- Each element first's information is the type identifier (composed by one or two character(s)), followed by all specific information for each object in a strict order such as:
  - Resolution:

```
R 1920 1080
```

    - identifier: **R**
    - x render size
    - y render size
  - Ambient lightning:

```
A 0.2 255,255,255
```

    - identifier: **A**
    - ambient lighting ratio in range [0.0,1.0]: **0.2**
    - R,G,B colors in range [0-255]: **255, 255, 255**
  - Camera:

```
c  -50.0,0,20     0,0,1   70
```

    - identifier: **c**
    - x,y,z coordinates of the view point: **0.0,0.0,20.6**
    - 3d normalized orientation vector. In range [-1,1] for each x,y,z axis: **0.0,0.0,1.0**
    - FOV : Horizontal field of view in degrees in range [0,180]
  - Light:

```
l   -40.0,50.0,0.0  0.6     10,0,255
```

    - identifier: **l**
    - x,y,z coordinates of the light point: **0.0,0.0,20.6**
    - the light brightness ratio in range [0.0,1.0]: **0.6**
    - R,G,B colors in range [0-255]: **10, 0, 255**
  - Sphere:

```
sp   0.0,0.0,20.6  12.6   10,0,255
```

    - identifier: **sp**
    - x,y,z coordinates of the sphere center: **0.0,0.0,20.6**
    - the sphere diameter: **12.6**
    - R,G,B colors in range [0-255]: **10, 0, 255**

* Plane:

```
pl  0.0,0.0,-10.0 0.0,1.0,0.0 0,0,225
```

  - identifier: **pl**
  - x,y,z coordinates: **0.0,0.0,-10.0**
  - 3d normalized orientation vector. In range [-1,1] for each x,y,z axis: **0.0,0.0,1.0**
  - R,G,B colors in range [0-255]: **0, 0, 255**

* Square:

```
sq  0.0,0.0,20.6   1.0,0.0,0.0  12.6  255,0,255
```

  - identifier: **sq**
  - x,y,z coordinates of the square center: **0.0,0.0,20.6**
  - 3d normalized orientation vector. In range [-1,1] for each x,y,z axis: **1.0,0.0,0.0**
  - side size: **12.6**
  - R,G,B colors in range [0-255]: **255, 0, 255**

* Cylinder:

```
cy  50.0,0.0,20.6   0.0,0.0,1.0  14.2 21.42   10,0,255
```

  - identifier: **cy**
  - x,y,z coordinates: **50.0,0.0,20.6**
  - 3d normalized orientation vector. In range [-1,1] for each x,y,z axis: **0.0,0.0,1.0**
  - the cylinder diameter: **14.2**
  - the cylinder height: **21.42**
  - R,G,B colors in range [0,255]: **10, 0, 255**

* Triangle:

```
tr 10.0,20.0,10.0 10.0,10.0,20.0  20.0,10.0,10.0  0,0,255
```

  - identifier: **tr**
  - x,y,z coordinates of the first point: **10.0,20.0,10.0**
  - x,y,z coordinates of the second point: **10.0,10.0,20.0**
  - x,y,z coordinates of the third point: **20.0,10.0,10.0**
  - R,G,B colors in range [0,255]: **0, 255, 255**