SUBJECT CODE: CS 6620

SUBJECT: ADVANCED COMPUTER GRAPHICS II

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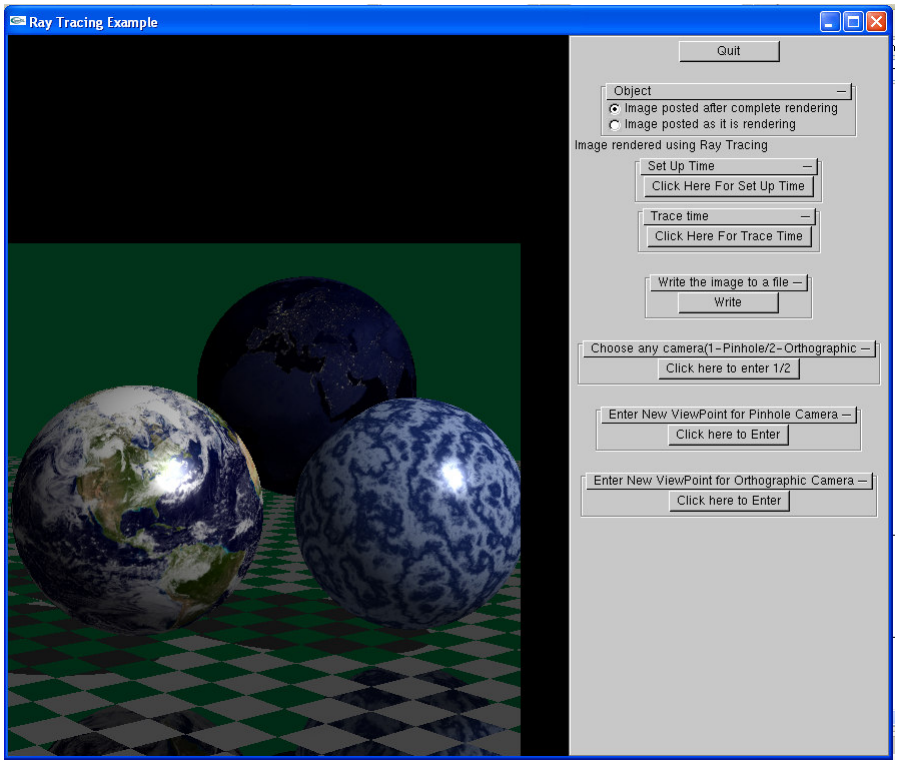
PROGRAM 7

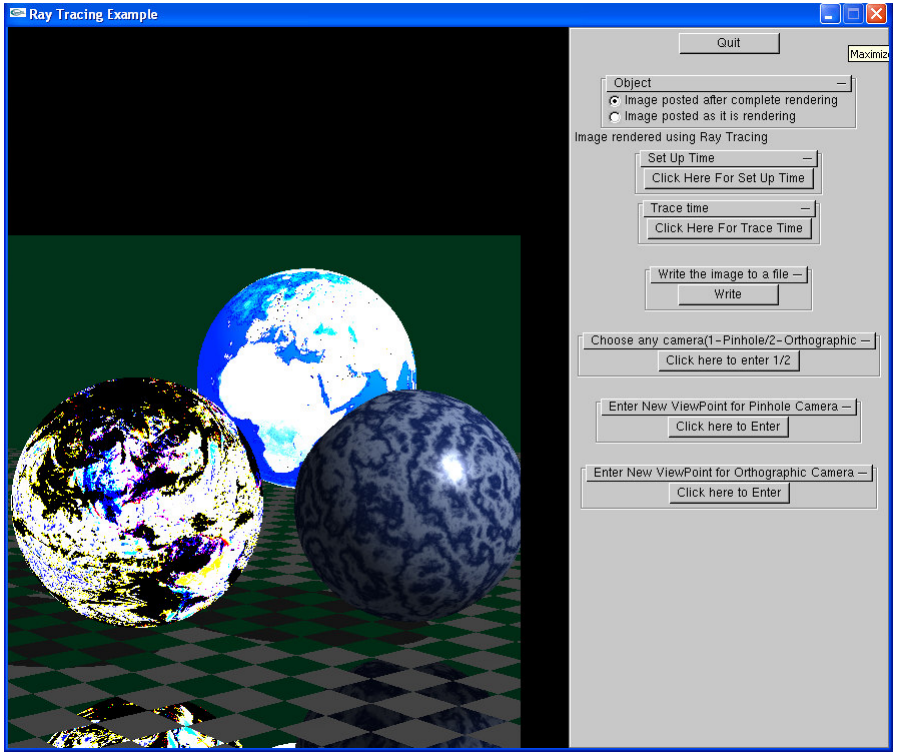
PART 1(Required Image1)

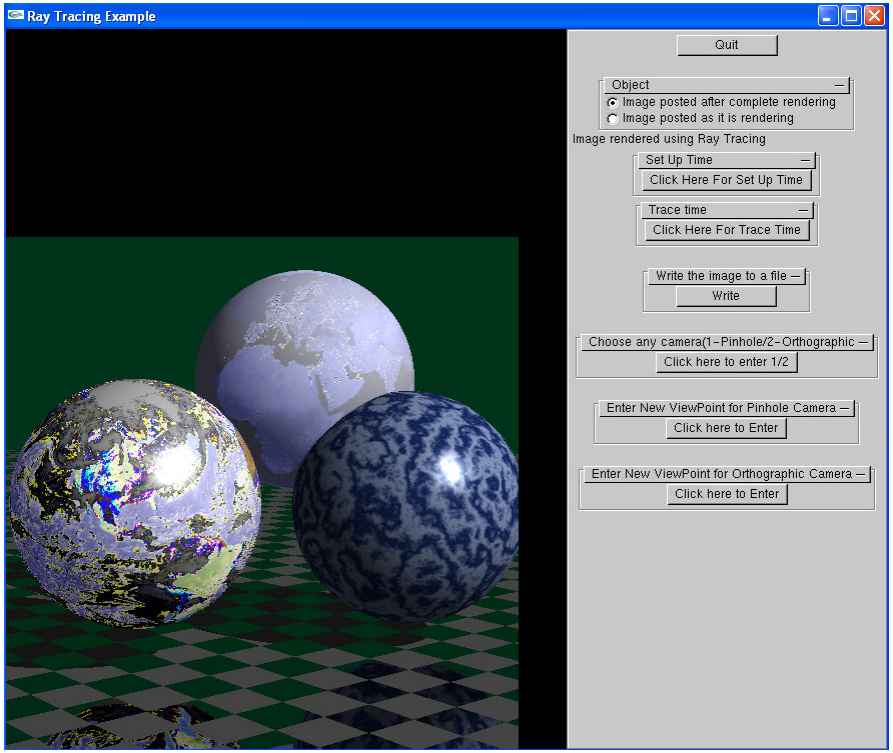


PART 2

Link to my code: http://www.cs.utah.edu/~leenak/Code7.txt

PART 3(Creative Images)


Ray Tracing Example
Quit
Maximiz
Object
Image posted after complete rendering
Image posted as it is rendering
Image rendered using Ray Tracing
Set Up Time
Click Here For Set Up Time
Trace time
Click Here For Trace Time
Write the image to a file
Write
Choose any camera(1-Pinhole/2-Orthographic
Click here to enter 1/2
Enter New ViewPoint for Pinhole Camera
Click here to Enter
Enter New ViewPoint for Orthographic Camera
Click here to Enter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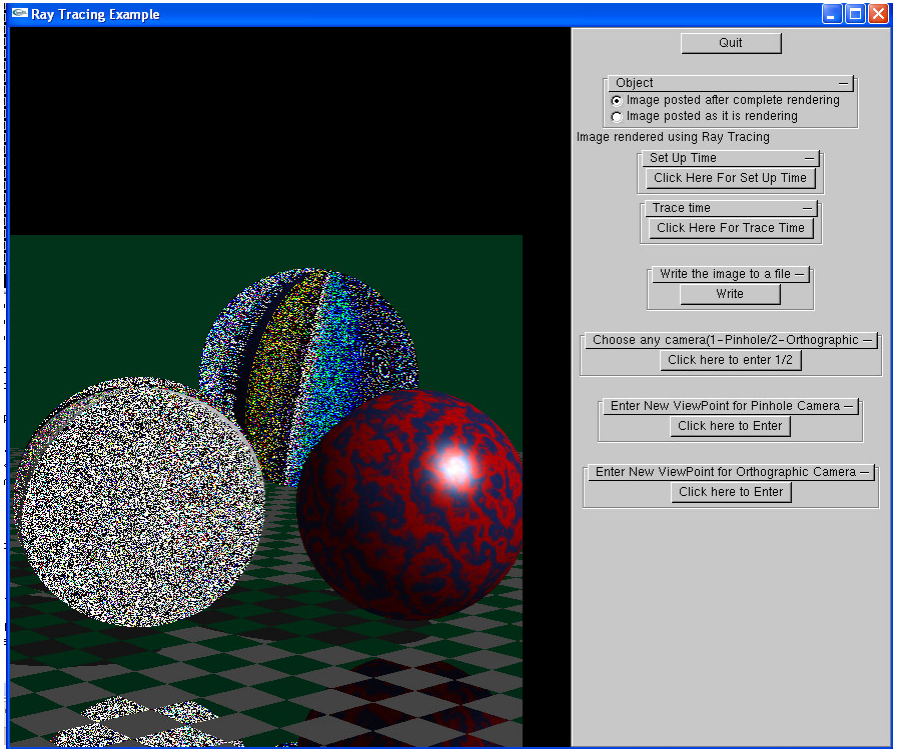
Click here to enter 1/2
Enter New ViewPoint for Pinhole Camera
Click here to Enter
Enter New ViewPoint for Orthographic Camera
Click here to Enter



PART 4(Description of my design choices)

- For this assignment, I just created four more classes such as phong_image material, phong_marble material, sphere_polar primitive and checker material.
- I modified my phong material class to get the phong_image material, and phong_marble material .
- I Then debugged my phong image material class for correctness.