

CMSC 23700
Fall 2004

Introduction to Computer Graphics

Project 1b
October 21

Ray tracer (Part b)
Due: November 1

Part-b of Project 1 will use the same code base and CVS module as for part-a. For Part-b of the project, you are responsible to complete your implementation from Part-a. Specifically, you should add implementations of the following GML operations:

Name	Description
cone	a unit cone
cube	a unit cube
cylinder	a unit cylinder
difference	difference of two solids
intersect	intersection of two solids
spotlight	defines a spotlight source

See Handout 3 (Project 1 Overview) for details on these operations. The main complication in this phase is that you must generalize your ray intersection code to handle the full set of CSG operators.

We will collect the projects at 9pm on Monday November 1 from the repositories, so make sure that you have committed your final version before then.