SDF Datei

<<scene>> readfile
1

name

Camera

Name: String{"name"}

Angle: float{x}

resolution: int{x,y]

Scene

Name: String{"name"}

+Map: Materials
+Vector: Shape
+Vector: Light
+Background Color :
+Color
+Camera : Camera
+Ambient Light : Color
+Renderer : Renderer

Shape

Name: String{"name"}

Material:
String{"name"}, Color
ks float{r, g, b}, Color kd
float{r, g, b], Color ka
float{r, g, b}, float {m}

Ray

Name: String{"name"}

origin: vec3(x, y, z)

direction: vec3{x, y, z}

Material

String{"name"}
Color ks float{r, g, b}
Color kd float{r, g, b]
Color ka float{r, g, b}
float {m}

Light

Name: String{"name"}

Position vec3{x, y, z}

ambience (La)

diffuse (Ld)

Box

Name: String{"name"}

Min vec3{x, y, z}

Max vec3{x, y, z}

Material:
String{"name"}, Color
ks float{r, g, b}, Color kd
float{r, g, b}, Color ka
float{r, g, b}, float {m}

Volume get_volume()

Area get_area()

Sphere

Name: String{"name"}

Radius float{r}

Material:
String{"name"}, Color
ks float{r, g, b}, Color kd
float{r, g, b], Color ka
float{r, g, b}, float {m}

Volume get_volume()

Area get_area()

Diskriminator 1

Geometric Shape

Diskriminator 2

Extends