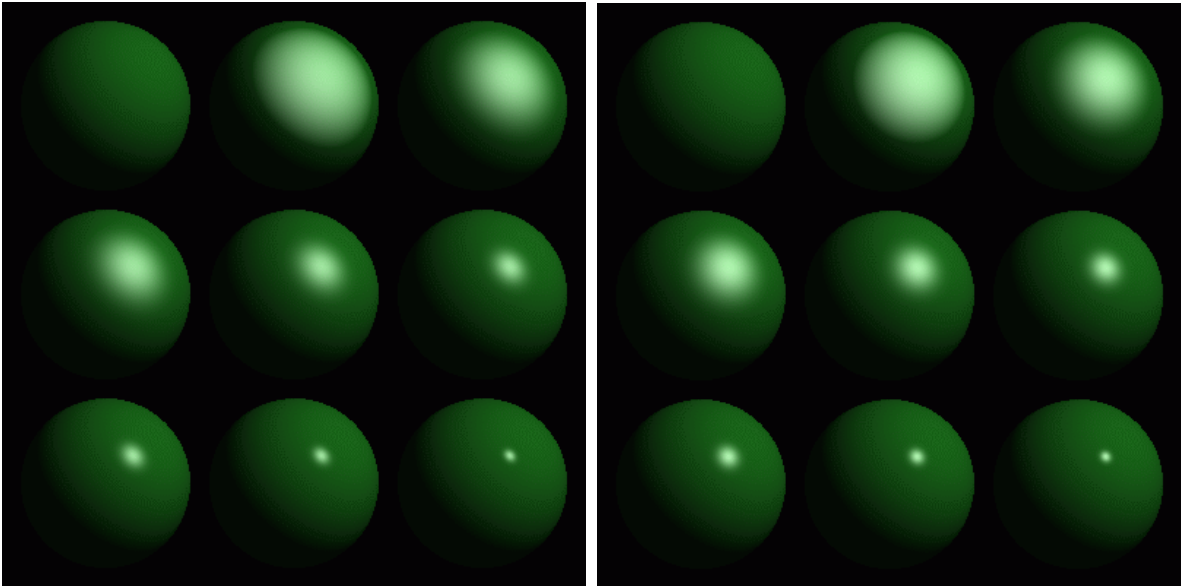


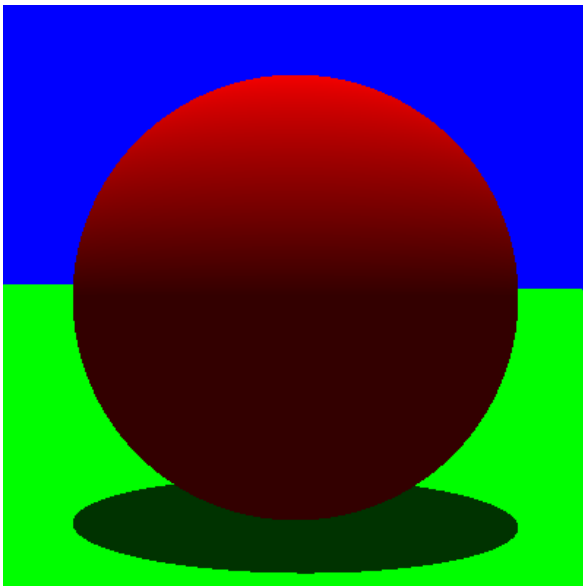
Sample Results

raytracer -input scene1_exponent_variations.txt -output out1.tga -size 400 400 -bounces 0
-weight 0.01

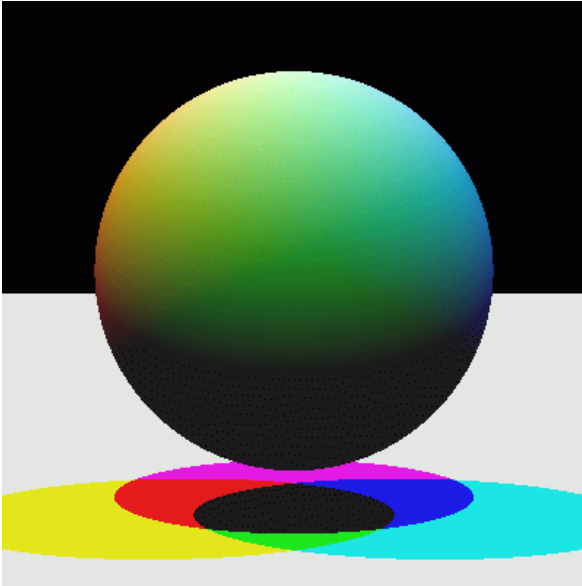
(2nd image shows Blinn Torrance Variation, scaled to match Phong)



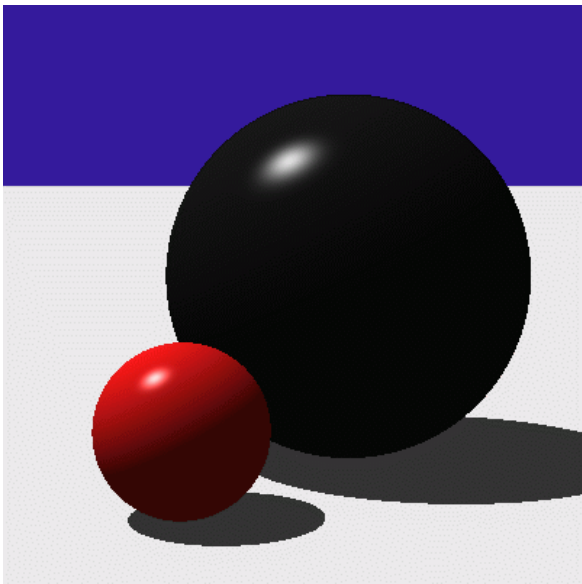
raytracer -input scene2_plane_sphere.txt -output out2.tga -size 400 400 -bounces 0 -
weight 0.01



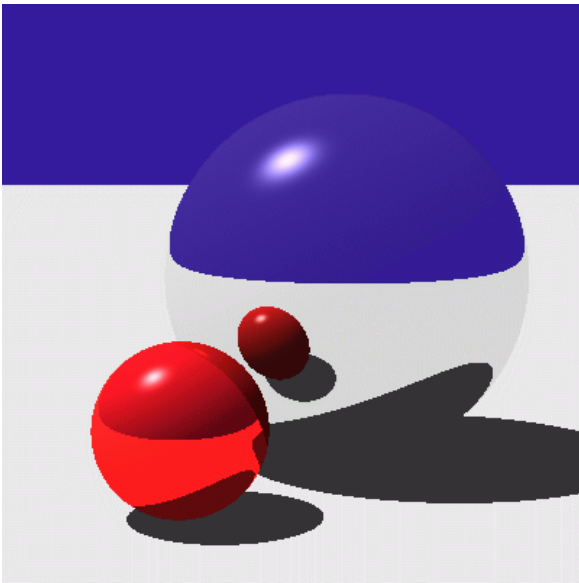
```
raytracer -input scene3_colored_lights.txt -output out3.tga -size 400 400 -bounces 0 -weight 0.01
```



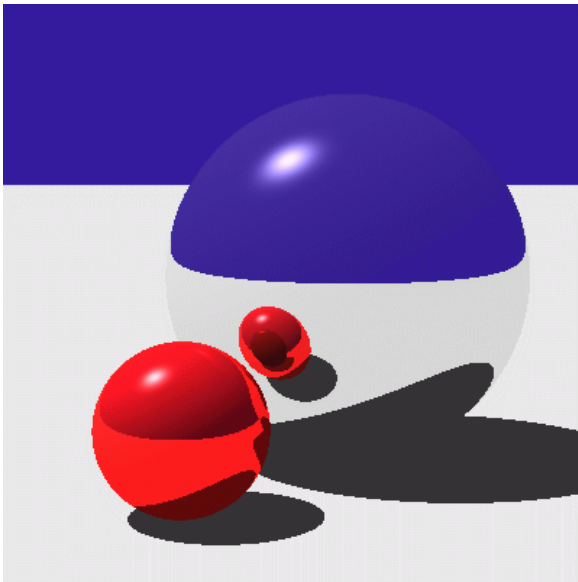
```
raytracer -input scene4_reflective_sphere.txt -output out4_0.tga -size 400 400 -bounces 0 -weight 0.01
```



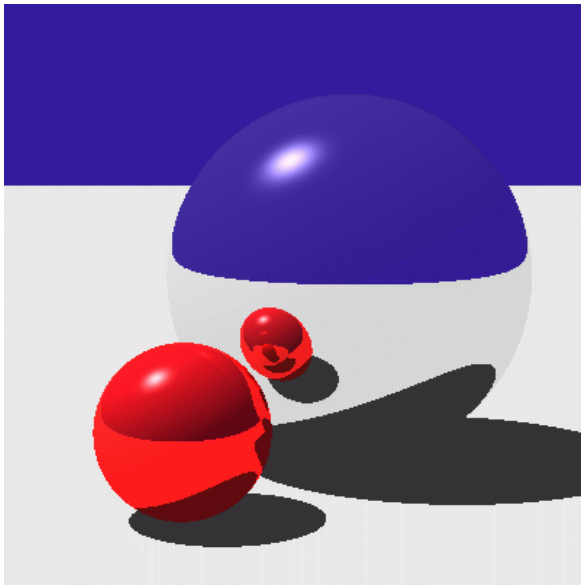
```
raytracer -input scene4_reflective_sphere.txt -output out4_1.tga -size 400 400 -bounces 1  
-weight 0.01
```



```
raytracer -input scene4_reflective_sphere.txt -output out4_2.tga -size 400 400 -bounces 2  
-weight 0.01
```



```
raytracer -input scene4_reflective_sphere.txt -output out4_3.tga -size 400 400 -bounces 3  
-weight 0.01
```



```
raytracer -input scene5_transparent_bars.txt -output out5_0.tga -size 400 400 -bounces 0  
-weight 0.01
```



```
raytracer -input scene5_transparent_bars.txt -output out5_1.tga -size 400 400 -bounces 1  
-weight 0.01
```



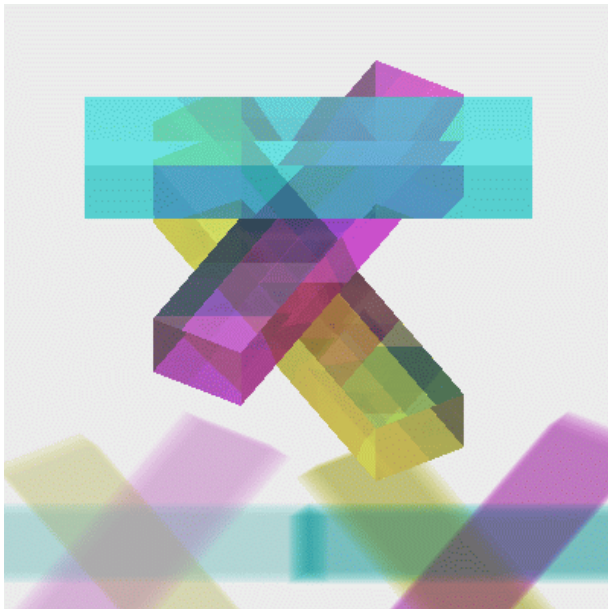
```
raytracer -input scene5_transparent_bars.txt -output out5_2.tga -size 400 400 -bounces 2  
-weight 0.01
```



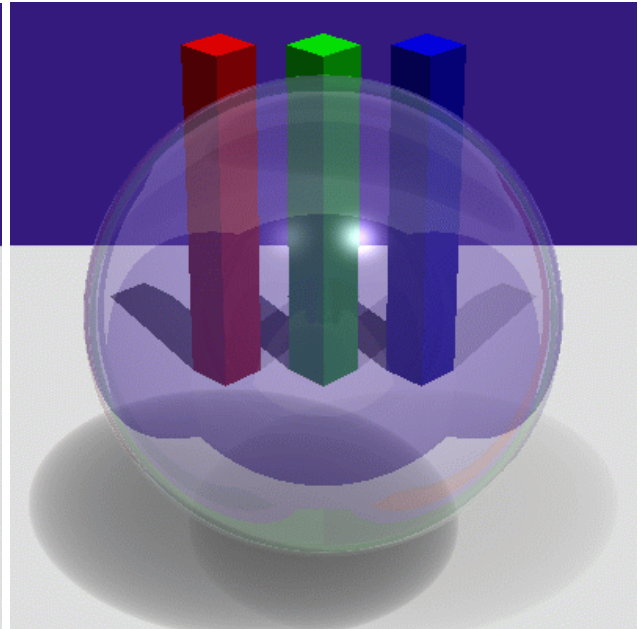
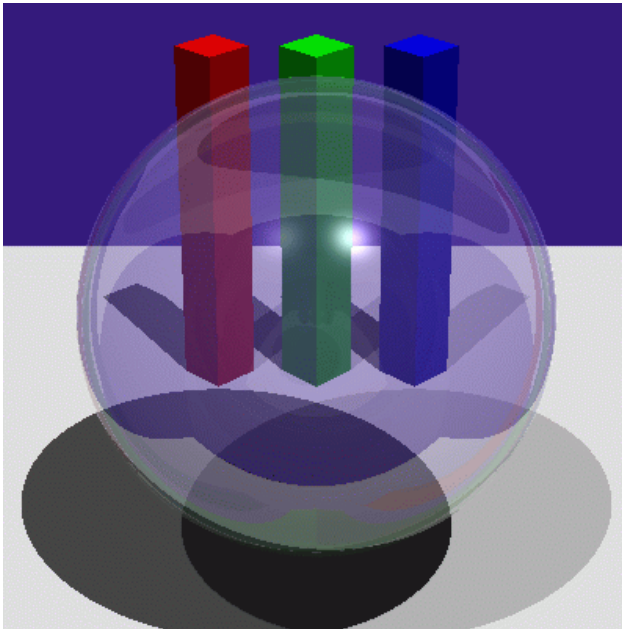
```
raytracer -input scene5_transparent_bars.txt -output out5_3.tga -size 400 400 -bounces 3  
-weight 0.01
```



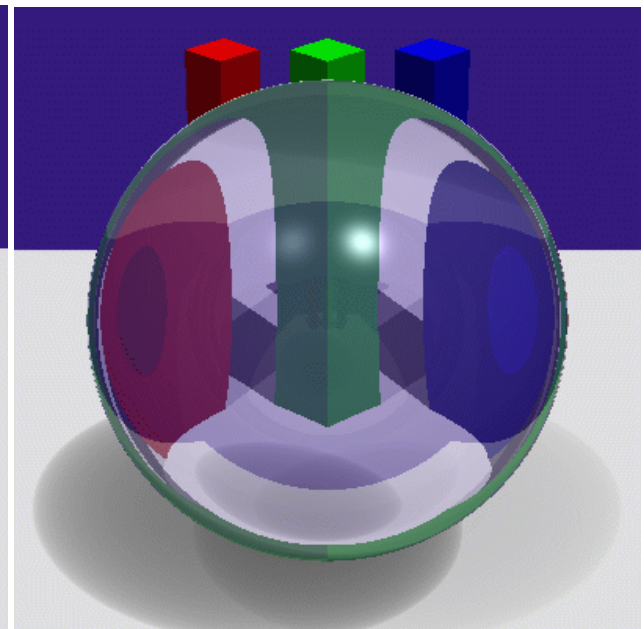
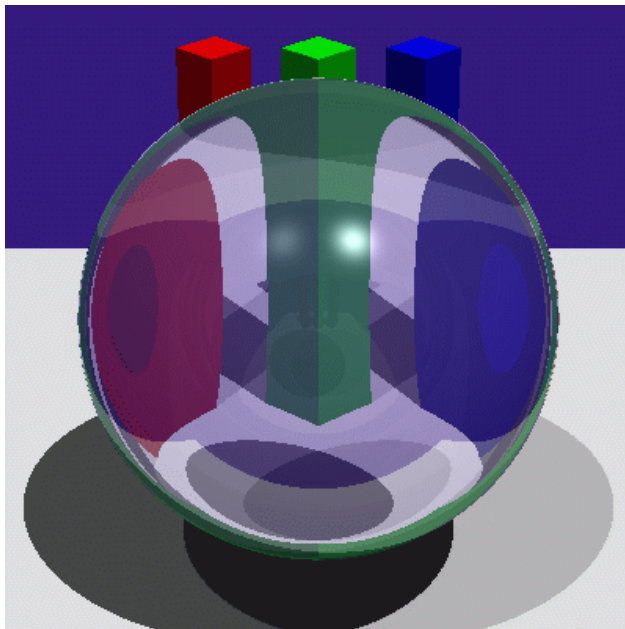
```
raytracer -input scene5_transparent_bars.txt -output out5_10_cs.tga -size 400 400 -  
bounces 10 -weight 0.01 -transparent_shadows  
(transparent shadows extra credit)
```



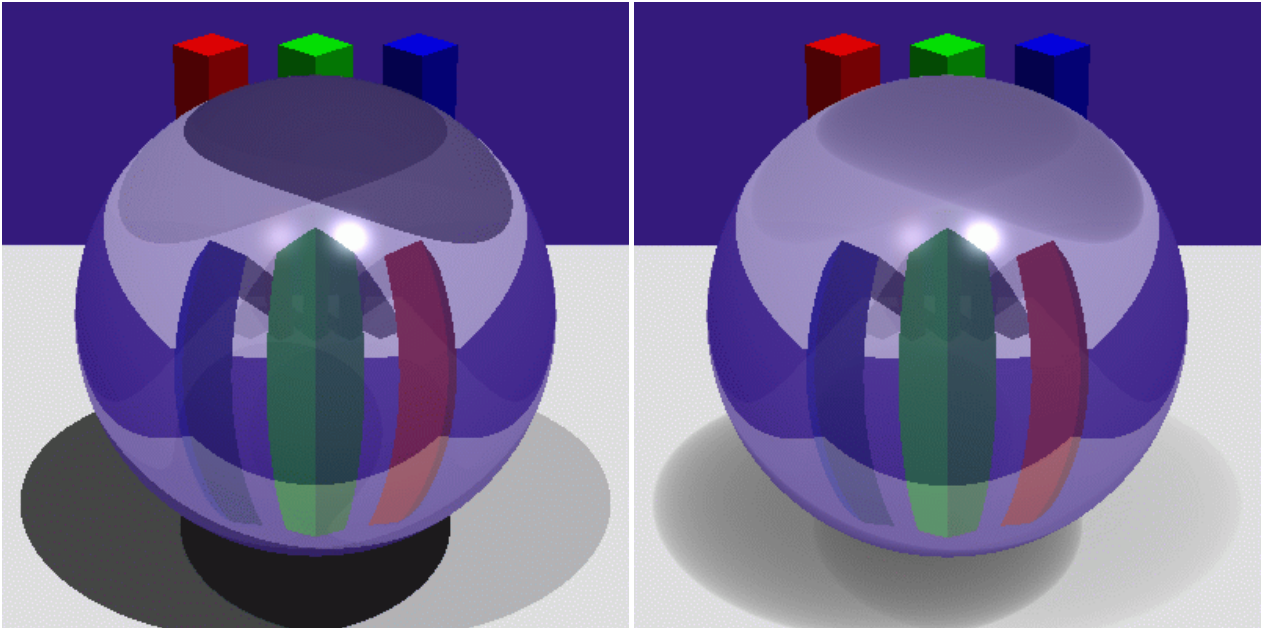
raytracer -input scene6_transparent_sphere_1.0.txt -output out6.tga -size 400 400 -
bounces 5 -weight 0.01
(transparent shadows extra)



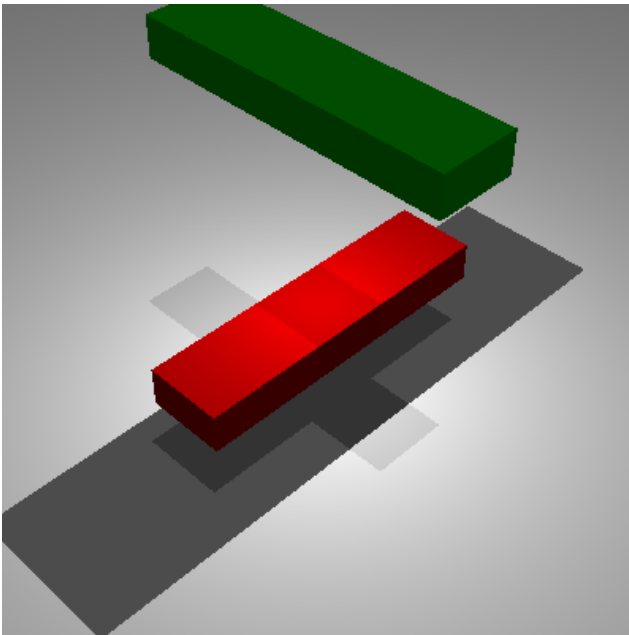
raytracer -input scene7_transparent_sphere_1.1.txt -output out7.tga -size 400 400 -
bounces 5 -weight 0.01
(transparent shadows extra)



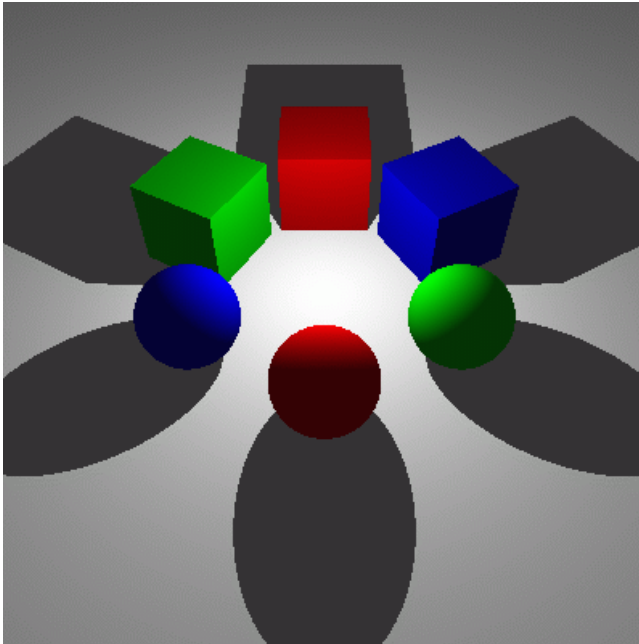
raytracer -input scene8_transparent_sphere_2.0.txt -output out8.tga -size 400 400 -
bounces 5 -weight 0.01
(transparent shadows extra)



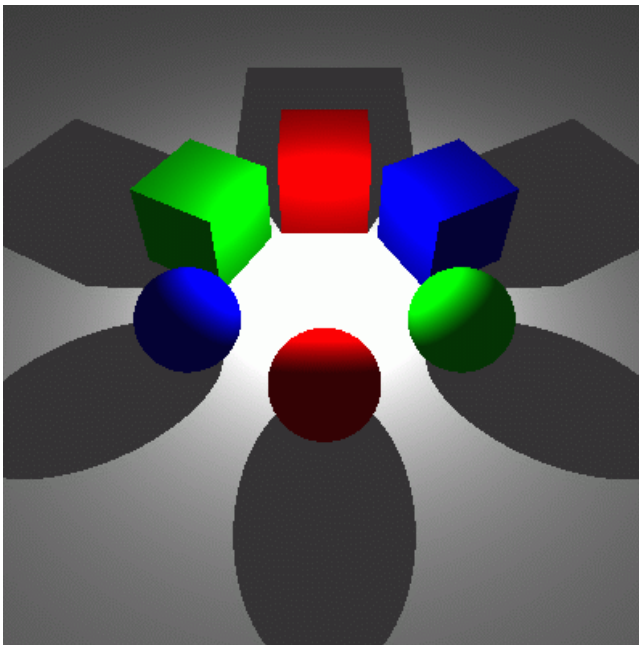
raytracer -input scene9_point_light_distance.txt -output out9.tga -size 400 400 -bounces
0 -weight 0.01




```
raytracer -input scene10_point_light_circle.txt -output out10.tga -size 400 400 -bounces 0  
-weight 0.01
```



```
raytracer -input scene11_point_light_circle_d_attenuation.txt -output out11.tga -size 400  
400 -bounces 0 -weight 0.1
```



```
raytracer -input scene12_point_light_circle_d2_attenuation.txt -output out12.tga -size  
400 400 -bounces 0 -weight 0.1
```

