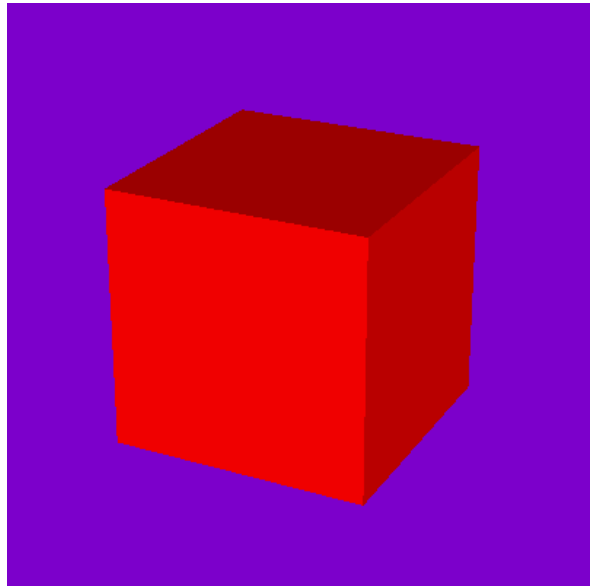
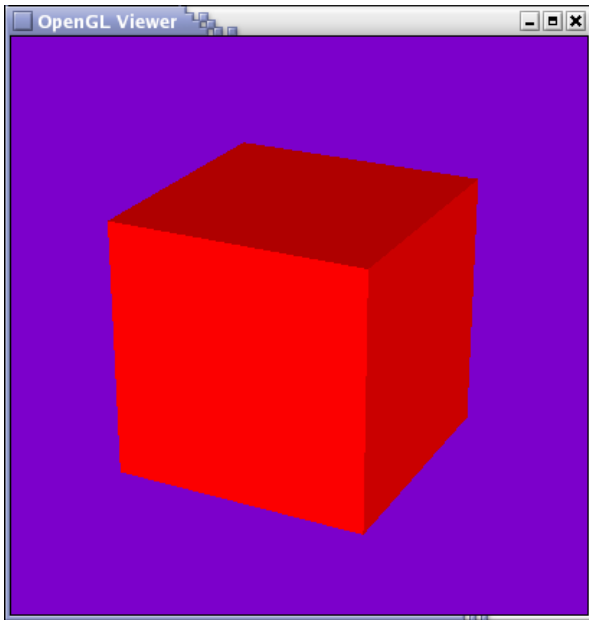
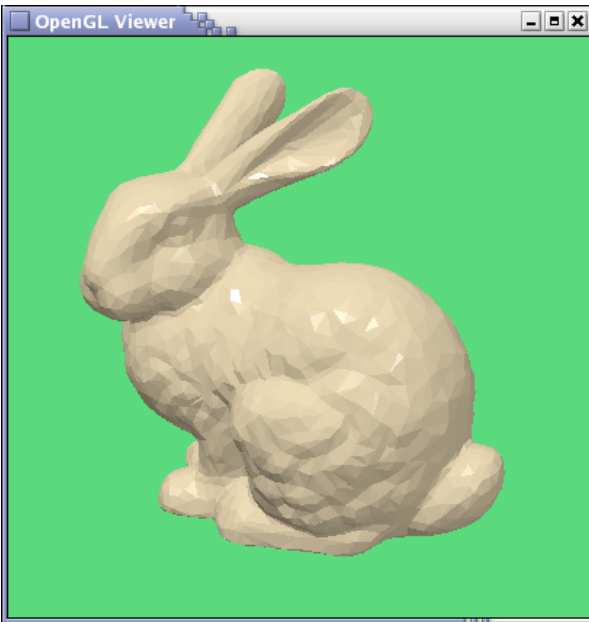


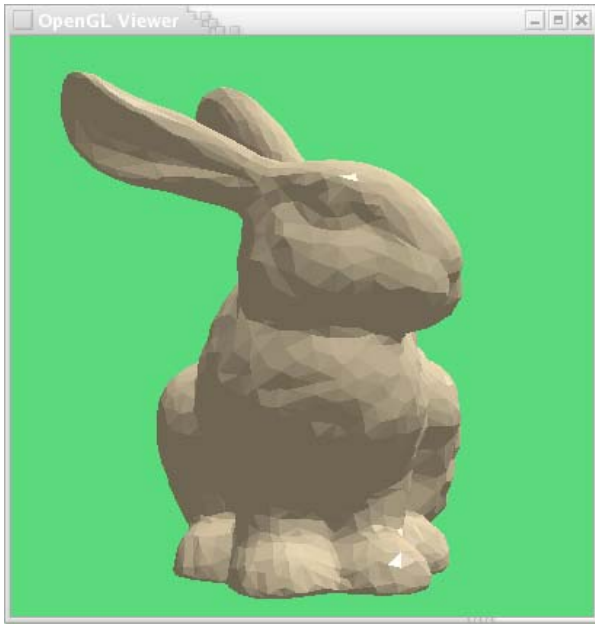
Sample Results

raytracer -input scene1_cube_mesh.txt -output out1.tga -size 400 400 -no_shadows



raytracer -input scene2_bunny_mesh_5k.txt -output out2.tga -size 400 400 -no_shadows -grid 40 40 40

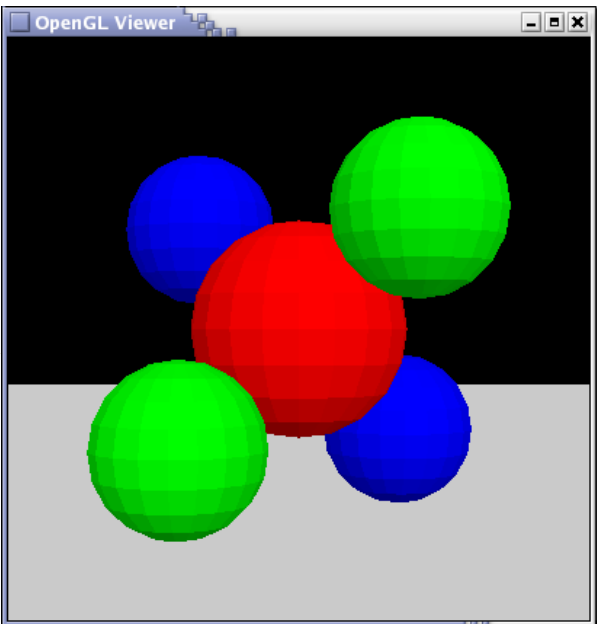
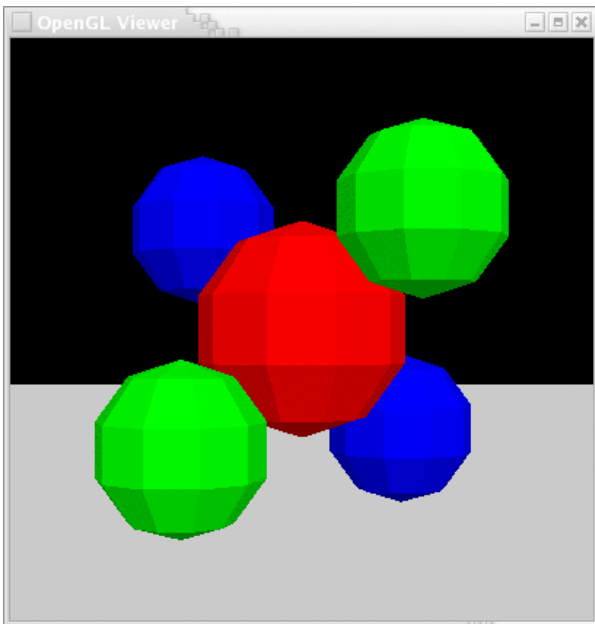


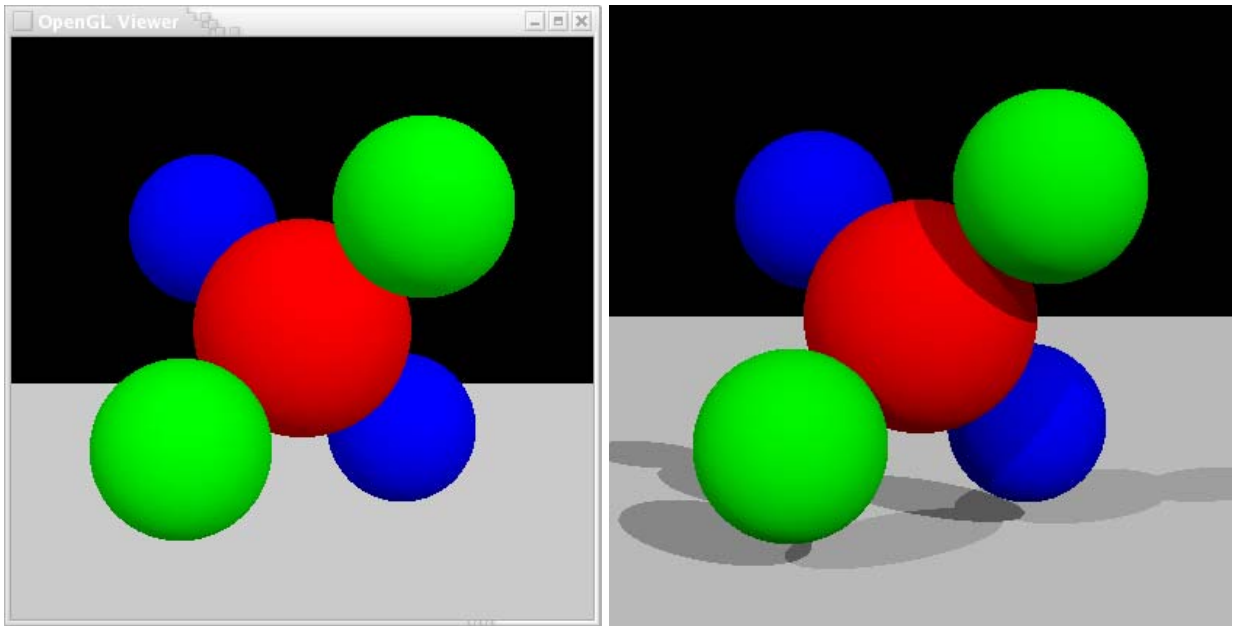


raytracer -input scene3_spheres.txt -output out3.tga -size 400 400 -tessellation 10 5

raytracer -input scene3_spheres.txt -output out3.tga -size 400 400 -tessellation 20 10

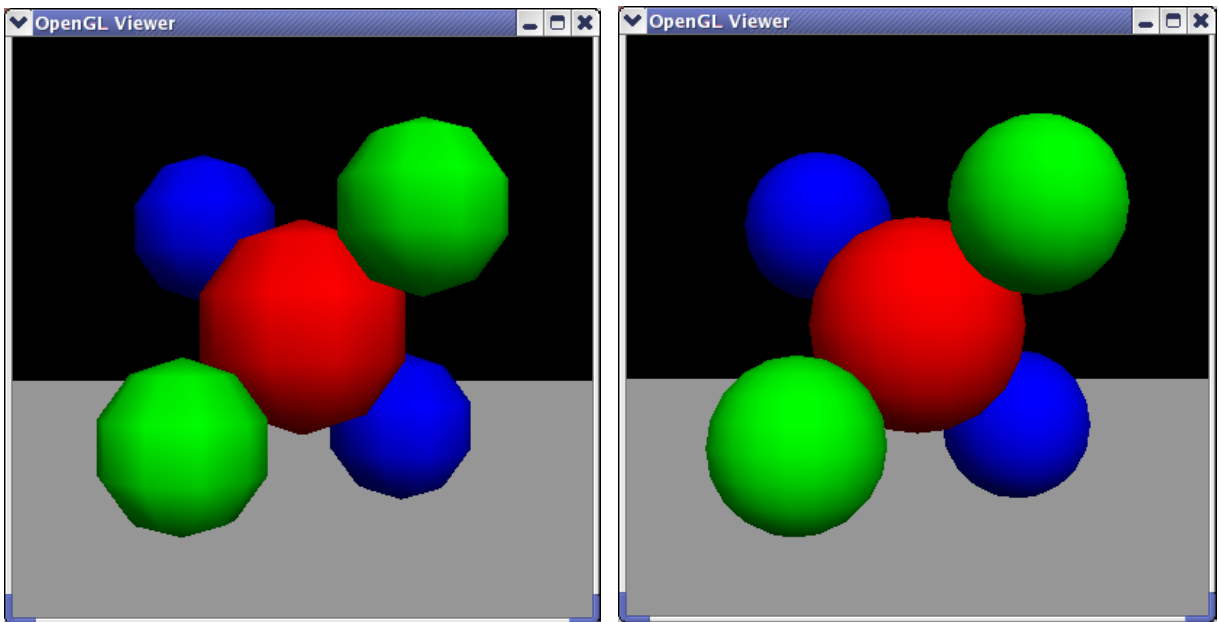
raytracer -input scene3_spheres.txt -output out3.tga -size 400 400 -tessellation 100 50





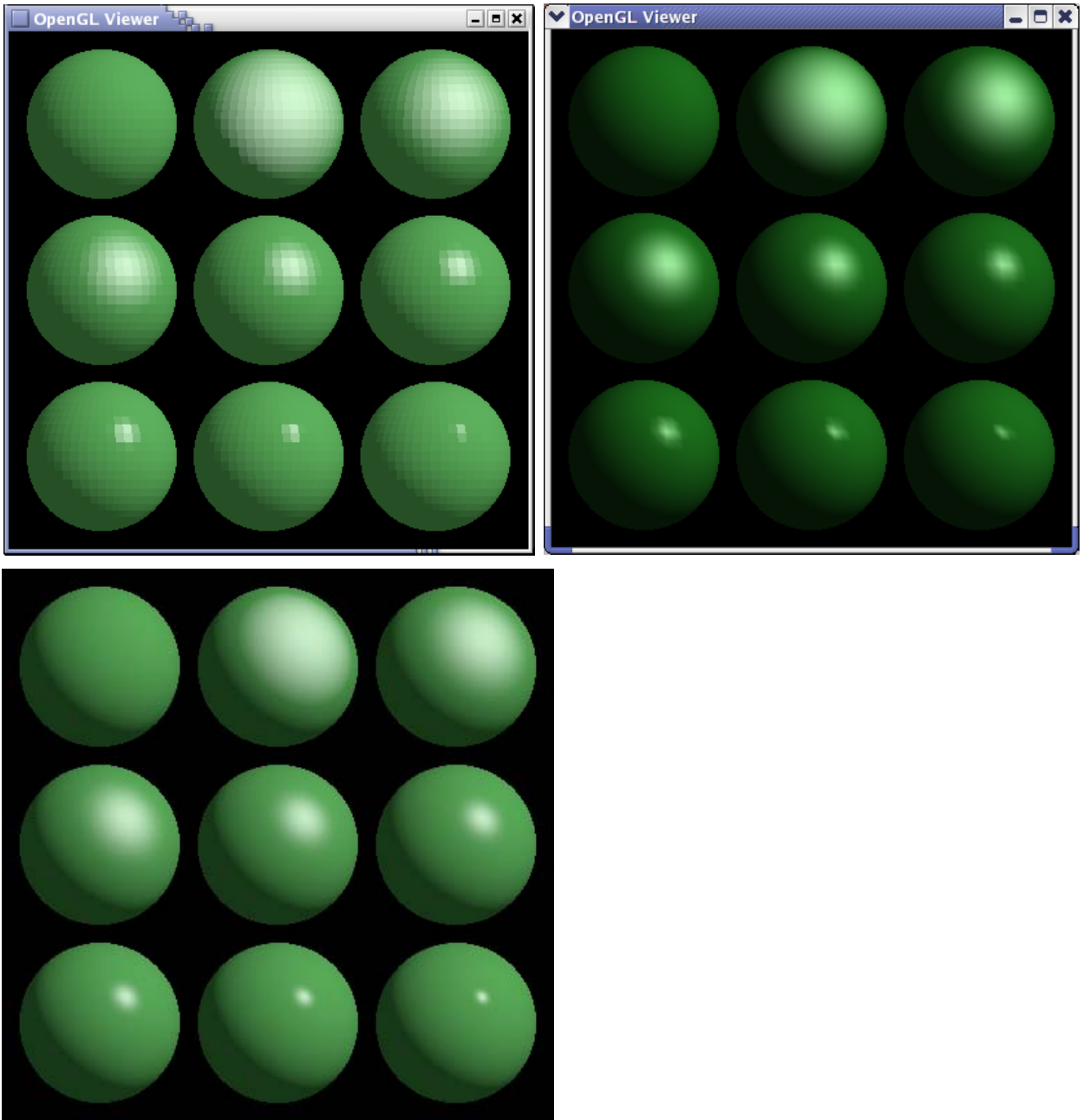
```
raytracer -input scene3_spheres.txt -output out3.tga -size 400 400 -tessellation 10 5 -
gouraud
```

```
raytracer -input scene3_spheres.txt -output out3.tga -size 400 400 -tessellation 20 10 -
gouraud
```



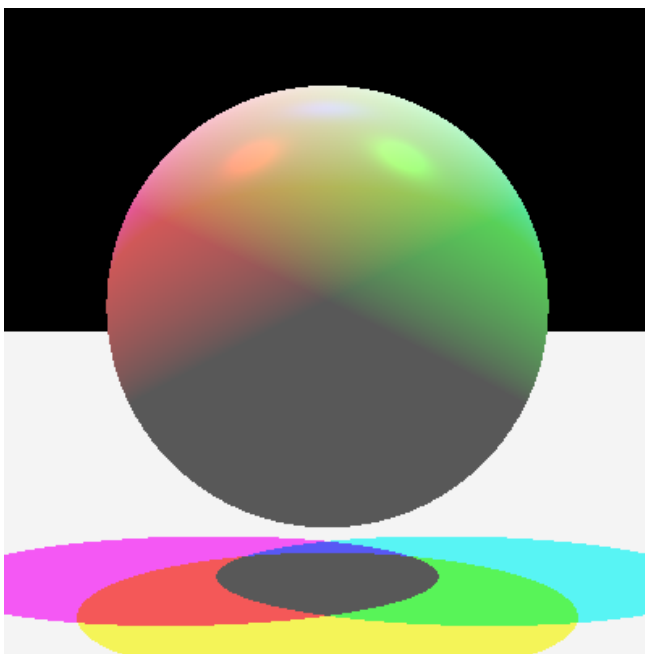
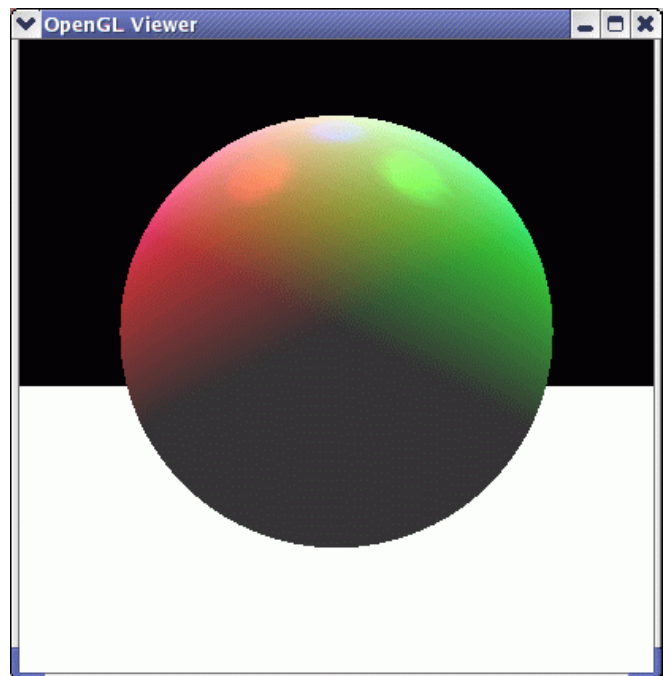
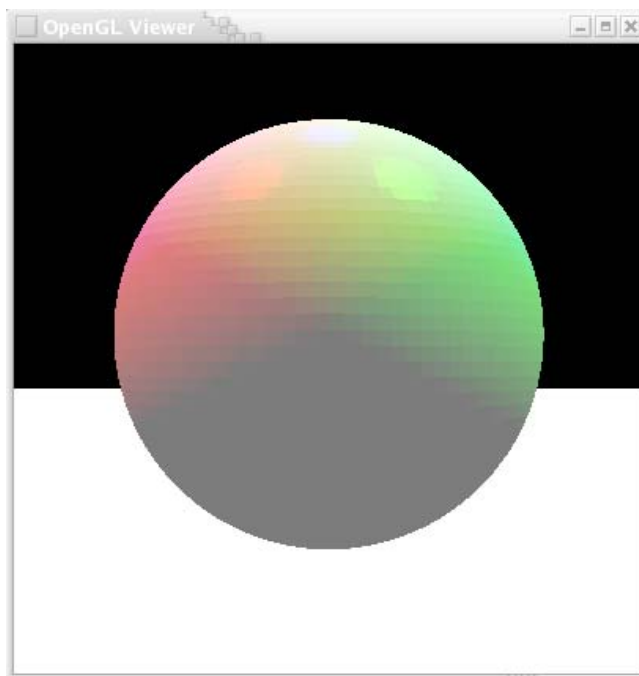
```
raytracer -input scene4_exponent_variations.txt -output out4.tga -size 400 400 -
tessellation 50 25
```

```
raytracer -input scene4_exponent_variations.txt -output out4.tga -size 400 400 -
tessellation 50 25 -gouraud
```

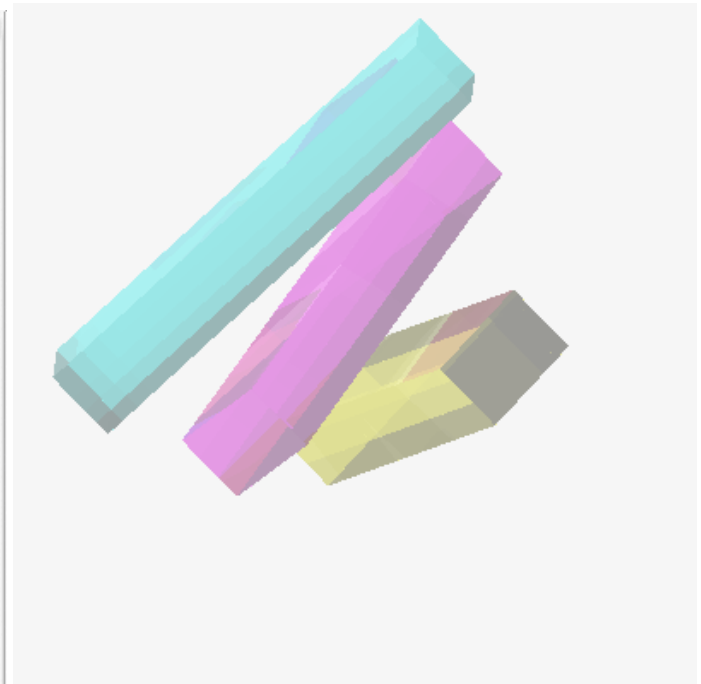
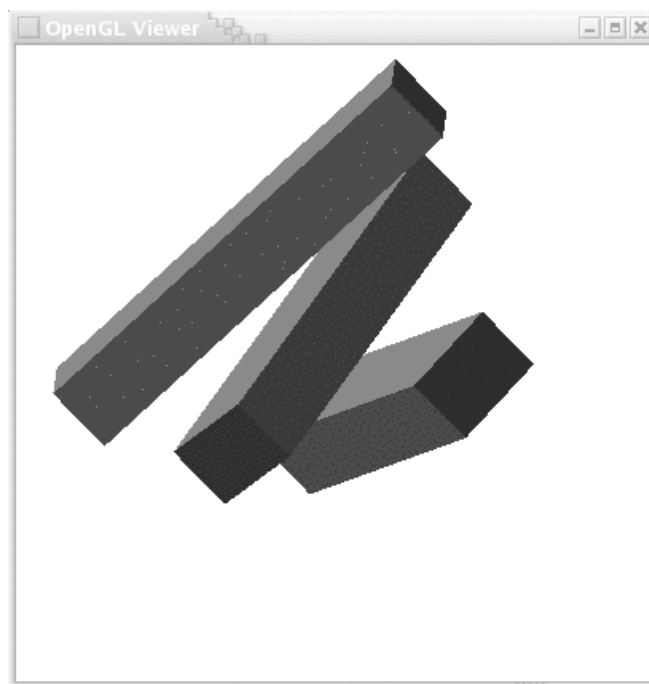
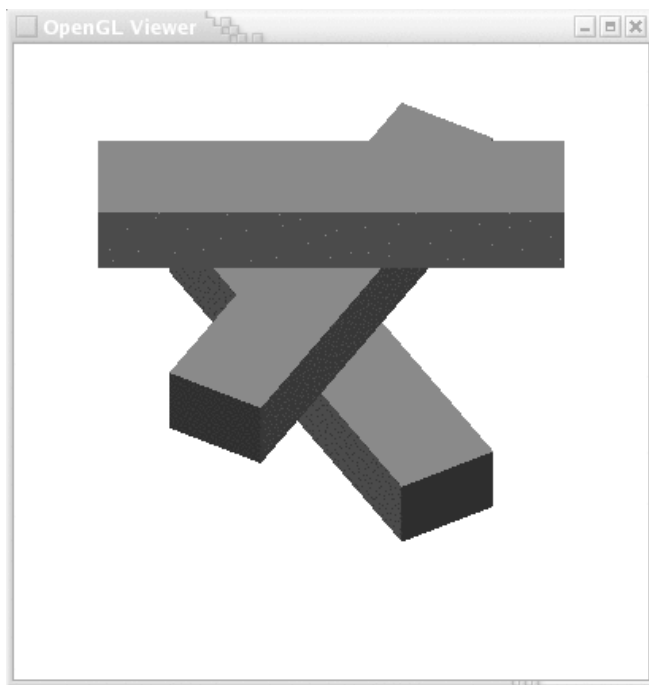


```
raytracer -input scene5_colored_lights.txt -output out5.tga -size 400 400 -tessellation 100  
50
```

```
raytracer -input scene5_colored_lights.txt -output out5.tga -size 400 400 -tessellation 100  
50 -gouraud
```

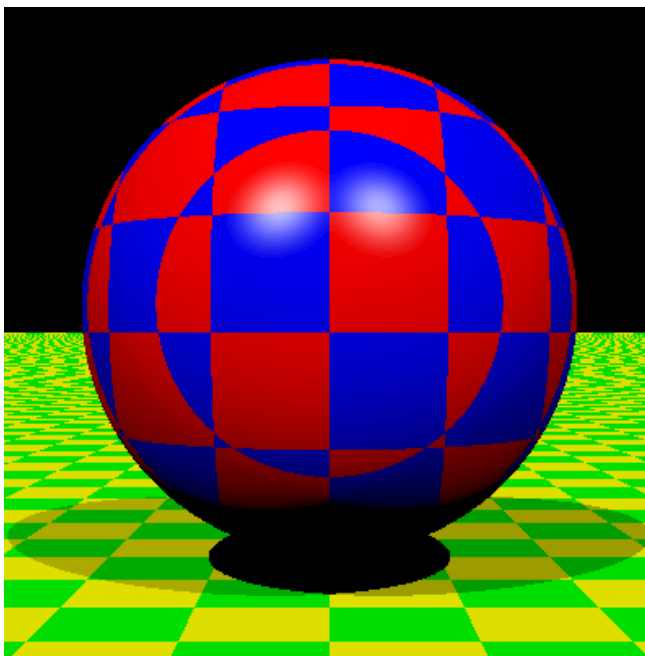
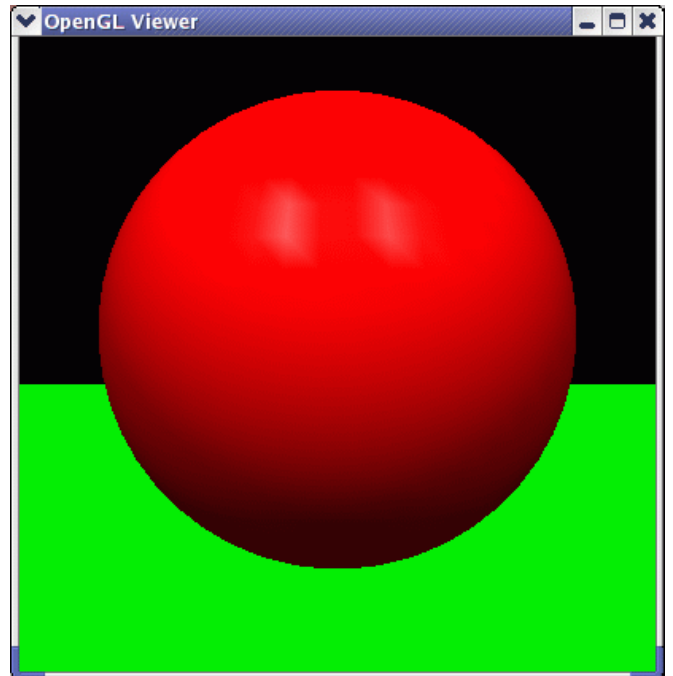
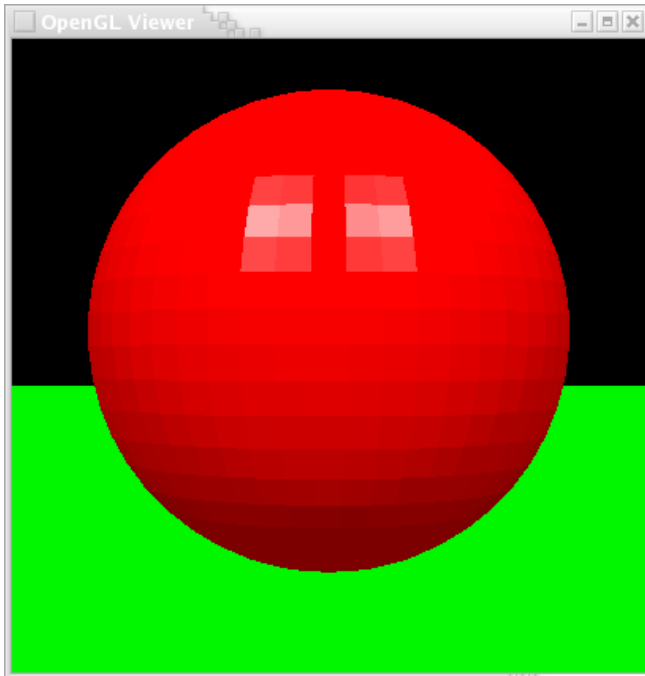


raytracer -input scene6_bars.txt -output out6.tga -size 400 400 -bounces 5



```
raytracer -input scene7_checkerboard.txt -tessellation 50 25 -output out7.tga -size 400
400
```

```
raytracer -input scene7_checkerboard.txt -tessellation 50 25 -output out7.tga -size 400
400 -gouraud
```



```
raytracer -input scene8_transparent_sphere_checkerboard.txt -output out8.tga -bounces 3  
-size 400 400 -tessellation 50 25 -transparent_shadows
```

```
raytracer -input scene8_transparent_sphere_checkerboard.txt -output out8.tga -bounces 3  
-size 400 400 -tessellation 50 25 -transparent_shadows -gouraud
```

