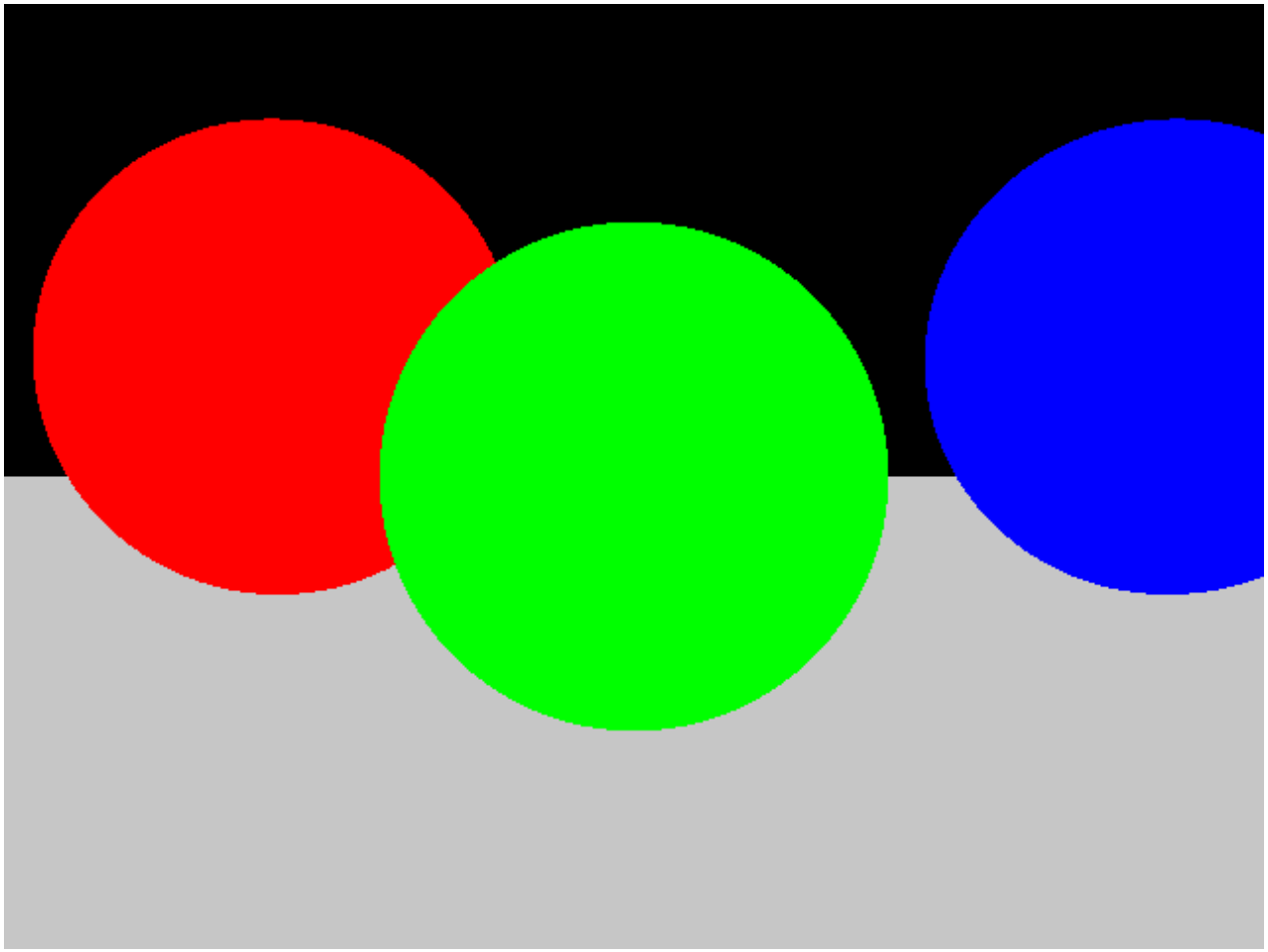
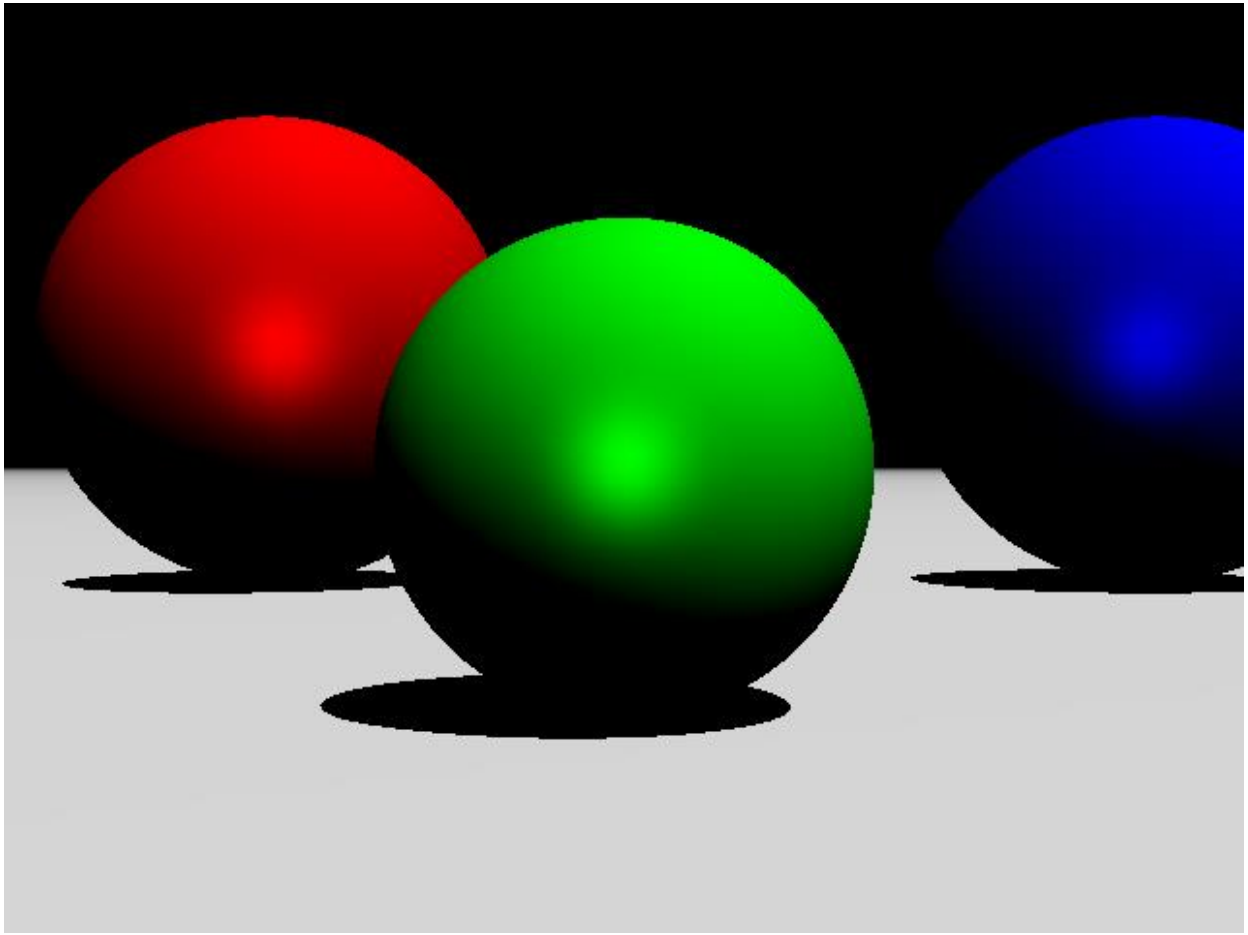
# Description

- The project attempts to create a realistic image using mathematics, physics and computer programming.
- Linear Algebra and the C++ programming language were heavily  used to render the images.
- Effects such as realistic lighting, reflection and refraction were all implemented in the project.

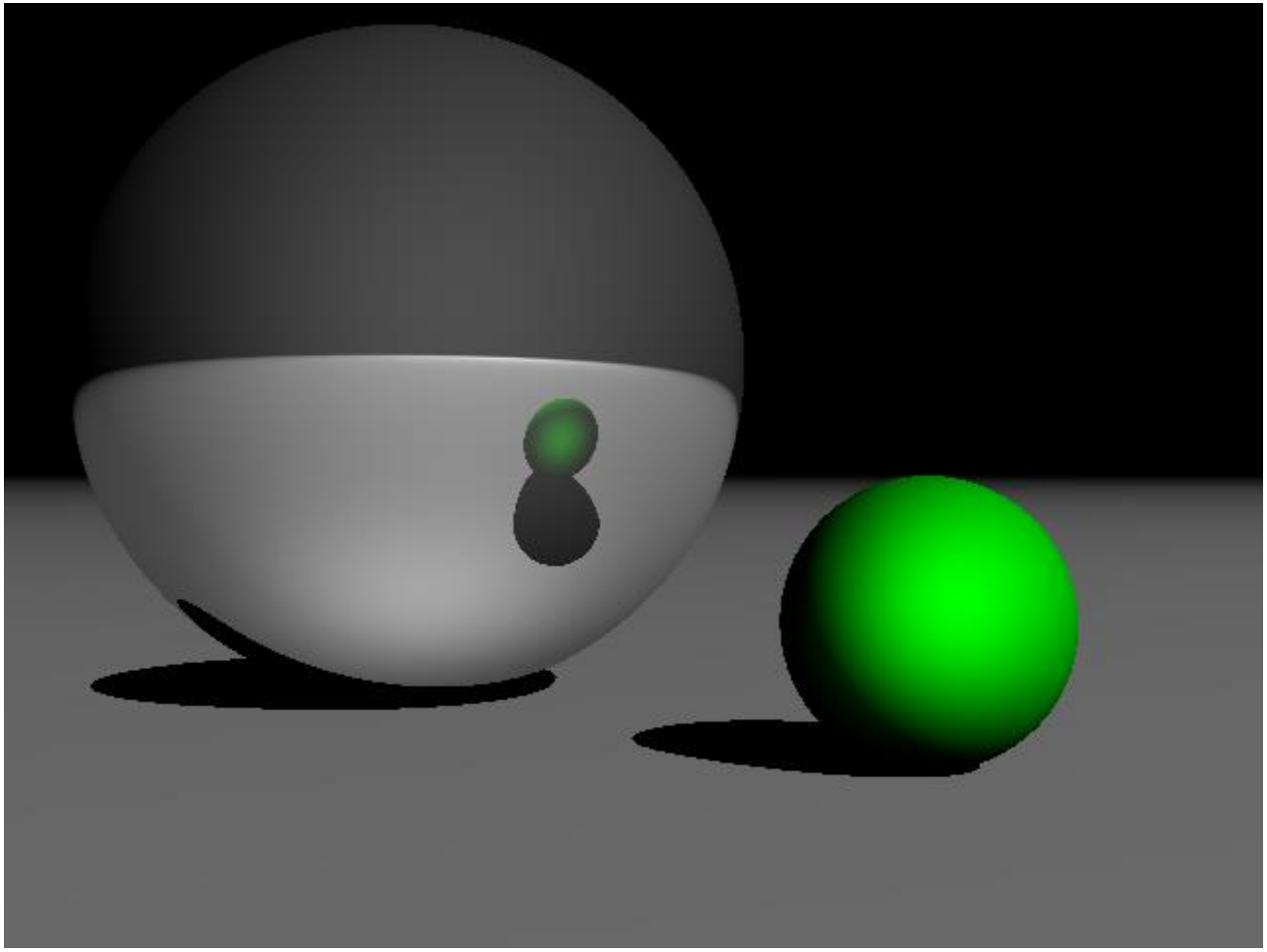
# Simple image without any realistic lighting



# After applying the Phong lighting model to make the objects in the scene seem more realistic



# An image with reflection implemented



# An image with both reflection and refraction implemented together with the application of a lighting model