```
 1    MATERIAL
 2        Name bb
 3        Datafile $FLT2_DIR/data/materials/materials.dat:Blackbody
 4    END
 5
 6    UNIFORM_ATTRIBUTES
 7        Name        Cube
 8        Material    bb
 9        Temperature 300.00
10    END
11
12    VERTEX_POSITIONS 8
13        -1.0000    -1.0000    -1.0000
14        -1.0000    -1.0000     1.0000
15        -1.0000     1.0000    -1.0000
16        -1.0000     1.0000     1.0000
17         1.0000    -1.0000    -1.0000
18         1.0000    -1.0000     1.0000
19         1.0000     1.0000    -1.0000
20         1.0000     1.0000     1.0000
21    END
22
23    VERTEX_NORMALS 8
24        -0.5773    -0.5773    -0.5773
25        -0.5773    -0.5773     0.5773
26        -0.5773     0.5773    -0.5773
27        -0.5773     0.5773     0.5773
28         0.5773    -0.5773    -0.5773
29         0.5773    -0.5773     0.5773
30         0.5773     0.5773    -0.5773
31         0.5773     0.5773     0.5773
32    END
33
34    ELEMENT_TRIANGLES 12
35      1 2 0
36      3 6 2
37      7 4 6
38      5 0 4
39      6 0 2
40      3 5 7
41      1 3 2
42      3 7 6
43      7 5 4
44      5 1 0
45      6 4 0
46      3 1 5
47    END
```