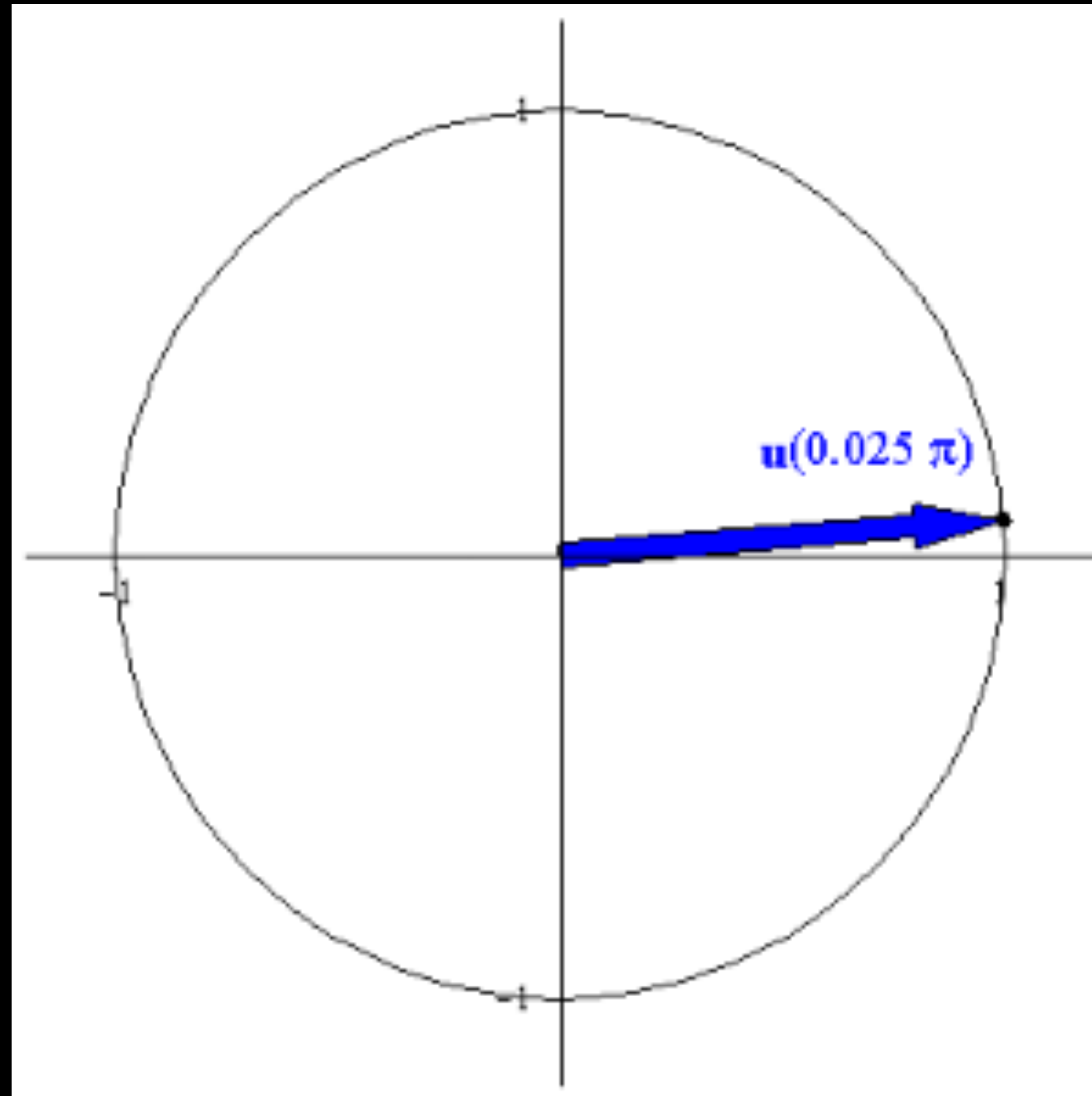


$$\text{length}(\text{VECTOR}) = \text{RADIUS}$$



# Signed Distance Field

```
float SPHERE( vec3 position, float RADIUS )  
{  
    return length(position)-RADIUS;  
}
```