

This is a **Nori 2** Project:

**Nori 2** [http \(Links to an external site.\)Links to an external site.://wjakob.github.io/nori \(Links to an external site.\)Links to an external site./ \(Links to an external site.\)Links to an external site.](http://wjakob.github.io/nori)

Follow the preliminaries carefully to get started

-Git repository and then run Nori

Part 1: Normal Integrator

visualize the average visibility of surface points seen by a camera

Part 2: Average Visibility Integrator

implement an integrator, which computes the average visibility at every surface point visible to the camera

Part 3: Direct Illumination Integrator

called multiple times for each camera ray (averaged). Return a single estimate of the incident radiance along the camera ray

Validate your work

What to submit

The complete codebase with your solution and source files, but NO binaries. An html file named `firstname-familyname-report.html` using template provided on the website.

Include the following:

- Structure your report using the same numbers and titles as given in the assignment
- For every task include all task specific images you generated in a format that is viewable within a web browser. You can use HDRI Tools, or photoshop to tonemap you images and save them as jpgs or pngs. We recommend tonemapping your images by just changing exposure and using a gamma of 2.2.
- Include descriptions of encountered problems, a list of external libraries that you used and the time you spent on each task.

The task descriptions may contain more specific instructions on what has to be included.