

SCENE → SCENE_ITEM SCENE_ITEM SCENE_ITEM SCENE_ITEM

- CAMERA SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { [CAMERA_TYPE] [CAMERA_ITEMS] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [CAMERA_ITEMS] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [location VECTOR] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [location VECTOR_TERM] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [location VECTOR_EXPRESSION] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [location VECTOR_LITERAL] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective [location < FLOAT , FLOAT , FLOAT >] [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [CAMERA_MODIFIERS] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [look_at VECTOR] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [look_at VECTOR_TERM] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [look_at VECTOR_EXPRESSION] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [look_at VECTOR_LITERAL] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > [look_at < FLOAT , FLOAT , FLOAT >] } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } SCENE_ITEM SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } LIGHT SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } LIGHT_SOURCE SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } light_source{ V_LOCATION, COLOR } SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } light_source{ < 20 , 30 , 40 >, COLOR } SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } light_source{ < 20 , 30 , 40 >, white } SCENE_ITEM SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0 , 0 , 0 > } light_source{ < 20 , 30 , 40 >, white } OBJECT SCENE_ITEM

- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } FINITE_SOLID_OBJECT SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } SPHERE SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { V_CENTER, F_RADIUS [SPHERE_MODIFIERS] } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, F_RADIUS [SPHERE_MODIFIERS] } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 [SPHERE_MODIFIERS] } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 [OBJECT_MODIFIERS] } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 [TEXTURE] } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { PLAIN_TEXTURE } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { PNF_ITEMS } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { PIGMENT } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { [PIGMENT_TYPE] } } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { COLOR } } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } SCENE_ITEM
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } OBJECT
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } INFINITE_SOLID_OBJECT
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } PLANE
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, F_DISTANCE [OBJECT_MODIFIERS] }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 [OBJECT_MODIFIERS] }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 TEXTURE }

- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 PLAIN_TEXTURE }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 texture { [PNF_ITEMS] } }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 texture { PIGMENT } }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 texture { pigment { PIGMENT_BODY } } }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 texture { pigment { PIGMENT_IDENTIFIER } } }
- camera { perspective location < 3 , 4 , 5 > look_at < 0, 0, 0 > } light_source{ < 20, 30, 40 >, white } sphere { < 0, 0.5, 0 >, 1 texture { pigment { yellow } } } plane { < 0, 1, 0 >, 0 texture { pigment { Green } } }