SUBJECT CODE: CS 6620

SUBJECT: ADVANCED COMPUTER GRAPHICS II
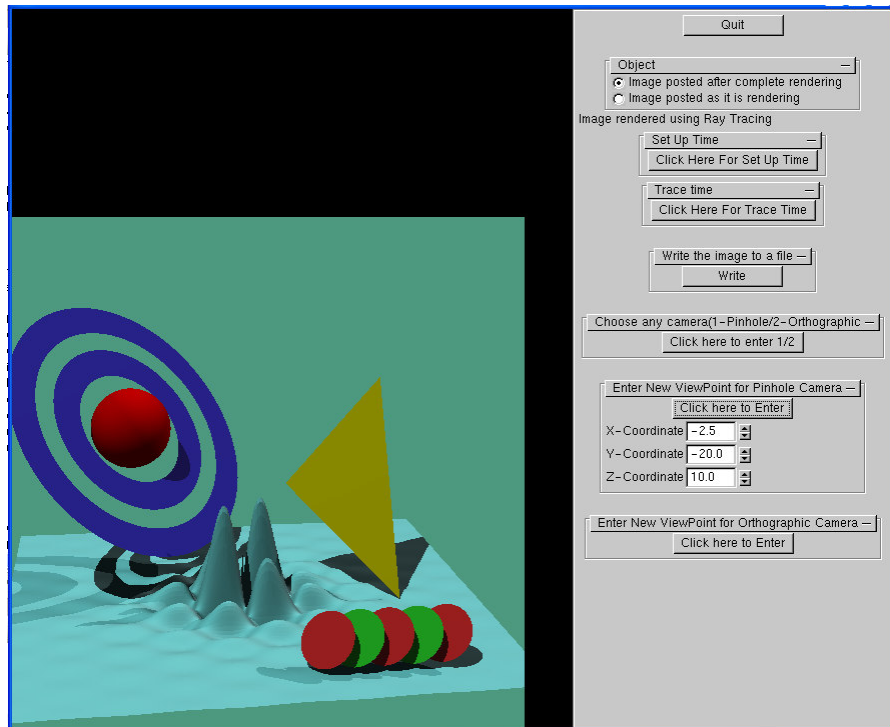
LEENA KORA
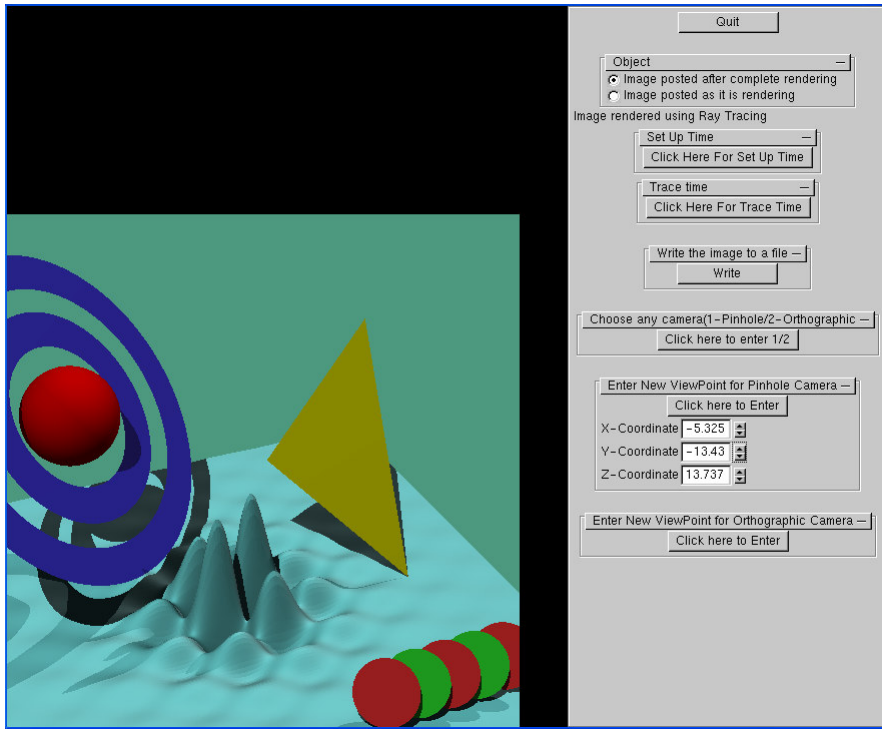**EMAIL**:leenak@cs.utah.edu

Unid: u0527667

PROGRAM 4

PART 1(Required Image1)

PART 1(Required Image2)

PART 2

Link to my code: http://www.cs.utah.edu/~leenak/Code4.txt

**PART 3(Creative Image)**

- I decided to create a 'Tracking of mysterious Bermuda Triangle scenario through highly protected and advanced satelite' for my creative image part.
- The scene shows the sinking of a ship colored with yellow .
- I colored the swirling, and dangerous center of the triangles with red.
- I used spheres, rings, boxes and a heigthfield function for the work.
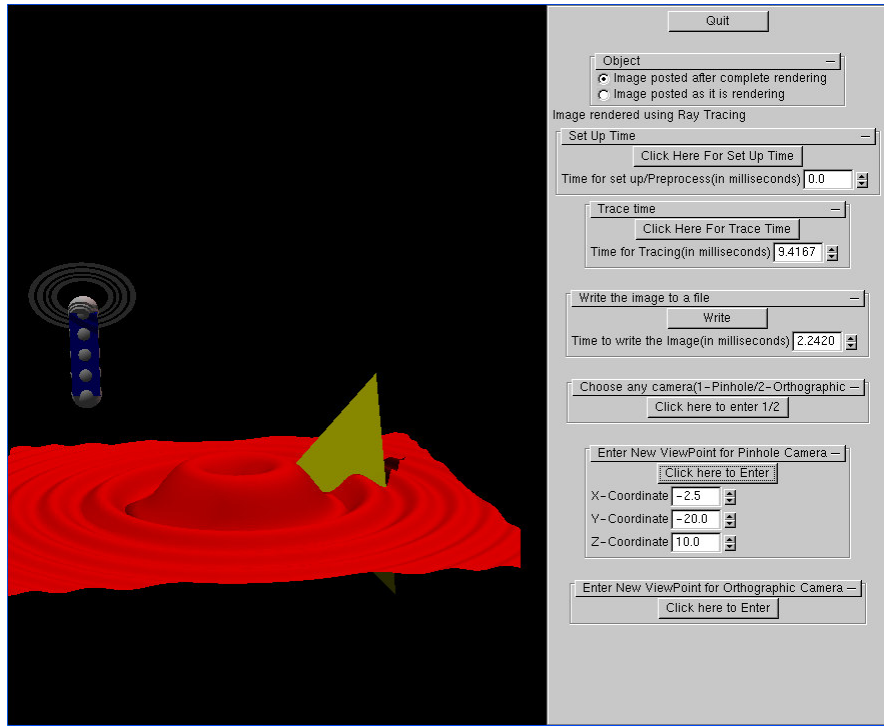
PART 3(Description of my design choices)s

- For this assignment, I just created one more sub class of primitive as Heightfield.
- During this assignment, I realized that I should add a function to calculate the inverse of a vector to my Vector class as I used it many times.
- I was little bit confused while calculating 'u' and 'v' components.
- I just followed the slides for the intersection method step by step..