

```
# >>>>>>>>> This is a SELF EXPLAINED INPUT FILE. <<<<<<<<<<<
```

```
camera(perspective, rotation_y(17)*translation([-5, 0, 4]), 1.0, 1.0)
```

```
#-----  
#                               POINTLIGHT  
#-----  
# pointlight("position", "color", "linearRadius")  
#  
# where:  
#   "position" = 3D point identifying the position of the light  
#                 ["xfloat", "yfloat", "zfloat"]  
#  
#   "color" = the color of the Point Light  
#              <"rfloat", "gfloat", "bfloat">  
#  
#   "linearRadius" = floating point number used to compute the solid  
#                     angle subtended by the light at a given distance  
#  
#-----  
pointlight([-30, 30, 30], <1, 1, 1>, 0)
```