

# CS580

Programming Assignment #1

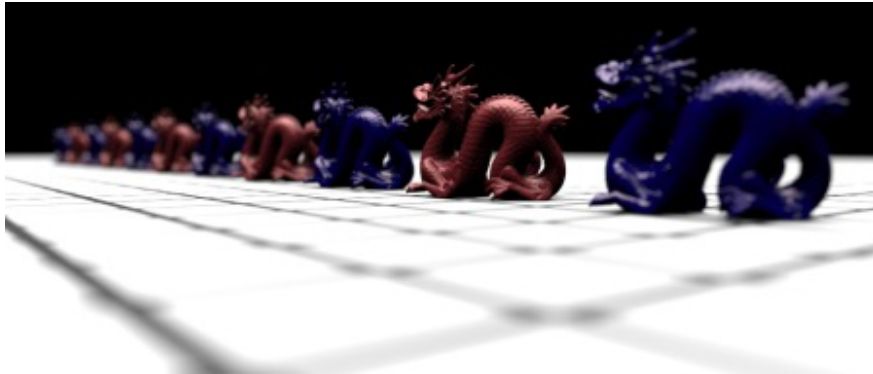
Due: beginning of class of Mar.-28 (Thur.)

**Objective:** Get to know how to use pbrt, rendering open source codes.

**Developing environment:** Windows OS is recommended; you can use it linux or other OS

**Requirements:**

- 1) Download codes of pbrt from <http://www.pbrt.org/downloads.php>
- 2) Compile and make it run; you may have to install Cygwin to run the pbrt in Windows
- 3) Load a scene (e.g., bunny.pbrt) from its available scene files and render it.
- 4) Measure how much time it takes.
- 5) Try a few other scenes.



This image show dragons with the depth-of-field effect

**Deliveries:**

- 1) Your final rendering images with their rendering time
- 2) Bring your work to the class

**Policies:**

- 1) Everyone must turn in their own assignment. You can collaborate with others, but any work that you turn in should be your own