Project 2 and 3 Specification

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Project 2: Add a feature to a photon tracer

This can include any feature okay’d by me. Some ideas are participating media, some brdfs, bssrdfs, subdivision surface intersections, heightfield rendering, etc...

Project 3: Try to render something realistic with your photon tracer

Again, any project okay’d by me is fine.

Handin information

You will put images and relevant information such as rendering times and primitive counts. A short (3 or 4 paragraph) description of what you’ve accomplished is required.

This is due June 8th at 11:00 A.M.