

Anthony Ramirez HW 4B 3/13

Scene (Scene ID Integer, Scene Name String)

Object (Object ID Integer, Scene ID Integer, Object type Char, Center Pos (x,y,z), Normal Pos (x,y,z))

Surface (Surface ID Integer, Object ID Integer, Surface Descr String, Surface type Char) Color Profile ID
(Color Profile ID Integer, Surface ID Integer, Reflective Char (R1,R2,B), Diffuse Char (R1,R2,B), Refractive Char (R1,R2,B))

Triangle (T Object ID Integer, Vert 1 Pos (x,y,z), Vert 2 Pos (x,y,z), Vert 3 Pos (x,y,z))

Sphere (S Object ID Integer, Radius Real)

Cylinder (C Object ID Integer, Rad 1 Real, Rad 2 Real, Length Real)

Disk (D Object ID Integer, Radius Real)

Composite (C Object ID Integer)

Simple Surface (S Surface ID Integer)

Blended Surface (B Surface ID Integer, Obj 1 Real (x,y,z), Obj 2 Real (x,y,z), Color Profile ID)