# Rendering Competition

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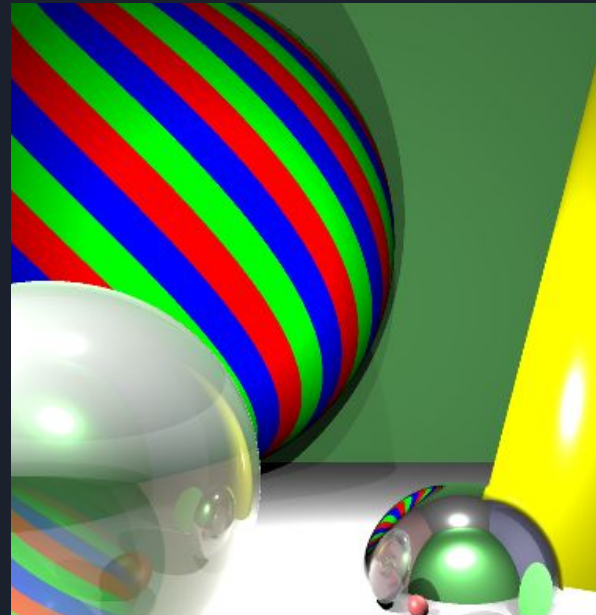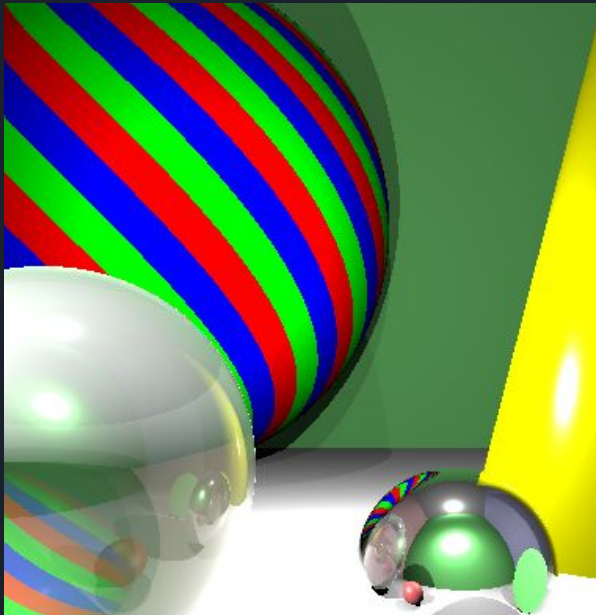
# Features Implemented:
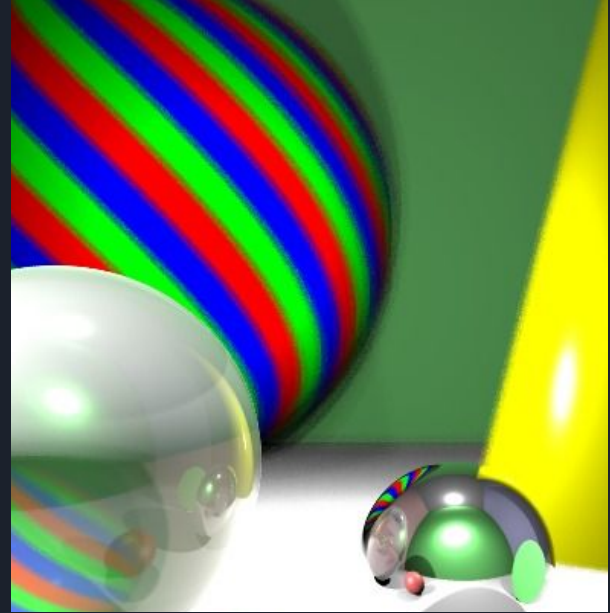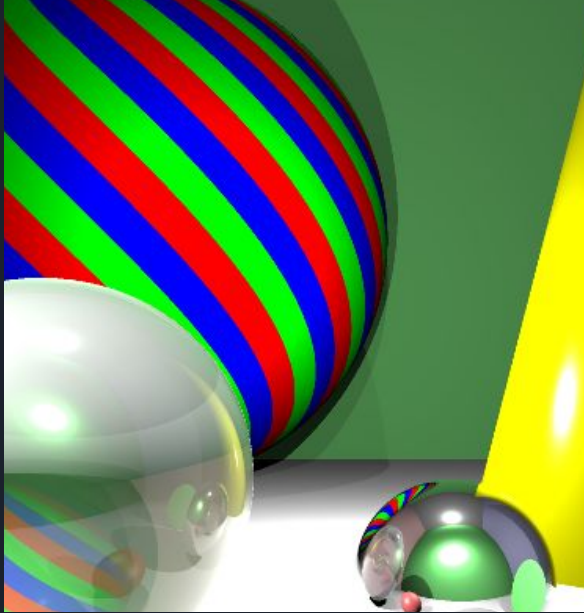
- **Stochastic Raytracer**
    a. Antialising
    b. Depth-of-field effect
    c. Soft Shadows

Rendering in 1600 s

# Results: Antialiasing

# Results: Depth of field effect

# Results: Soft shadows