

```

camera {
  location <5 6 -8>
  look_at <0 5 0>
}

```

This as you know is the location and viewpoint of the camera. Pretty much self explanatory.

```

object {
  union{
    box { <-2 0 1.5> <-1.5 4 2> } // Back left leg
    box { <-2 0 -2> <-1.5 4 -1.5> } // Front left leg
    box { <1.5 0 1.5> <2 4 2> } // Back right leg
    box { <1.5 0 -2> <2 4 -1.5> } // Front right leg
    box { <-2.5 4 -2.5> <2.5 4.2 2.5> } // Table Top
  }
  texture {
    color red 1
  }
}

```

This is the union of boxes that form the table, I am not going to go into how each box is located because it would take far to long, but it can be simply figured out. Also note that I did not just make this table straight from my head, it would be virtually impossible. Instead I got some graph paper and used every two squares as a unit, and figured out the locations needed to make a table, this is the recommended approach. Now notice the TEXTURE statement, using it for the whole union as red 1, makes the whole table red.

```

object {
  light_source { <10 15 -20> color red 1 green 1 blue 1 }
}

```

And this is simply the location of the light source that gives off white light.

We have covered alot, but there is still MUCH more to be covered! We cannot take the time to do it here. But if you are interested in learning more there are many ways to go about it. For one a good book will teach you alot, here are a couple I recomend:

- * RayTracing Creations by the Waite Group - Excelent book that will teach you almost everything you need to know about raytracing, this one is highly recommended.

- * Making Movies on Your PC - This book goes beyond Raytracing still images, into the world of Raytracing animations.

If you want to keep up to date and stay in touch with all the Raytracing attics, you should go online! Here are a few places to try:

- * Compuserve Information Service - Goto the GRAPHDEV forum

- * You Can Call Me Ray BBS, a.k.a. YCCMR (708) 358-5611 Located in Palatine, IL. A great bulletin board for graphic freeks.

- * FreeLoad BBS, (415) 348-8806 Located in San Mateo CA, I run this board. Look in the Graphics Utilitys File area

Ways to reach me electronicly if you have any comments are:

- Through my BBS, FreeLoad BBS (415) 348-8806 (Leave a comment to the Sysop, me)
- Through fidonet at 1:125/225
- Through the internet at JOHN.MCGRAW@NERDSHACK.COM