



```
1 // --Texture Definitions--
2 #declare solarpanel =
3 texture{
4     pigment
5     { image_map
6         { tiff "solar_panel.tif"
7           map_type 0
8           interpolate 4
9         }
10    }
11    finish {
12        ambient 0.005
13        diffuse 0.4
14        specular 0.07
15        roughness 0.13
16        reflection {
17            0.43
18            //rgb <0.722,0.451,0.200>
19            fresnel on
20            metallic 0.500
21        }
22    }
23    scale<1.25,0.85,1>*0.85
24 }
25
26 #declare mliGoldBar =
27 texture{
28     pigment
29     { image_map
30         { tiff "foil_gold_ramp.tif"
31           map_type 2
32           interpolate 2
33         }
34    }
35    finish {
36        ambient 0.005
37        diffuse 0.4
38        specular 0.07
39        roughness 0.13
40        reflection {
41            0.43
42            fresnel on
43            metallic 0.800
```

Text: Internal