

Rendering Tutorial 4

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Assignment 1

Implement the `SurfaceTriangle` class, in particular the `hit()` function based on the Möller-Trumbore algorithm, as discussed in the lecture.

Code that implements a triangle mesh and its import from OBJ and MTL files is given in the tutorial material. Additionally, basic tone mapping functionality is included.

A skeleton implementation of `SurfaceTriangle` is given in the `surface_triangle.hpp` file. Use this as a starting point to avoid some pitfalls.

With a correct implementation, the pathtracer program will render the `CornellBox-Original` scene and generate a PPM image file with standard dynamic range in addition to the PFM file that contains the original HDR image.