global\_settings { ambient\_light rgb 1 } camera { sky < 0 , 0 , 1 > direction < -1 , 0 , 0 > right < -4/3 , 0 , 0 > location < 10 , 5 , 2 > look\_at < 0 , 0 , 0 > angle 40 } sky\_sphere { pigment { Bright\_Blue\_Sky } } light\_source { < 7 , 8 , 9 > , color rgb < 1 , 1 , 1 > fade\_distance 20 fade\_power 2 } intersection { cone { < 0 , 0 , -2 > , 2 , < 0 , 0 , 2 > , 0 pigment { color rgb < 1 , 0 , 0 > } } plane { < 2 , 1.5 , 2 > , 0.7 finish { ambient 0 diffuse 0 reflection 1 } texture { Aluminum } } }