

Signed Distance Field

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

11-GT05pfie
)%HU2?q1l u
(QXNZ6Lk!sn
3MYB8bh^ Z
{S#ARP9dc +
{Cg\VDEY<:w
@