Projects report for projects 1 and 2

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1. First image is a simple scene including 2 rectangular cubes and a sphere illuminated with a point light source. The cubes are diffuse but the sphere is specular and reflective. Reflection rays are traced 4 levels and only one ray is used for each reflection, therefore it can not model diffuse reflections.

Sharp shadows and reflections are because of using a simple point light source and tracing only one reflection ray per reflection.

2. Second image is of the same scene but the sphere is replaced with an ellipsoid and also both the blue cube and the ellipsoid are transparent in this image. Refraction rays are traced similar to reflection rays (1 ray per refraction) for 4 levels. Therefore refractions are sharp and no light polarization can be seen.