

# Erstellung einer 3D-Computergrafik mit POV-Ray

```
#include "colors.inc"
background {White}
camera {location<0,4,-20> look_at<0,0,0> angle 10 }
light_source {<6,0,-50> color White}
light_source {<-60,300,300> color White}
box{<-1.65,-0.5,0> <-0.65,0.5,3>
    texture {pigment{color Green}}
}
sphere { < 0.1, 0.2, 0 > 0.5
    texture {pigment{color Blue} }
}
cone{<1,-1,0>, 0.5, <1,1,0>, 0.0
    texture {pigment{color Red} }
}
torus {0.9, 0.15
    translate <-0.7,-0.9,0>
    texture { pigment { color Gray }
        finish{reflection 0.3 } }
}
```

