# Tanner Atwater Max McMuller

# Setting the Scene: Locations

#### Floor

- Location:
  - o X: -0.2
  - o Y: 0.3
  - o Z: 0.0
- Rotation:
  - o X: 0
  - o Y: 0
  - o Z:0
- Scale (starting as cube):
  - o X: 5.5
  - o Y: 1.73
  - o Z: 0.1

### Smaller Sphere

- Location:
  - o X: 0.74
  - o Y: 0.07
  - o Z: 0.71
- Rotation:
  - o X: 0
  - o Y: 0
  - o Z: 0
- Scale:
  - o X: 0.5
  - o Y: 0.5
  - o Z: 0.5

# Larger Sphere

- Location:
  - o X: 1.68
  - o Y: -0.6
  - o Z: 0.9
- Rotation:
  - o X: 0
  - o Y: 0
  - o Z:0
- Scale:

- o X: 1
- o Y: 1
- o Z: 1

#### Camera

- Location:
  - o X: 5.14
  - o Y: -0.71
  - o Z: 0.7
- Rotation:
  - o X: 268
  - o Y: 180
  - o Z: 265

# Light Source

- Location:
  - o X: 5.11
  - o Y: -1.3
  - o Z: 3.0