SCENE 🡺 SCENE\_ITEM

🡺 CAMERA

🡺 camera{[CAMERA\_TYPE] [CAMERA\_ITEMS] [CAMERA\_MODIFIERS] }

🡺 camera {perspective [CAMERA\_ITEMS] [CAMERA\_MODIFIERS] }

🡺 camera {perspective [location VECTOR] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location VECTOR\_TERM] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location VECTOR\_EXPRESSION] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location VECTOR\_LITERAL] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location <FLOAT, FLOAT, FLOAT>] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location <20, 5, 5>] [CAMERA\_MODIFIERS]}

🡺 camera {perspective [location <20, 5, 5>] [look\_at VECTOR]}

🡺 camera {perspective [location <20, 5, 5>] [look\_at VECTOR\_TERM]}

🡺 camera perspective [location <20, 5, 5>] [look\_at VECTOR\_EXPRESSION]}

🡺 camera {perspective [location <20, 5, 5>] [look\_at VECTOR\_LITERAL]}

🡺 camera {perspective [location <20, 5, 5>] [look\_at <FLOAT, FLOAT, FLOAT>]}

🡺 camera {perspective location <20, 5, 5> look\_at <0, 0, 0>}

SCENE 🡺 SCENE\_ITEM

🡺 ATMOSPHERIC\_EFFECT

🡺 SKY\_SPHERE

🡺 sky\_sphere {[SKY\_SPHERE\_ITEMS]}

🡺 sky\_sphere {[PIGMENT]}

🡺 sky\_sphere {[pigment {PIGMENT\_BODY}]}

🡺 sky\_sphere {[pigment {[PIGMENT\_IDENTIFIER}]}

🡺 sky\_sphere {pigment {Blue\_Sky}}

SCENE 🡺 SCENE\_ITEM

🡺 LIGHT

🡺 LIGHT\_SOURCE

🡺 light\_source {V\_LOCATION, COLOR [LIGHT\_SOURCE\_ITEMS]}

🡺 light\_source {<0,0,9>, COLOR [LIGHT\_SOURCE\_ITEMS]}

🡺 light\_source {<0,0,9>, [color] COLOR\_BODY [LIGHT\_SOURCE\_ITEMS]}

🡺 light\_source {<0,0,9>, [color] COLOR\_VECTOR [LIGHT\_SOURCE\_ITEMS]}

🡺 light\_source {<0,0,9>, color rgb <1,1,1> [LIGHT\_SOURCE\_ITEMS]}

🡺 light\_source {<0,0,9>, color rgb <1,1,1> [LIGHT\_MODIFIERS LIGHT\_MODIFIERS]}

🡺 light\_source {<0,0,9>, color rgb <1,1,1> [fade\_distance 20 LIGHT\_MODIFIERS]}

🡺 light\_source {<0,0,9>, color rgb <1,1,1> fade\_distance 20 fade\_power 2}

SCENE 🡺 SCENE\_ITEM

🡺 OBJECT

🡺 FINITE\_SOLID\_OBJECT

🡺 SPHERE

🡺 sphere {V\_CENTER, F\_RADIUS [SPHERE\_MODIFIERS]}

🡺 sphere {<0,0,-2>, F\_RADIUS [SPHERE\_MODIFIERS]}

🡺 sphere {<0,0,-2>, 2 [SPHERE\_MODIFIERS]}

🡺 sphere {<0,0,-2>, 2 [OBJECT\_MODIFIERS]}

🡺 sphere {<0,0,-2>, 2 [[PIGMENT][FINISH]]}

🡺 sphere {<0,0,-2>, 2 [[pigment {PIGMENT\_BODY}] [FINISH]]}

🡺 sphere {<0,0,-2>, 2 [[pigment {COLOR}] [FINISH]]}

🡺 sphere {<0,0,-2>, 2 [[pigment {[color] COLOR\_BODY}] [FINISH]]}

🡺 sphere {<0,0,-2>, 2 [[pigment {[color] COLOR\_VECTOR}] [FINISH]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [FINISH]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [finish {[FINISH\_ITEM]}]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [finish {[PHONG SPECULAR]}]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [finish {[phong FLOAT SPECULAR]}]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [finish {[phong 10 SPECULAR]}]]}

🡺 sphere {<0,0,-2>, 2 [pigment {color <rgb <1,0,0>} [finish {[phong 10 specular FLOAT]}]]}

🡺 sphere {<0,0,-2>, 2 pigment {color <rgb <1,0,0>} finish {phong 10 specular 3}}

SCENE 🡺 SCENE\_ITEM

🡺 OBJECT

🡺 FINITE\_SOLID\_OBJECT

🡺 SPHERE

🡺 sphere {V\_CENTER, F\_RADIUS [SPHERE\_MODIFIERS]}

🡺 sphere {<0,2,2.8>, F\_RADIUS [SPHERE\_MODIFIERS]}

🡺 sphere {<0,2,2.8>, 1.4 [SPHERE\_MODIFIERS]}

🡺 sphere {<0,2,2.8>, 1.4 [OBJECT\_MODIFIERS]}

🡺 sphere {<0,2,2.8>, 1.4 [[TEXTURE] [FINISH]]}

🡺 sphere {<0,2,2.8>, 1.4 [texture {Aluminum} [FINISH]]}

🡺 sphere {<0,2,2.8>, 1.4 [texture {Aluminum} finish{[PHONG]}]}

🡺 sphere {<0,2,2.8>, 1.4 [texture {Aluminum} finish {[phong FLOAT]}]}

🡺 sphere {<0,2,2.8>, 1.4 texture {Aluminum} finish {phong 10}}

SCENE 🡺 SCENE\_ITEM

🡺 OBJECT

🡺 FINITE\_SOLID\_OBJECT

🡺 CONE

🡺 cone {V\_BASE\_CENTER, F\_BASE\_RADIUS, V\_CAP\_CENTER, F\_CAP\_RADIUS [open] [OBJECT\_MODIFIERS]}

🡺 cone {<-1,-3,-10>, F\_BASE\_RADIUS, V\_CAP\_CENTER, F\_CAP\_RADIUS open [OBJECT\_MODIFIERS]}

🡺 cone {<-1,-3,-10>, 0, V\_CAP\_CENTER, F\_CAP\_RADIUS open [OBJECT\_MODIFIERS]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, F\_CAP\_RADIUS open [OBJECT\_MODIFIERS]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [OBJECT\_MODIFIERS]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [[TEXTURE][FINISH]]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [texture {Aluminum}[FINISH]]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [texture {Aluminum}finish {[diffuse FLOAT SPECULAR]}]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [texture {Aluminum} finish {[diffuse 10 SPECULAR] }]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open [texture {Aluminum} finish {[diffuse 10 specular FLOAT]}]}

🡺 cone {<-1,-3,-10>, 0, <0,2,3>, 1.0 open texture {Aluminum} finish {diffuse 10 specular 5}}