

# **The Development and Implementation of a Combined Solid Geometry ray tracer with tree based solid textures**

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## **Abstract**

Combined Solid Geometry allows the internals of objects to be viewed, by manipulation of the functions of a CSG tree. Coupling this nature with solid textures means that the internals of objects can be viewed. This dissertation aims to investigate the effect of using solid textures that are based in a tree format by implementing a ray tracer with both combined solid geometry and tree based solid textures. The design and implementation of the system are described within along with testing the system with a scene file format developed for the system. The dissertation concludes with a discussion of the system and further additions that could be made.

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## Contents

1	Introduction .....	1
2	Literature Review .....	2
2.1	Introduction .....	2
2.2	Combined Solid Geometry Ray Tracing .....	2
2.3	Introduction to 3D Textures .....	2
2.4	Procedural Textures .....	3
2.5	Noise .....	3
2.5.1	Dnoise .....	3
2.6	Bump Mapping .....	4
2.7	Turbulence .....	4
2.8	Reflections and Refractions .....	5
3	Requirements Specification .....	6
3.1	Definitions .....	6
3.2	Requirement format .....	6
3.3	Analysis .....	7
3.4	Functional .....	7
3.4.1	Combined Solid Geometry(CSG) .....	7
3.4.2	Objects .....	7
3.4.3	Lighting .....	7
3.4.4	Output .....	7
3.4.5	Reflection and refraction .....	8
3.4.6	Materials .....	8
3.5	Non Functional .....	8
3.5.1	Fast operating code .....	8
3.5.2	Multiple thread capable .....	8
3.5.3	System Errors .....	8
3.5.4	Cross platform operation .....	8
3.6	User .....	8
3.6.1	Input .....	9
4	Design .....	10
4.1	Data Types .....	10
4.2	CSG Tree .....	11
4.3	Ray hits .....	11
4.4	Objects .....	12
4.5	Lights .....	12
4.6	Materials .....	13
4.7	Camera .....	14
4.8	Output .....	14
4.9	File Input and language .....	14
4.10	Renderer .....	15

4.11 Operational Flow .....	16
5 Implementation .....	17
5.1 Language .....	17
5.2 Resources .....	17
5.3 Data Types .....	17
5.4 Collection Classes .....	18
5.5 Data Structures .....	18
5.6 Ray hits .....	18
5.7 Multi threading .....	19
5.8 Rendering .....	19
5.9 Refractions.....	20
5.10 Display Window.....	20
6 System Testing .....	21
6.1 System Conformity.....	21
6.1.1 Functional.....	21
6.1.2 Non Functional.....	22
6.1.3 User.....	22
6.2 Software Testing.....	23
7 Conclusion .....	25
8 Bibliography .....	26
9 Appendices .....	27
A. Sample Renders .....	28
B. Scene File Formats .....	30
C.Command line arguments .....	36
D.Program listing .....	37