

CS5502 Assignment 1

DUE: October 2 (Part A) and October 16 (Part B)
(-10% for each day late)

- Part A includes:
 1. Camera module;
 2. Object module: Read objects from a file. For now, it contains a sphere type and light position only;
 3. Ray tracer module: Just ray-object intersection test. No shading, reflection and refraction for now.
 4. Display module (in text mode)

- Part B includes:
 1. Object module: Implement at least the sphere and the plane types. Optional: cylinders and cones.
 2. Ray tracer module: Add shading, reflection, and refraction.
 3. Display module: output to the PPM format. The PPM library will be provided.
 4. Add a demo scene of your own, such as the classical glass balls and checkerboard, the Cornell Box, or a snow scene.

- Submit your finished program online at: <http://ibr.cs.nthu.edu.tw/cs5502> (or follow the link from the course homepage)