Dominic Groshong
1/19/19

SCENE	=>	SCENE_ITEM...
SCENE_ITEM	=>	CAMERA, LIGHT, PLANE, OBJECT
CAMERA	=>	camera { [CAMERA_ITEMS] [CAMERA_MODIFIERS] } [LIGHT, PLANE, OBJECT
[CAMERA_ITEMS]	=>	camera { location VECTOR] [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
VECTOR	=>	camera { location VECTOR_TERM] [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
VECTOR_TERM	=>	camera { location VECTOR_EXPRESSION] [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
VECTOR_EXPRESSION	=>	camera { location VECTOR_LITERAL] [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
VECTOR_LITERAL	=>	camera { location < FLOAT , FLOAT , FLOAT >] [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
< FLOAT , FLOAT , FLOAT >	=>	camera { location < 0 , 3, -5> [CAMERA_MODIFIERS] } LIGHT, PLANE, OBJECT
CAMERA_MODIFIERS	=>	camera { location < 20 , 10 , 20> [look_at VECTOR] [ANGLE]} LIGHT, PLANE, OBJECT
VECTOR	=>	camera { location < 20 , 10 , 20> [look_at VECTOR_TERM]} LIGHT, PLANE, OBJECT
VECTOR_TERM	=>	camera { location < 20 , 10 , 20> [look_at VECTOR_EXPRESSION] } LIGHT, PLANE, OBJECT
VECTOR_EXPRESSION	=>	camera { location < 20 , 10 , 20> [look_at VECTOR_LITERAL]} LIGHT, PLANE, OBJECT
VECTOR_LITERAL	=>	camera { location < 20 , 10 , 20> [look_at < FLOAT , FLOAT , FLOAT >]} LIGHT_SOURCE, PLANE , OBJECT
< FLOAT , FLOAT , FLOAT >	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} LIGHT_SOURCE, PLANE , OBJECT
CAMERA_MODIFIERS	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} LIGHT_SOURCE, PLANE , OBJECT
LIGHT	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} LIGHT_SOURCE, PLANE , OBJECT
LIGHT_SOURCE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { V_LOCATION, COLOR } PLANE , OBJECT
V_LOCATION	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { < FLOAT , FLOAT , FLOAT >, COLOR } PLANE , OBJECT
< FLOAT , FLOAT , FLOAT >	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> COLOR} PLANE , OBJECT
COLOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color COLOR_VECTOR} PLANE , OBJECT
COLOR_VECTOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <3_TERM_VECTOR>} PLANE , OBJECT
3_TERM_VECTOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} PLANE , OBJECT
PLANE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { V_NORMAL, F_DISTANCE [OBJECT_MODIFIERS] } OBJECT
V_NORMAL	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , F_DISTANCE [OBJECT_MODIFIERS] } OBJECT
F_DISTANCE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 [OBJECT_MODIFIERS]} OBJECT
OBJECT_MODIFIERS	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { [TEXTURE_IDENTIFIER] }} OBJECT
TEXTURE_IDENTIFIER	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { [PIGMENT_TYPE] }}} OBJECT
PIGMENT_TYPE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { COLOR }}} OBJECT
COLOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <3_TERM_VECTOR> }}} OBJECT
3_TERM_VECTOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} OBJECT
OBJECT	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} FINITE_SOLID_OBJECT
FINITE_SOLID_OBJECT	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} SPHERE
SPHERE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <CENTER>, RADIUS [OBJECT_MODIFIERS...]}
CENTER	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, RADIUS [OBJECT_MODIFIERS...]}
RADIUS	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 [OBJECT_MODIFIERS...]}
OBJECT_MODIFIERS	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 texture {[TEXTURE_IDENTIFIER...]}}
TEXTURE_IDENTIFIER	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 texture { pigment { [PIGMENT_TYPE] }}}
PIGMENT_TYPE	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 texture { pigment { COLOR }}}
COLOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 texture { pigment { color rgb <3_TERM_VECTOR> }}}
3_TERM_VECTOR	=>	camera { location < 20 , 10 , 20> look_at <0 , 0 , 0>} light_source { <100, 100, 100> color rgb <255,255,255>} plane { <0,1,0> , 0 texture { pigment { color rgb <0, .75, .75> }}} sphere { <0,1,0>, 1 texture { pigment { color rgb <1.0, .55, 0.0> }}}