

Computer Science 215
Fall 2003
Project 4 (Option 2) – C++ Ray Tracer

Due: Friday, 12/5/2003 midnight

Overview

For this project, you will port all or part of your ray tracer to C++. (While this project is not restricted to those with prior C++ experience, it would be more easily completed by those who are already comfortable with the language.)

Description

Now that your ray tracer has been divided into separate source files, creating appropriate C++ classes should be relatively straightforward. Accordingly, you must employ an object-oriented design of the code; however, you are not required to use the advanced features of C++ (such as templates), though inheritance may prove useful.

You may choose to fully port your ray tracer to C++, or partially port (must be > 50%) to C++ using wrappers to link in the remainder of the C code.

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 the option you chose and any special features of your program.

Image Output

As part of this assignment, your code must be able to produce an image from a given scene file.