

# Computer Science 805

## Spring 2001

### Final – Enhanced Ray Tracer

**Due: Thursday, 5/3/2001**

#### **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
- a link to a tar file containing your source code and makefile
- 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.

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