

Ray tracing: multiple object

...

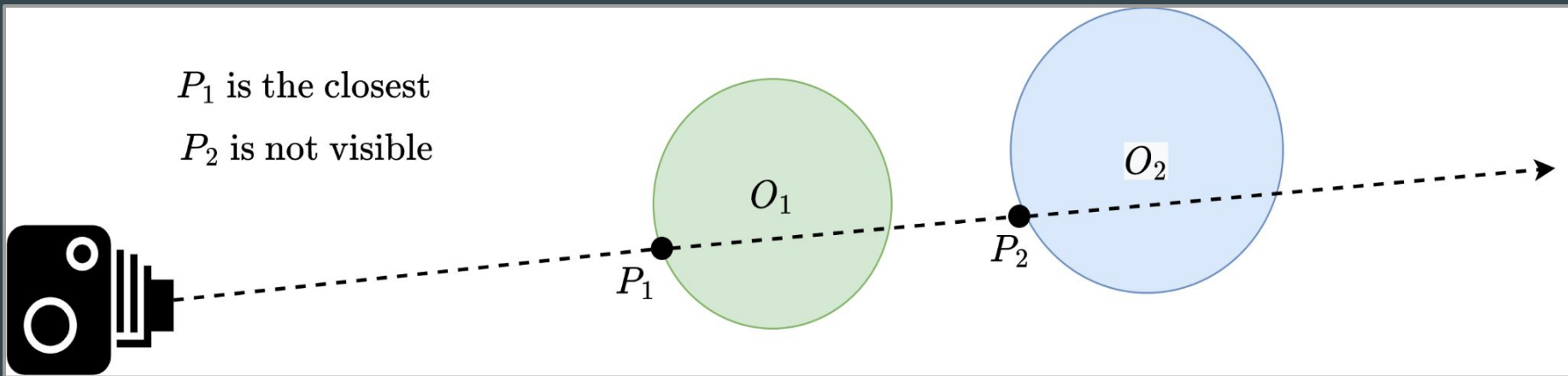
24.11.2022

Find the closest object

Implement *MAIN.get_closest_object*

P_1 is the closest

P_2 is not visible



Determine if the point on an object is in the shadow

Implement *MAIN.is_in_shadow*

