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#Derek Beck
#VIST-470 Digital Rendering
#Assignment #3 - Transparent Shader
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```
Display "tran_shader.png" "png" "rgba"
Projection "perspective" "fov" 25
Format 800 800 1
```

```
WorldBegin
```

```
    #creates the backdrop
    TransformBegin
        Translate 0 0 100
        Color 0 0 0
        Polygon "P" [100 100 0 100 -100 0 -100 -100 0 -100 100 0]
    TransformEnd
```

```
    #Light for scene
    LightSource "distantlight" 2 "intensity" 3 "from" [4 4 4] "to" [0 0
5] LightSource "ambientlight" 1 "intensity" 3
```

```
    #Background sphere with red texture
    TransformBegin
        Translate 0 0 80
        Scale 10 10 10
        Color 1 0 0
        Surface "tran_shader.sdl" "string texname" "pattern_01.tdl"
        Sphere 1 -1 1 360
    TransformEnd
```

```
    #Foreground Sphere with blue texture
    TransformBegin
        Translate 0 0 70
        Scale 10 10 10
        Color .1 .1 .5
        Surface "tran_shader.sdl" "string texname" "pattern_01.tdl"
        Sphere 1 -1 1 360
    TransformEnd
```

```
WorldEnd
```