

Advanced Computer Graphics - Homework 2: Ray Tracer - Global Illumination

رقم الطالب	Notes	Score (30)	Bouns (30)	Score (30)
8122039				0
8140278	Place light at: Light light (Point3D (250, 250, 150), 1, 1, 1); and run your code	30	8	38
8140281	Shadow intersection is not properly implemented	26	5	31
8141297	Points in Shadow must appear dark (no light) Reflection and refraction do not contribute to final color Recursive approach not properly implemented Ray tracing function returns Point3D, it's not a void function	13	5	18
8141795	No reflection or refraction effects	5		5
8150550	See me			
8150587	Syntax errors	0		0
8150600	See me			