POV-Ray Group Project

1 Exercise 1

Try setting your own scene with camera, light source(s), and back-ground. And put (an) object(s) in the scene! Adjust your settings till you are satisfied with the scene! For now, if you don't add in any object modifiers, your object would just look like a solid black block. But that's okay! In what follows, we will introduce some object modifiers,which will add surface properties and textures to your object(s). See Figure 1.
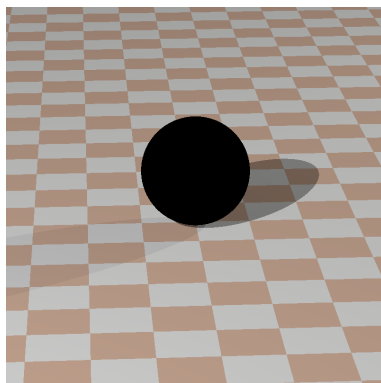

Figure 1: Solution for Exercise 1

2 Exercise 2

Try adding object modifiers to the objects in your scene. Try adjust-ing the settings till it meets your artistic standards! See Figure 2.

3 Exercise 3

Construct and visualize the interesting shape that is the intersectionof the three cylinders$x2+y2<1$, $x2+z2<1$, $y2+z2<1$. See Figure 3.
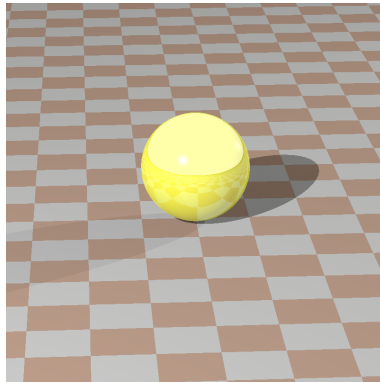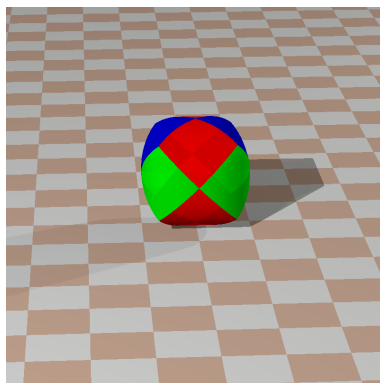
Figure 2: Solution for Exercise 2

Figure 3: Solution for Exercise 3