

With all this knowledge we can finally create something! This first scene will be a simple scene with a sphere sitting on an endless plane. The following is the actual text file with all the code: NOTE: two /s represent a comment in a scene so whenever you see //, it means that is just a comment.

```
-----  
// A shiny red ball on a green floor  
camera {  
  location <0 1 -2>  
  look_at <0 1 2>  
}  
object {  
  sphere { <0 1 2> 1 }  
  texture { color red 1 phong 1 }  
}  
object {  
  plane { <0 1 0> 0 }  
  texture { color green 1 }  
}  
object {  
  light_source { <3 3 -3> color red 1 green 1 blue 1 }  
}  
-----
```

Now we will tear this apart piece by piece and explain everything. I will start with the camera.

```
camera {  
  location <0 1 -2>  
  look_at <0 1 2>  
}
```

This statement represents a camera that is located 1 unit above and 2 units behind the sphere. The camera is looking at the location <0 1 2> which is the location of the sphere

```
object {  
  sphere { <0 1 2> 1 }  
  texture { color red 1 phong 1 }  
}
```

This statement declares the sphere. This sphere is 1 unit above the origin and 2 units in front of it. The texture statement declares the color, and in this case Phong which is the size of the highlight on the sphere. So in this scene the sphere is 100 percent red (red 1) and has a phong size of 1 (phong 1).

```
}  
object {  
  plane { <0 1 0> 0 }  
  texture { color green 1 }  
}
```

This code declares the plane that the sphere is sitting on. Which you can simply think of as the floor. As you can see it is green with no phong.