

Computer Science 102
Spring 2006
Project 4 – C++ Ray Tracer

Due: midnight, Monday, 5/1/2006

Overview

For this project, you will port your basic ray tracer (from Project 1) to C++.

Description

Now that you have worked with the ray tracer for several projects, you should be familiar with the way it works. In Project 2, we divided the source code into separate source files – some of these files (e.g., `sphere.c`, `light.c`, and `vector.c`) are also relevant for Project 1. Creating appropriate C++ classes from these source files should be relatively straightforward.

Your code must be modular and use classes, constructors, iostream functions, etc. Please provide a correct makefile with your submission, as well as a **README.txt** file describing how to compile and run your program, as well as any special features you included.

Your program must be able to produce the original single red sphere image. Additional functions will count as extra credit. As always, be sure that your code is well-structured and commented.