CS 294-3: Radiosity Homework

Construct meshes using F-linking and hierarchical radiosity for the interior of a cube, with a symmetrically placed area light source on the ceiling. Prepare code for the gather, push, pull operations. Submit the following renderings:

- Views of the leaves of the mesh, for various size cutoffs.

- Constant element solutions (i.e. render each leaf with the constant radiosity value inside the leaf) for various size cutoffs.

The easiest way to render this is to ray trace it; because the geometry is simple, it's easiest just to whip one together. Many extra credit items suggest themselves, including

- A final gather;

- More objects in the view;

- Examples of color bleeding;

etc. Due with the final project. You may work individually or in pairs.