SUBJECT CODE: CS 6620

SUBJECT: ADVANCED COMPUTER GRAPHICS II

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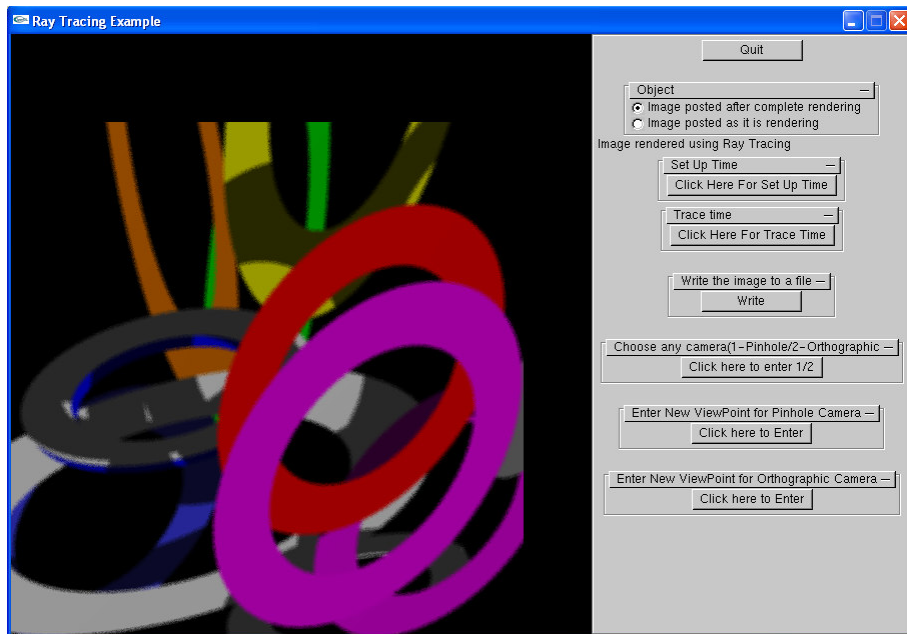
Unid: u0527667

PROGRAM 10
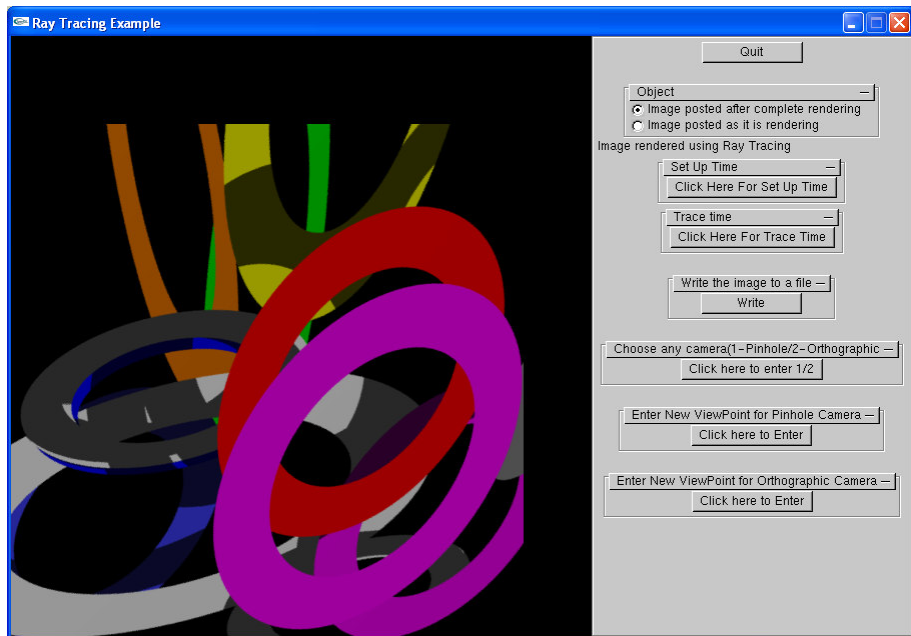
PART 1

For this assignment I decided to implement the concept of "depth of field" for the thin lens camera.
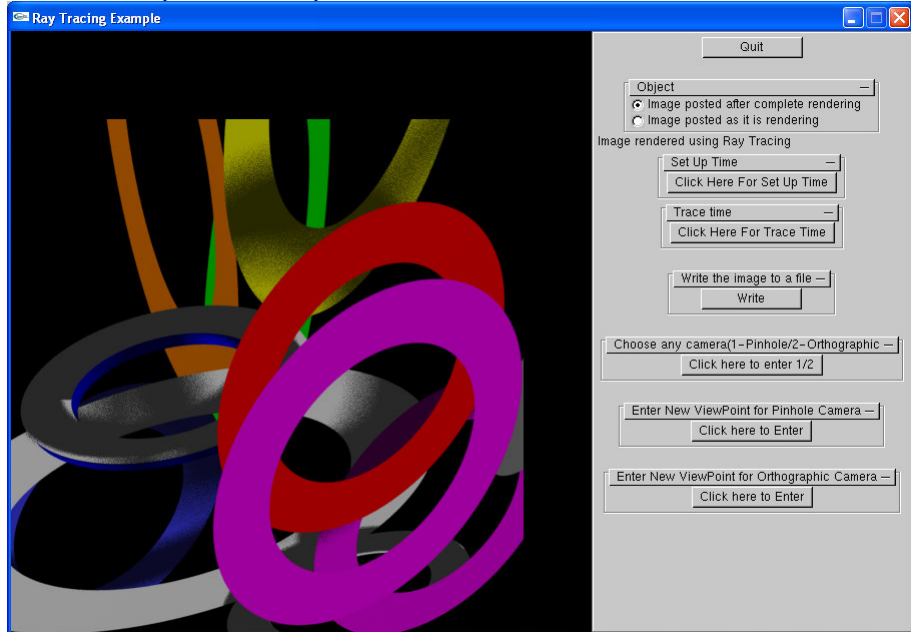
(Required Image1)

(Creative Image2)

(Extra Credit Image)

For the Extra credit part I decided to implement "Soft Shadows" and the above scene with soft shadows is shown below

PART 2

Link to my code: http://www.cs.utah.edu/~leenak/Code10.txt

PART 3(Description of my design choices)

- For this assignment, I first created Thin lens Camera class.
- Thin lens camera takes two more arguments 'radius_of_lens' and 'focus_distance' to focus at 'focus_distance' distance away from the center of the camera.
- Then I created soft_shadow as a sub class of light class.