

POV-Ray Tutorials

Visualization software package
(www.povray.org)

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What is POV-Ray?

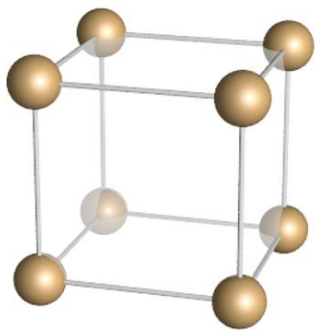
POV-ray is a program for...

- Creating three-dimensional and realistic-images
- Producing the very qualitative images with realistic reflections
- Making an image from a text file

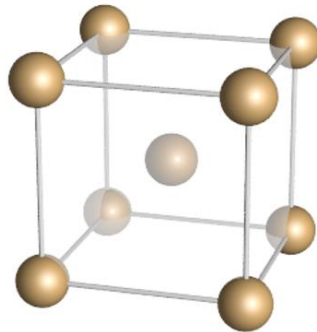


Why it's useful?

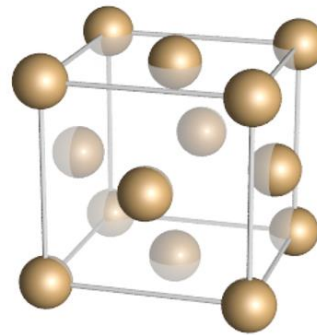
- Able to use in many platforms (windows, Linux, Mac OS, etc.)
- More sophisticated textures
- Very high quality output image files
- Easy to use !?



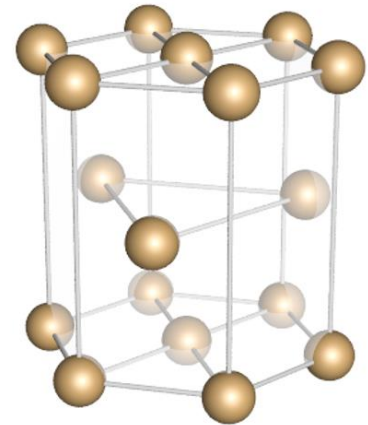
SC



BCC



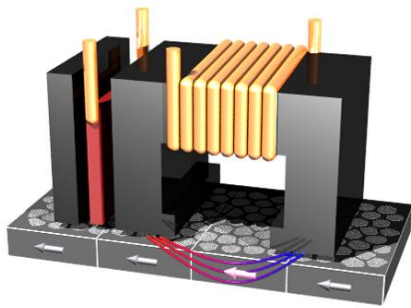
FCC



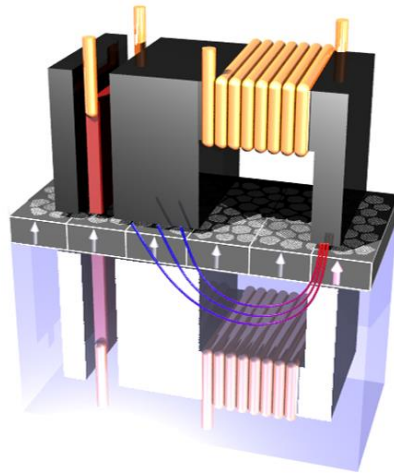
HCP

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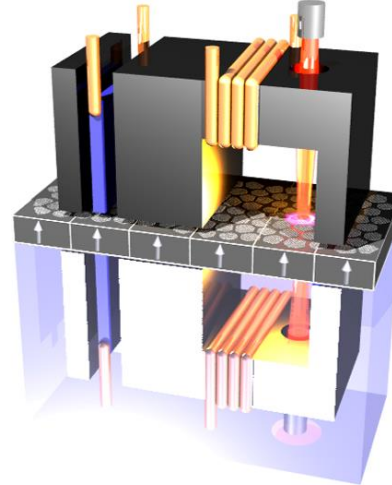
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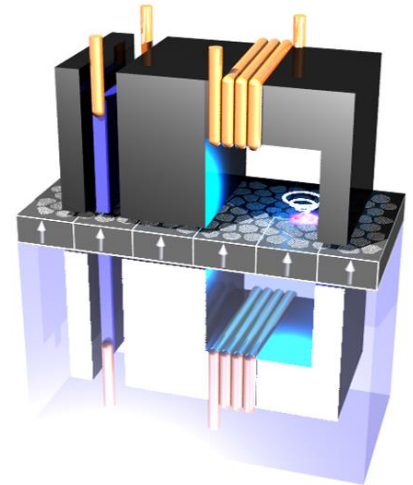
LRM



PRM



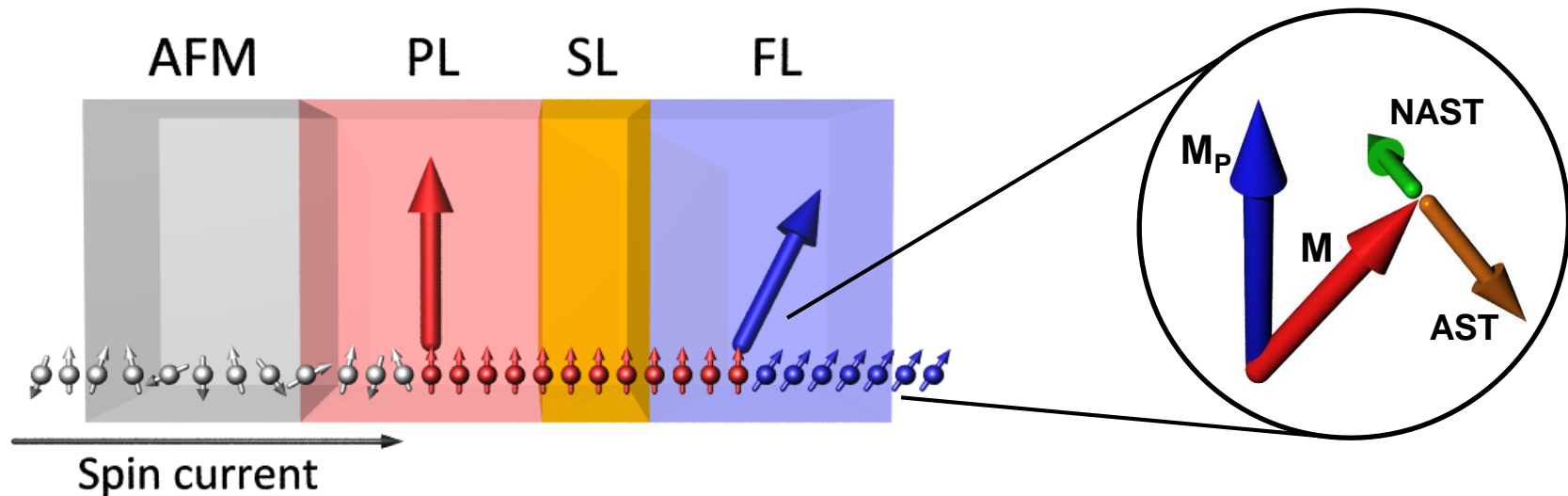
HAMR



MAMR

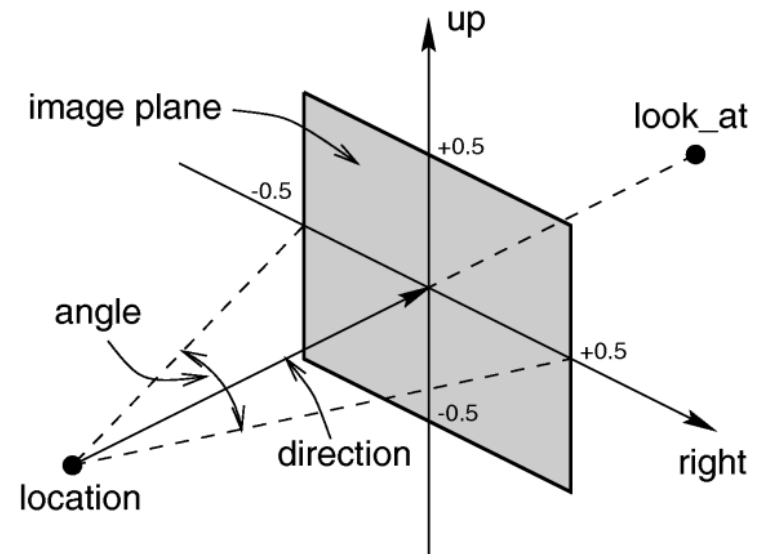
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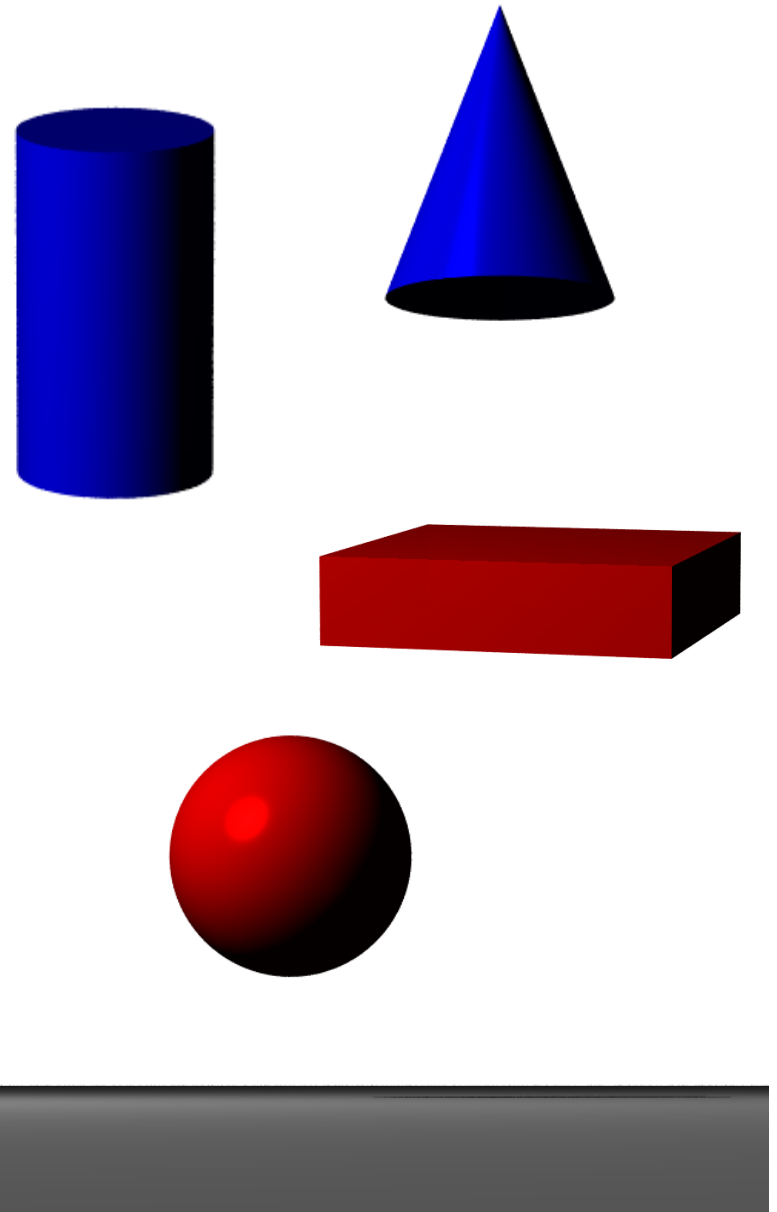
How does it works?

- Camera is placed at **location** to **look_at** the scene with specific **angle**
- The system is based on left-handed coordination which means
 - +y-axis pointing up
 - +x-axis pointing to the right
 - +z-axis pointing into the screen



Getting started

- Placing the camera
- Adding light source
- Setting background color
- Inserting the object
- Defining the features and effects
- Rendering the images



How to render it

- `povray filename.pov`
- `povray filename.pov +A0.1`
- `povray filename.pov +A0.1 +H440 +W560`