

SCENE	⇒	SCENE_ITEM...
SCENE_ITEM	⇒	CAMERA
SCENE_ITEM	⇒	LIGHT
SCENE_ITEM	⇒	OBJECT
OBJECT	⇒	FINITE_PATCH_OBJECT_TRIANGLE
FINITE_PATCH_OBECT_TRIANGLE	⇒	TRIANGLE
SCENE_ITEM	⇒	OBJECT
OBJECT	⇒	FINITE_PATCH_OBJECT_TRIANGLE
FINITE_PATCH_OBJECT_TRIANGLE	⇒	TRIANGLE
SCENE_ITEM	⇒	OBJECT
OBJECT	⇒	FINITE_PATCH_OBJECT_TRIANGLE
FINITE_PATCH_OBJECT_TRIANGLE	⇒	TRIANGLE
SCENE_ITEM	⇒	OBJECT
OBJECT	⇒	INFINITE_SOLID_OBJECT_BOX
INFINITE_SOLID_OBJECT_BOX	⇒	PLANE

SCENE	⇒	SCENE_ITEM...
SCENE_ITEM	⇒	CAMERA
CAMERA	⇒	camera { [CAMERA_TYPE] [CAMERA_ITEMS] [CAMERA_MODIFIERS] }
[CAMERA_TYPE]	⇒	camera { perspective [CAMERA_ITEMS] [CAMERA_MODIFIERS] }
[CAMERA_ITEMS]	⇒	camera { perspective [location VECTOR] [CAMERA_MODIFIERS] }
VECTOR	⇒	camera { perspective [location VECTOR_TERM] [CAMERA_MODIFIERS] }
VECTOR_TERM	⇒	camera { perspective [location VECTOR_EXPRESSION] [CAMERA_MODIFIERS] }
VECTOR_EXPRESSION	⇒	camera { perspective [location VECTOR_LITERAL] [CAMERA_MODIFIERS] }
VECTOR_LITERAL	⇒	camera { perspective [location < FLOAT , FLOAT , FLOAT >] [CAMERA_MODIFIERS] }
<FLOAT, FLOAT, FLOAT>	⇒	camera { perspective location < 0, 35 , 0 > [CAMERA_MODIFIERS] }
CAMERA_MODIFIERS	⇒	camera { perspective location < 0, 35 , 0 >[look_at VECTOR]}
VECTOR	⇒	camera { perspective location < 0, 35 , 0 >[look_at VECTOR_TERM]}
VECTOR_TERM	⇒	camera { perspective location < 0, 35 , 0 > [look_at VECTOR_EXPRESSION]}
VECTOR_EXPRESSION	⇒	camera { perspective location < 0, 35 , 0 > [look_at VECTOR_LITERAL]}
VECTOR_LITERAL	⇒	camera { perspective location < 0, 35 , 0 > [look_at < FLOAT , FLOAT , FLOAT >]}
<FLOAT, FLOAT, FLOAT>	⇒	camera { perspective location < 0, 35 , 0 > look_at < 0 , 30 , 0 >}

SCENE	====>	SCENE_ITEM...
SCENE_ITEM	====>	LIGHT
LIGHT	====>	light_source { V_LOCATION, COLOR [LIGHT_SOURCE_ITEMS] }
V_LOCATION	====>	light_source { LOCATION_VECTOR, COLOR [LIGHT_SOURCE_ITEMS] }
LOCATION_VECTOR	====>	light_source { VECTOR_TERM, COLOR [LIGHT_SOURCE_ITEMS] }
VECTOR_TERM	====>	light_source { VECTOR_EXPRESSION, COLOR [LIGHT_SOURCE_ITEMS] }
VECTOR_EXPRESSION	====>	light_source { VECTOR_LITERAL, COLOR [LIGHT_SOURCE_ITEMS] }
VECTOR_LITERAL	====>	light_source { < FLOAT , FLOAT , FLOAT >, COLOR [LIGHT_SOURCE_ITEMS] }
<FLOAT, FLOAT, FLOAT>	====>	light_source { < 0 , 40 , -5 >, COLOR [LIGHT_SOURCE_ITEMS] }
COLOR	====>	light_source { < 0 , 40 , -5 >, color COLOR_BODY [LIGHT_SOURCE_ITEMS] }
COLOR_BODY	====>	light_source { < 0 , 40 , -5 >, color COLOR_VECTOR [LIGHT_SOURCE_ITEMS] }
COLOR_VECTOR	====>	light_source { < 0 , 40 , -5 >, color rgb 3D-VECTOR [LIGHT_SOURCE_ITEMS] }
3D-VECTOR	====>	light_source { < 0 , 40 , -5 >, color rgb 3D-VECTOR [LIGHT_SOURCE_ITEMS] }
VECTOR	====>	light_source { < 0 , 40 , -5 >, color rgb VECTOR_TERM [LIGHT_SOURCE_ITEMS] }
VECTOR_TERM	====>	light_source { < 0 , 40 , -5 >, color rgb VECTOR_EXPRESSION [LIGHT_SOURCE_ITEMS] }
VECTOR_EXPRESSION	====>	light_source { < 0 , 40 , -5 >, color rgb VECTOR_LITERAL [LIGHT_SOURCE_ITEMS] }
VECTOR_LITERAL	====>	light_source { < 0 , 40 , -5 >, color rgb < FLOAT , FLOAT , FLOAT > [LIGHT_SOURCE_ITEMS] }
<FLOAT, FLOAT, FLOAT>	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > [LIGHT_SOURCE_ITEMS] }
[LIGHT_SOURCE_ITEMS]	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > [LIGHT_TYPE] & [LIGHT_MODIFIERS] }
[LIGHT_TYPE]	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [SPOTLIGHT_ITEMS]& [LIGHT_MODIFIERS] }
[SPOTLIGHT_ITEMS]	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [point_at VECTOR]& [LIGHT_MODIFIERS] }
VECTOR	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [point_at VECTOR_TERM]& [LIGHT_MODIFIERS] }
VECTOR_TERM	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [point_at VECTOR_EXPRESSION]& [LIGHT_MODIFIERS] }
VECTOR_EXPRESSION	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [point_at VECTOR_LITERAL]& [LIGHT_MODIFIERS] }
VECTOR_LITERAL	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight [point_at <FLOAT, FLOAT, FLOAT>]& [LIGHT_MODIFIERS] }
<FLOAT, FLOAT, FLOAT>	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight point_at <0, 0, 0> [LIGHT_MODIFIERS] }
[LIGHT_MODIFIERS]	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight point_at <0, 0, 0> [fade_distance FLOAT] }
FLOAT	====>	light_source { < 0 , 40 , -5 >, color rgb < 252 , 212 , 64 > spotlight point_at <0, 0, 0> fade_distance 30 }

SCENE	=====	SCENE_ITEM...
SCENE_ITEM	=====	OBJECT
OBJECT	=====	object { OBJECT_IDENTIFIER [OBJECT_MODIFIERS] }
OBJECT_IDENTIFIER	=====	object { FINITE_PATCH_OBJECT [OBJECT_MODIFIERS] }
FINITE_PATCH_OBJECT	=====	object { TRIANGLE [OBJECT_MODIFIERS] }
TRIANGLE	=====	object { triangle { V_CORNER1, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER1	=====	object { triangle { < 0, 30, 1.29 >, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER2	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER3	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > [OBJECT_MODIFIERS] } }
[OBJECT_MODIFIERS]	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > [[PIGMENT] [FINISH]] } }
PIGMENT	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { PIGMENT_BODY } [FINISH]] } }
PIGMENT_BODY	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { [PIGMENT_TYPE] } [FINISH]] } }
PIGMENT_TYPE	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { COLOR } [FINISH]] } }
COLOR	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color COLOR_BODY } [FINISH]] } }
COLOR_BODY	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color COLOR_VECTOR } [FINISH]] } }
COLOR_VECTOR	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb 3D_VECTOR } [FINISH]] } }
3D_VECTOR	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb <255, 215, 0> } [FINISH]] } }
FINISH	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb <255, 215, 0> } finish { [FINISH_ITEMS...] } } }
FINISH_ITEMS...	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb <255, 215, 0> } finish {brilliance AMOUNT } } }
AMOUNT	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb <255, 215, 0> } finish {brilliance FLOAT } } }
FLOAT	=====	object { triangle { < 0, 30, 1.29 >, < -5, 30, .43 >, < .5, 30, .43 > pigment { color rgb <255, 215, 0> } finish {brilliance 5 } } }

SCENE	=====	SCENE_ITEM...
SCENE_ITEM	=====	OBJECT
OBJECT	=====	object { OBJECT_IDENTIFIER [OBJECT_MODIFIERS] }
OBJECT_IDENTIFIER	=====	object { FINITE_PATCH_OBJECT [OBJECT_MODIFIERS] }
FINITE_PATCH_OBJECT	=====	object { TRIANGLE [OBJECT_MODIFIERS] }
TRIANGLE	=====	object { triangle { V_CORNER1, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER1	=====	object { triangle { < -5, 30, .43 >, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER2	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER3	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > [OBJECT_MODIFIERS] } }
[OBJECT_MODIFIERS]	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > [[PIGMENT] [FINISH]] } }
PIGMENT	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { PIGMENT_BODY } [FINISH]] } }
PIGMENT_BODY	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { [PIGMENT_TYPE] } [FINISH]] } }
PIGMENT_TYPE	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { COLOR } [FINISH]] } }
COLOR	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color COLOR_BODY } [FINISH]] } }
COLOR_BODY	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color COLOR_VECTOR } [FINISH]] } }
COLOR_VECTOR	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb 3D_VECTOR } [FINISH]] } }
3D_VECTOR	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb <255, 215, 0> } [FINISH]] } }
FINISH	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb <255, 215, 0> } finish { [FINISH_ITEMS...] } } }
FINISH_ITEMS...	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance AMOUNT } } }
AMOUNT	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance FLOAT } } }
FLOAT	=====	object { triangle { < -5, 30, .43 >, < -1, 30, -.43 >, < 0, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance 5 } } }

SCENE	====>	SCENE_ITEM...
SCENE_ITEM	====>	OBJECT
OBJECT	====>	object { OBJECT_IDENTIFIER [OBJECT_MODIFIERS] }
OBJECT_IDENTIFIER	====>	object { FINITE_PATCH_OBJECT [OBJECT_MODIFIERS] }
FINITE_PATCH_OBJECT	====>	object { TRIANGLE [OBJECT_MODIFIERS] }
TRIANGLE	====>	object { triangle { V_CORNER1, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER1	====>	object { triangle { < .5, 30 , .43 >, V_CORNER2, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER2	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, V_CORNER3 [OBJECT_MODIFIERS] } }
V_CORNER3	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > [OBJECT_MODIFIERS] } }
[OBJECT_MODIFIERS	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > [[PIGMENT] [FINISH]] } }
PIGMENT	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { PIGMENT_BODY } [FINISH]] } }
PIGMENT_BODY	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { [PIGMENT_TYPE] } [FINISH]] } }
PIGMENT_TYPE	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { COLOR } [FINISH]] } }
COLOR	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment {color COLOR_BODY} [FINISH]] } }
COLOR_BODY	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color COLOR_VECTOR } [FINISH]] } }
COLOR_VECTOR	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb 3D_VECTOR } [FINISH]] } }
3D_VECTOR	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb <255, 215, 0> } [FINISH]] } }
FINISH	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb <255, 215, 0> } finish { [FINISH_ITEMS...] } } }
FINISH_ITEMS...	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance AMOUNT } } }
AMOUNT	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance FLOAT } } }
FLOAT	====>	object { triangle { < .5, 30 , .43 >, < 0, 30, -.43 >, < 1, 30, -.43 > pigment { color rgb <255, 215, 0> } finish {brilliance 5 } } }

SCENE	====>	SCENE_ITEM...
SCENE_ITEM	====>	OBJECT
OBJECT	====>	object { OBJECT_IDENTIFIER [OBJECT_MODIFIERS] }
OBJECT_IDENTIFIER	====>	object { INFINITE_SOLID_OBJECT [OBJECT_MODIFIERS] }
INFINITE_SOLID_OBJECT	====>	object { PLANE [OBJECT_MODIFIERS] }
PLANE	====>	object { plane { V_NORMAL, F_DISTANCE [OBJECT_MODIFIERS] } }
V_NORMAL	====>	object { plane { <0, 1, 0> , F_DISTANCE [OBJECT_MODIFIERS] } }
F_DISTANCE	====>	object { plane { <0, 1, 0> , 4 [OBJECT_MODIFIERS] } }
OBJECT_MODIFIERS	====>	object { plane { <0, 1, 0> , 4 [[PIGMENT] [FINISH]] } }
PIGMENT	====>	object { plane { <0, 1, 0> , 4 pigment { PIGMENT_BODY } [FINISH]] } }
PIGMENT_BODY	====>	object { plane { <0, 1, 0> , 4 pigment { [PIGMENT_TYPE] } [FINISH]] } }
PIGMENT_TYPE	====>	object { plane { <0, 1, 0> , 4 pigment { COLOR } [FINISH]] } }
COLOR	====>	object { plane { <0, 1, 0> , 4 pigment {color COLOR_BODY} [FINISH]] } }
COLOR_BODY	====>	object { plane { <0, 1, 0> , 4 pigment { color COLOR_VECTOR } [FINISH]] } }
COLOR_VECTOR	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb 3D_VECTOR } [FINISH]] } }
3D_VECTOR	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb <0, 128, 0> } [FINISH]] } }
FINISH	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb <0, 128, 0> } finish { [FINISH_ITEMS...] } } }
FINISH_ITEMS...	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb <0, 128, 0> } finish {brilliance AMOUNT } } }
AMOUNT	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb <0, 128, 0> } finish {brilliance FLOAT } } }
FLOAT	====>	object { plane { <0, 1, 0> , 4 pigment { color rgb <0, 128, 0> } finish {brilliance 5 } } }