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#Derek Beck
#VIST-470 Digital Rendering
#Assignment #4 - Spot Light - Ring Light
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```
Display "SpotLight.tiff" "tiff" "rgba"
Projection "perspective"
Format 1000 800 1
```

```
WorldBegin
    LightSource "SpotLight" 1 "intensity" 150 "lightcolor" [0 1 0]
    "from" [0 3 1] "to" [0 -1 1]
    LightSource "SpotLight" 1 "intensity" 150 "lightcolor" [0 1 0]
    "from" [0 -1 1] "to" [0 3 1]
    LightSource "SpotLight" 2 "intensity" 80 "lightcolor" [0 0 1]
    "from" [0 0 -1] "to" [0 0 2]
```

```
#creates the backdrop
    #creates the backdrop
    TransformBegin
    Translate 0 0 2
    Color 1 1 1
    Surface "plastic"
    Polygon "P" [100 100 0 100 -100 0 -100 -100 0 -100 100 0]
    TransformEnd
```

```
#Creates another plane for the floor of the scene
    TransformBegin
    Scale .9 .9 .9
    Translate 0 -1 1
    Rotate 80 1 0 0
    Color 1 1 1
    Surface "plastic"
    Polygon "P" [100 100 0 100 -100 0 -100 -100 0 -100 100 0]
    TransformEnd
```

```
WorldEnd
```