POV-Ray Code

Tiffany Jansen

CS 360

Lab: 1

camera {

fisheye

location <25,35,10>

look\_at <0,10,0>

}

light\_source {

<-25,100,-25>

color rgb <1,1,0>

spotlight

}

union {

union {

cone{

<0,0,0>, 5, <0,25,0>, 0

pigment { color rgb <1,0,0.1> }

interior { fade\_color color rgb <1,1,0> }

double\_illuminate

finish { ambient rgb <0.25,0.25,0> }

}

sphere {

<0,25,0>, 5

pigment { color rgb <0,1,0.5> }

interior {

ior 0.5

fade\_power 1

}

finish {

ambient color rgb <1,0,0.5>

brilliance 1

}

}

}

box {

<-5,-15,-5>, <5,0,5>

pigment { color rgb <0.25,1,0.25> }

interior {

fade\_color color rgb <0.75,0,0.75>

dispersion 2

}

finish {

ambient color rgb <0.25,0.5,0.25>

reflection color rgb <0.5,0.5,0.5>

}

}

}

plane {

<0,50,0>, -15

pigment { color rgb <1,1,1> }

}