FrameBegin 0

Display "Scene" "framebuffer" "rgb"

Option "searchpath" "shader" "+&:/home/kew"

Option "trace" "int maxdepth" [4]

Attribute "visibility" "trace" [1]

Attribute "irradiance" "maxerror" [0.1]

Attribute "visibility" "transmission" "opaque"

Format 640 480 1.0

ShadingRate 2

PixelFilter "catmull-rom" 1 1

PixelSamples 4 4

Projection "perspective" "fov" 49.5502811377

Scale 1 1 -1

WorldBegin

ReadArchive "Lamp.002\_Light/instance.rib"

Surface "plastic"

ReadArchive "Cube.004\_Mesh/instance.rib"

# ReadArchive "Sphere.010\_Mesh/instance.rib"

# ReadArchive "Sphere.009\_Mesh/instance.rib"

ReadArchive "Sphere.006\_Mesh/instance.rib"

WorldEnd

FrameEnd