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#Derek Beck
#VIST-470 Digital Rendering
#Assignment #6 - Displacement Shader
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```
Display "displacement.tif" "file" "rgba"
Format 800 400 1
Projection "perspective" "fov" 1.0
```

```
WorldBegin
```

```
#creates the backdrop
#creates the backdrop
TransformBegin
Translate 0 0 250
Color .2 .2 .2
Polygon "P" [100 100 0 100 -100 0 -100 -100 0 -100 100 0]
TransformEnd
```

```
#Creates lights
```

```
LightSource "ambientlight" 1 "intensity" 1
```

```
LightSource "distantlight" 3 "intensity" 1 "from" [4 4 4] "to" [0 0
10]
```

```
#Added this line to remove small gaps in teh texture/displacement
```

```
Attribute "displacementbound" "float sphere" [.05]
"stringcoordinatesystem" "shader"
```

```
#Creates sphere
```

```
TransformBegin
Translate 0 0 200
Scale 1.5 1.5 1.5
Rotate 120 1 1 0
Color .5 .4 .6
Displacement "test11c.sdl"
Sphere 1 -1 1 360
TransformEnd
```

```
WorldEnd
```