```
lab01.pov
#include "colors.inc"
#include "textures.inc"
#include "glass.inc"

light_source
{
    <900,500,300>
    white
}

camera
{
    location <4,5,-6>
    look_at <0,3,0>

}

sky_sphere
{
    pigment
    {
        gradient y
        color_map {
        [0.5  color CornflowerBlue]
        [1.0  color MidnightBlue]
    }
    scale 2
    translate -1
    }
}

plane
{
    y, 0
    texture {Copper_Metal}
    finish {reflection 0.25}
}

union //sphere shapes
{
    sphere
    {
        <0,0,0> 1.5
        pigment {Clear}
        finish {F_Glass4}

    }

    union
    {
        difference
        {
            intersection
            {
                sphere
                {
                    <0,0,0>, 1.45
                    texture{Chrome_Metal}
                    finish {reflection 0.5}
                }

                box
                {
                    <-1,-1,-1>, <1,1,1>
                    texture{Chrome_Metal}
                    finish {reflection 0.5}
                }
            }

            sphere
            {
                <1,0,0>,  .5
                pigment {Pink_Granite}
                finish {reflection 0.5}
            }
            sphere
            {
                <0,0,1>,  .5
                pigment {Jade}
                finish {reflection 0.5}
            }
            sphere
            {
                <-1,0,0>,  .5
```

```
                    pigment {Blood_Marble}
                    finish {reflection 0.5}
            }
            sphere
            {
                <0,0,-1>,   .5
                pigment {Blue_Agate}
                finish {reflection 0.5}
            }
            sphere
            {
                <0,1,0>,   .5
                pigment {Sapphire_Agate}
                finish {reflection 0.5}
            }
            sphere
            {
                <0,-1,0>,   .5
                pigment {Red_Marble}
                finish {reflection 0.5}
            }
        }
        scale 0.5
    }
    translate <0,3.348995,0>
}

union //stand
{
    torus
    {
        1, 0.1
        pigment{Silver}
        finish {reflection .4}
        translate <0,2,0>
        texture {DMFDarkOak}
    }

    cylinder
    {
        <1,2,0>, <1.5,0,0> 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }

    sphere
    {
        <1.5,0,0>, 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }

    cylinder
    {
        <-1,2,0>, <-1.5,0,0> 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }

    sphere
    {
        <-1.5,0,0>, 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }

    cylinder
    {
        <0,2,1>, <0,0,1.5> 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }


    sphere
    {
        <0,0,1.5>, 0.1
        pigment{Silver}
        finish {reflection 0.5}
```

```
        texture {DMFDarkOak}
    }

    cylinder
    {
        <-0,2,-1>, <0,0,-1.5> 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }

    sphere
    {
        <0,0,-1.5>, 0.1
        pigment{Silver}
        finish {reflection 0.5}
        texture {DMFDarkOak}
    }
    translate <0,0.1,0>
}
```