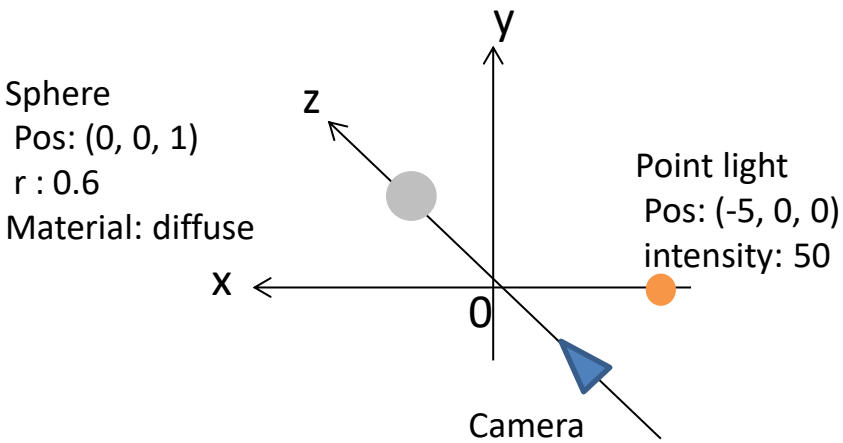
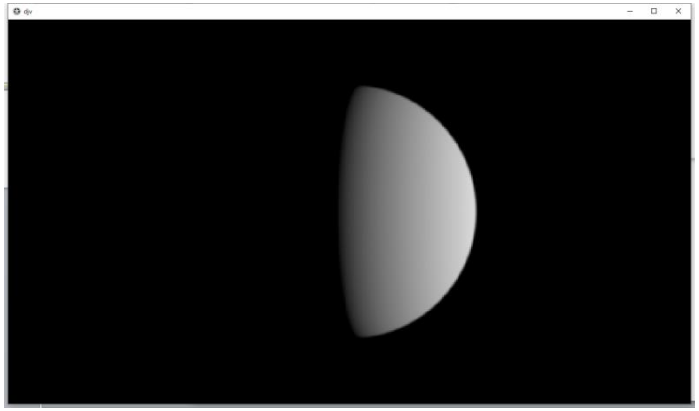
# Simple Sphere Scene




Sphere
Pos: (0, 0, 1)
r : 0.6
Material: diffuse

Point light
Pos: (-5, 0, 0)
intensity: 50

Camera
Origin:(0,0,-2)
Target:(0,0,0)
UP: (0, 1, 0)

Fov: 34.5

# Rendering result