

# Computer Science 805

## Spring 2002

### Final – Enhanced Ray Tracer

**Due: Monday, 5/6/2002**

#### **Overview**

For this project, you will continue to enhance your ray tracer. You have some flexibility on what improvements to make, so try to work on features that you find interesting.

#### **Description**

Select two enhancements from the following list:

- adaptive supersampling for antialiasing
- jitter for antialiasing
- depth of field
- soft shadows
- gloss
- bounding boxes for acceleration
- uniform spatial subdivision for acceleration
- non-uniform spatial subdivision for acceleration
- surfaces of revolution
- arbitrary camera/image plane placement
- animation

#### **Submission Requirements**

You should create a web page with the following:

- your name, the date, and a title/description of this project
- several scenes of your own design and the resulting images your code produces
- any accompanying comments describing your source code
- instructions on how to compile and run your code
- any interesting problems you encountered and how you resolved them

Additionally, you will give a short presentation showing some of the images you produced and discussing any interesting problems you uncovered and how you resolved them. Please e-mail me the tar'ed and compressed source code, along with a makefile.

You will be graded on the source code you submit, the web page presenting your results, and your presentation.