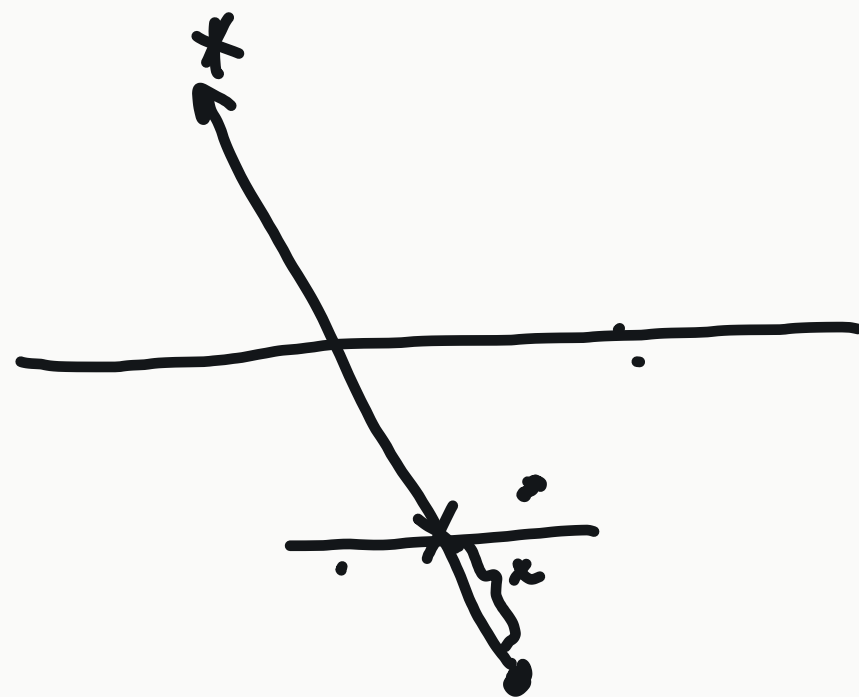




file I/O

fclose(fp)

while (fscanf("%c", &c) != EOF)

main

scene

// init

// opening file

// aspect ratio calc

for

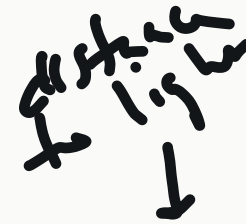
for

// check ray

// trace

write pixel to file

fclose

light attenuation 

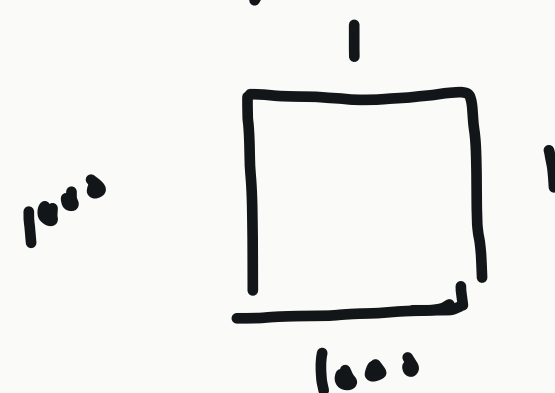
$$\text{atten} = 1 / (.062 * dL^2 + .02 * dL + .2)$$

diffuse

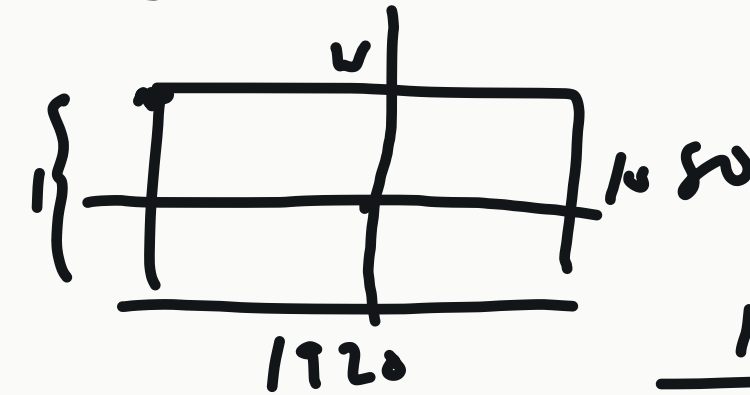
$$\text{color.R} += dp * \text{obj-color} * \text{atten}$$

also for specular

aspect ratio



HD 1920 x 1080



$$\frac{1920}{1080}$$

$$\text{pixel_size} = 1/1080$$

$$\text{start_y} = .5$$

$$\text{start_x} = -(1920/1080)/2$$