

Advanced Computer Graphics - Homework 1: Basic Ray Tracer

رقم الطالب	Notes	Score (30)
8122039	No submission	0
8140278		30
8140281	Perspective projection is not properly implemented	27
8141297	IdealReflector not implemented Rectangle::IsInside not implemented Triangle::IsInside not properly implemented Perspective projection is not implemented Phong shading not implemented Ray tracing is not properly implemented	10
8141795	No submission	0
8150550	Camera.h, Trace.h and Vect.h, are they part of your implementation? If not, why are they here. IdealReflector not implemented Rectangle::RayIntersection not implemented Rectangle::IsInside not implemented Triangle::RayIntersection not implemented Triangle::IsInside not properly implemented Sphere::RayIntersection not implemented Ray tracing not implemented Phong shading not implemented	3
8150587	Syntax errors IdealReflector not properly implemented Rectangle::RayIntersection not properly implemented Rectangle::IsInside not properly implemented Triangle::RayIntersection not properly implemented Triangle::IsInside not properly implemented Sphere::RayIntersection not properly implemented Ray tracing not implemented Phong shading not implemented	1
8150600	Rectangle::IsInside not implemented Ray tracing not implemented Phong shading not implemented	15