

# POV-Ray.doc

## POV-Ray

[www.povray.org](http://www.povray.org)

```
#include "colors.inc"
#include "shapes.inc"
camera{
  location <0,0,-20>
  look_at <0,0,0>
  angle 15
}
light_source{
  <-20,0,0> color White
}
object{
  Sphere
  pigment {color Yellow}
}
background{color Black}
```

```
#include "colors.inc"
#include "shapes.inc"
camera{
  location <0,2,-10>
  look_at <0,2,0>
  angle 30
}
light_source {<0,10,-20> color White}
object {
  Sphere
  pigment{color Yellow}
  translate <0,2,0>
}
object {
  Plane_XZ
  pigment {checker color White, color Black}
}
background{color Black}
```