size 640 480

color amb 0 0 0

color diff 1 1 1

color spec 1 1 1

color light\_color 1 1 1

phong\_shader shader amb diff spec 50

sphere - .1 .1 .3 2.5 shader

point\_light 0 1 10 light\_color 200

enable\_shadows 0

recursion\_depth\_limit 1

camera 0 1 6 0 0 0 0 1 0 70