Our final ray-traced image was a scene of a person's desk. The models we used are detailed below:

- Room – The geometry of the room was a cube with the normals inverted. Cris selected the textures and created the texture map while Eric created the cube and adjusted the UV's for the texture map.

- Desk – The desk was created by adjoining several elongated cubes together. Eric created the desk's geometry and textured it with a texture he found online.

- Plant – This model was found online and required no texturing. Cris found the model online and changed the .mtl file for the leaves and berries.

- Books – This model was found online. Cris found the model and textures online and applied them to the models. He also rotated one of the books to lie on top of the other.

- Lamp – This model was found online. Cris found the model and textures, while Eric applied the textures. Eric also capped the lamp so the point light would not appear above.

- Cup – This model was found online. Cris found the model, while Eric added the Stanford logo as a texture for the cup.

- Paintings – This model was found online. Cris found the model and painting, while Eric adjusted the UV's of the painting so it would appear contiguous across all six paintings.

- Mirror – Cris created the mirror by adding a plane with full reflectance.