

```
#include "colors.inc"
#include "textures.inc"
#include "glass.inc"
```

```
camera{location<0,10,-10>
  look_at<0,5,10>}
```

```
light_source{<0,30,0> color White}
light_source{<0,2.99,15> color Yellow}
plane{y,-1 pigment{ color White}}
```

```
difference{
  box{
    <5,3,6>,
    <-5,-1,7>
    pigment{ color rgb <10,10,10>}
  }
}
```

```
box{
  <1.4,2.6,5.99>,
  <-1.4,-1,7.01>
  pigment{ color Blue}
}
```

```
    box{
      <1.4,2.6,6>,
      <-1.4,-1,7>
      texture{
        T_Glass4
      }
      scale 1
    }
```

```
box{
  <-5,3,6>,
  <-6,-1,16>
  pigment{ color Blue}
}
```

```
box{
  <6,3,16>,
  <-6,-1,17>
  pigment{ color Green}
}
```

```
box{
<5,3,6>,
<6,-1,16>
pigment{ color Red}
}
```

```
box{
<6,3,6>,
<-6,4,16>
pigment{ color Yellow}
}
```

```
box{
<5,4,6>,
<-5,7,7>
pigment{ color rgb <10,10,10>}
}
```

```
box{
<-5,4,6>,
<-6,7,16>
pigment{ color Blue}
}
```

```
box{
<6,4,16>,
<-6,7,17>
pigment{ color Green}
}
```

```
box{
<5,4,6>,
<6,7,16>
pigment{ color Red}
}
```

```
box{
<6,7,6>,
<-6,8,16>
pigment{ color Yellow}
}
```

```
box{
<4.9,4.2,4>,
<-4.9,4.3,7>
```

```
pigment{ color Yellow}
}
```

```
text {
  ttf      // font type (only TrueType format for now)
  "arial.ttf", // Microsoft Windows-format TrueType font file name
  "Mickey's House", // the string to create
  0.3,      // the extrusion depth
  0        // inter-character spacing
}
```

```
scale 1.4
translate<-4.6,5.5,5.9>
pigment{
color White
}}
```

```
sphere{<0,10,9>,2 texture{
  T_Glass4
  scale 1
  }}
sphere{<-1.9,12.1,8.5>,1 texture{
  T_Glass4
  scale 1
  }}
sphere{<1.9,12.1,8.5>,1 texture{
  T_Glass4
  scale 1
  }}
```