CS 251, Fall 2007
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Assignment 6
Due Monday November 19, 11:59PM

Assignment 7—Reflected Impostors

In a nutshell, improve environment mapped reflections by modeling objects close to reflectors with billboards.

1. Scene
    a. Make a scene with the Uffizi environment map
    b. Have a black and white checkered table top *T*, a diffuse object *D*, and two reflective objects R_0 and R_1. R_0, R_1, and *D* are on *T*, and are close to each other.

2. Rendering
    a. Model the reflected R_0, R_1, *T*, and *D* with billboard (two reflective, two diffuse).
    b. Support second order reflections.
    c. Extra credit 2% for additional scene with ground and ray morph to environment mapping.
    d. Extra credit 5% for depth image impostors.
    e. Make a 10 second movie illustrating your scene and reflection rendering.

3. Turn in: use WebCT to upload zip archive with:
    a. Source code, including project/workspace/makefiles
    b. Code should compile, use relative paths
    c. Include all non-standard libraries (archive size should be <50MB)
    d. A short REPORT.{pdf|doc} file that describes your user interface, and the extra credit completed, and that includes 3 of your best images.
    e. The movie file.