真实感静态景物

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物体:

> 一个地板 ＋ 一个三棱锥 ＋ 一个立方体

```
# 坐标
pyramid = [[0.1, 0.1, 0],[0.2, 0.7, 0],[0.7, 0.2, 0],[0.3, 0.3, 0.9]]
cube = [[-0.3, -0.6, 0],[-0.3, -0.9, 0],[-0.6, -0.9, 0],[-0.6, -0.6, 0],[-0.3,
-0.6, 0.5],[-0.3, -0.9, 0.5],[-0.6, -0.9, 0.5],[-0.6, -0.6, 0.5]]

#地板材质
ambient = [0.0, 0.0, 0.0, 1.0]
diffuse = [1.0 ,1.0, 1.0, 1.0]
specular = [0.0, 0.0, 0.0, 1.0]
emission = [0.0, 0.0, 0.0, 1.0]
shininess  = 0

#几何体材质
ambient = [0.0, 0.0, 0.0, 1.0]
diffuse = [0.5, 0.5, 0.9, 1.0]
specular = [0.0, 0.0, 0.0, 1.0]
emission = [0.0, 0.0, 0.0, 1.0]
shininess  = 0
```

光照:

```
#光照坐标与材质
sun_light_position = [-2, -0.5, 2, 1.0]
sun_light_ambient  = [0.0, 0.0, 0.0, 1.0]
sun_light_diffuse  = [1.0, 1.0, 1.0, 1.0]
sun_light_specular = [1.0, 1.0, 1.0, 1.0]
```

视角

```
gluLookAt(0.0, 0.0, 0.0,
          1.0, 0.2, 1.0,
          0.0, 0.0, 1.0)
```