CS360_gabrielBrehm_derivedCode.pov

```pov
/* CS360_Gabriel_Brehm */

#include "colors.inc"
#include "textures.inc"
#include "glass.inc"

camera {location <4,5,-6> look_at <0,3,0>}
light_source {<900,500,300>, white}
plane {y, 0 texture {Copper_Metal}}
sphere {<0,0,0>, 1.5 pigment {Clear} finish {F_Glass4}}
```