#define TEST\_DEFINE 3.14

/\* plastic surface shader

\*

\* Pixie is:

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\*/

surface plastic (float Ka = 1, Kd = 0.5, Ks = 0.5, roughness = 0.1;

color specularcolor = 1;) {

normal Nf = faceforward (normalize(N),I);

Ci = Cs \* (Ka\*ambient() + Kd\*diffuse(Nf)) + specularcolor \* Ks \*

specular(Nf,-normalize(I),roughness);

Oi = Os;

Ci \*= Oi;

}