



POV-ray: a 3D graphics tool for TeX

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Focal Image Ltd



What I'll talk about

- Focal Image
- 3D graphics
- POV-ray
- Using TeX to control POV-ray
- Some examples of POV-ray



Focal Image





- Focal Image (UK) and River Valley (India) merged in 1998
- Typesetting main business, but try to innovate
- Staff most important asset
- ‘Customer comes second’





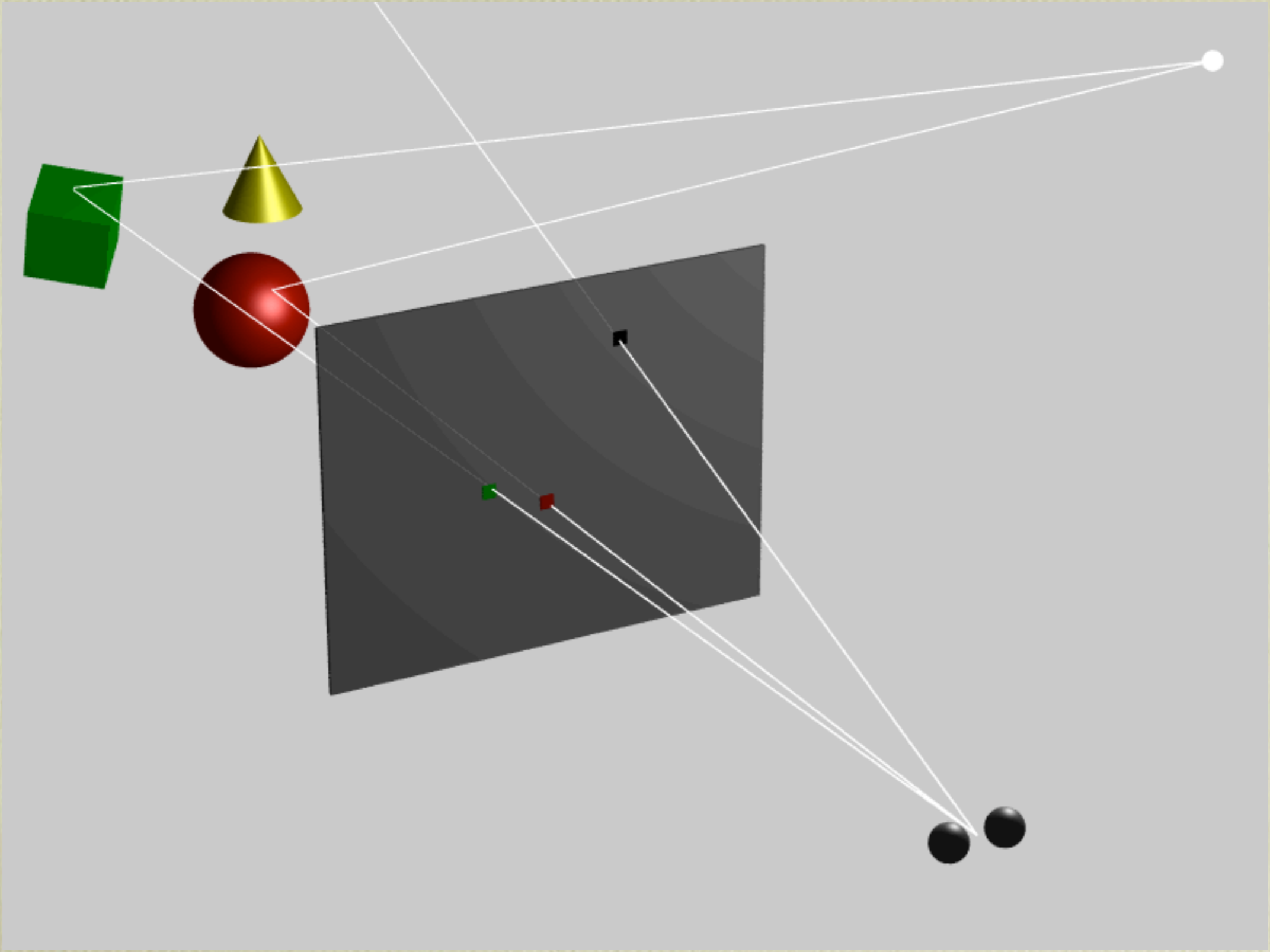


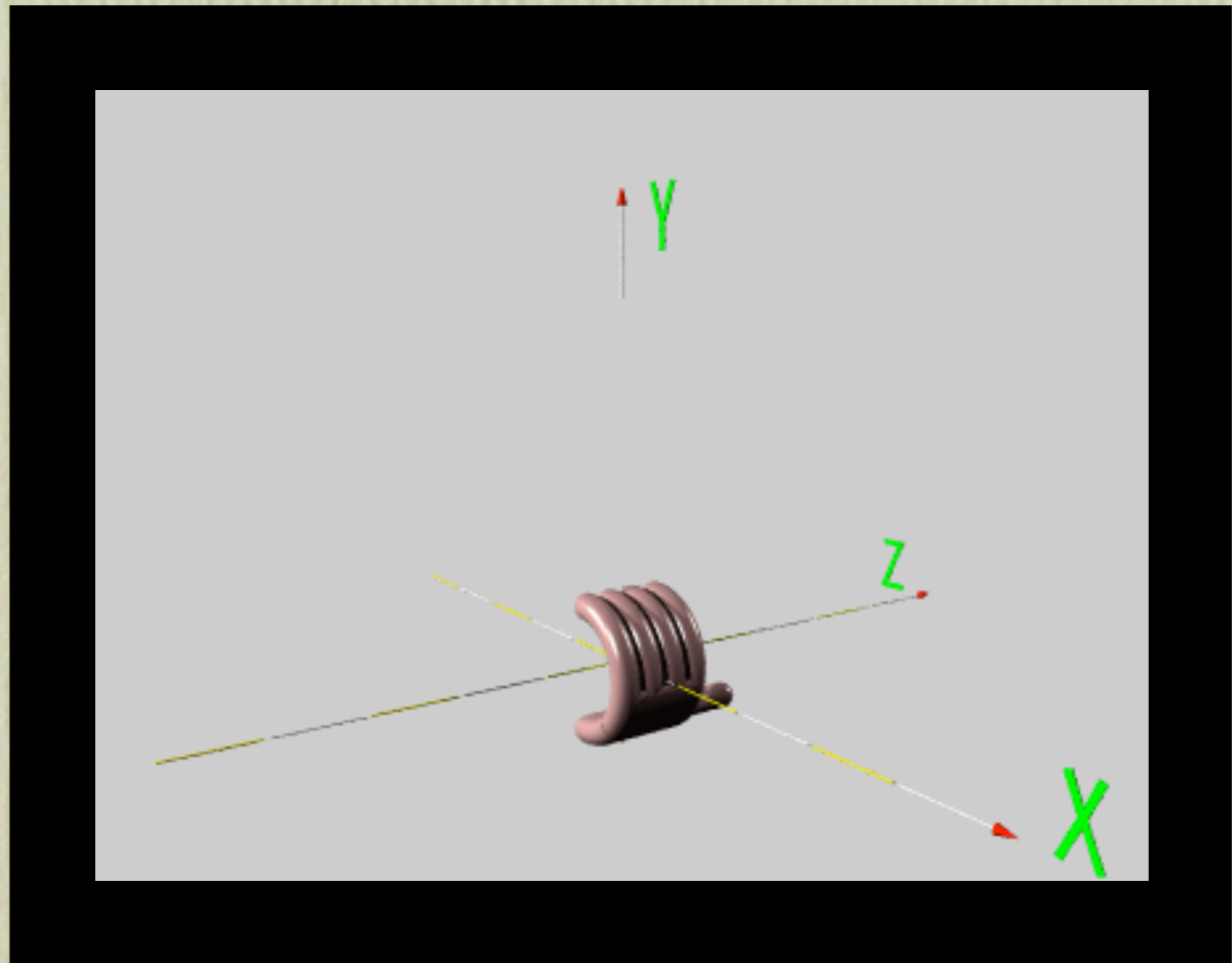
3D Graphics



Two stages

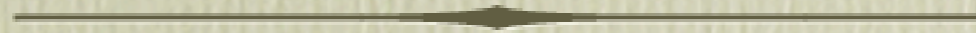
- Modelling (usually interactive)
- Rendering





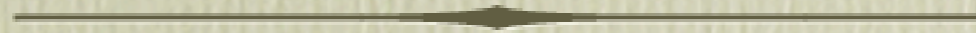


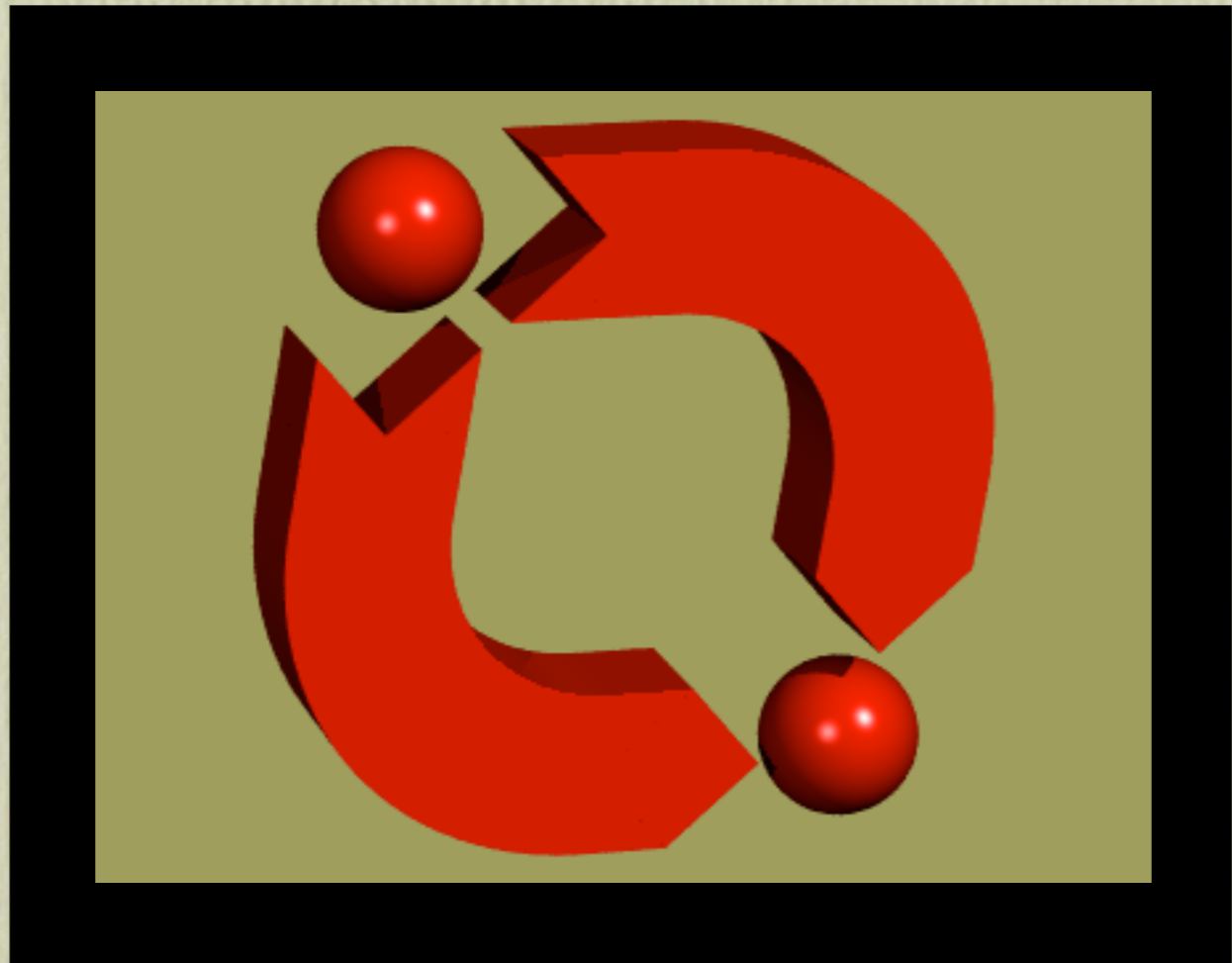
POV demo ...

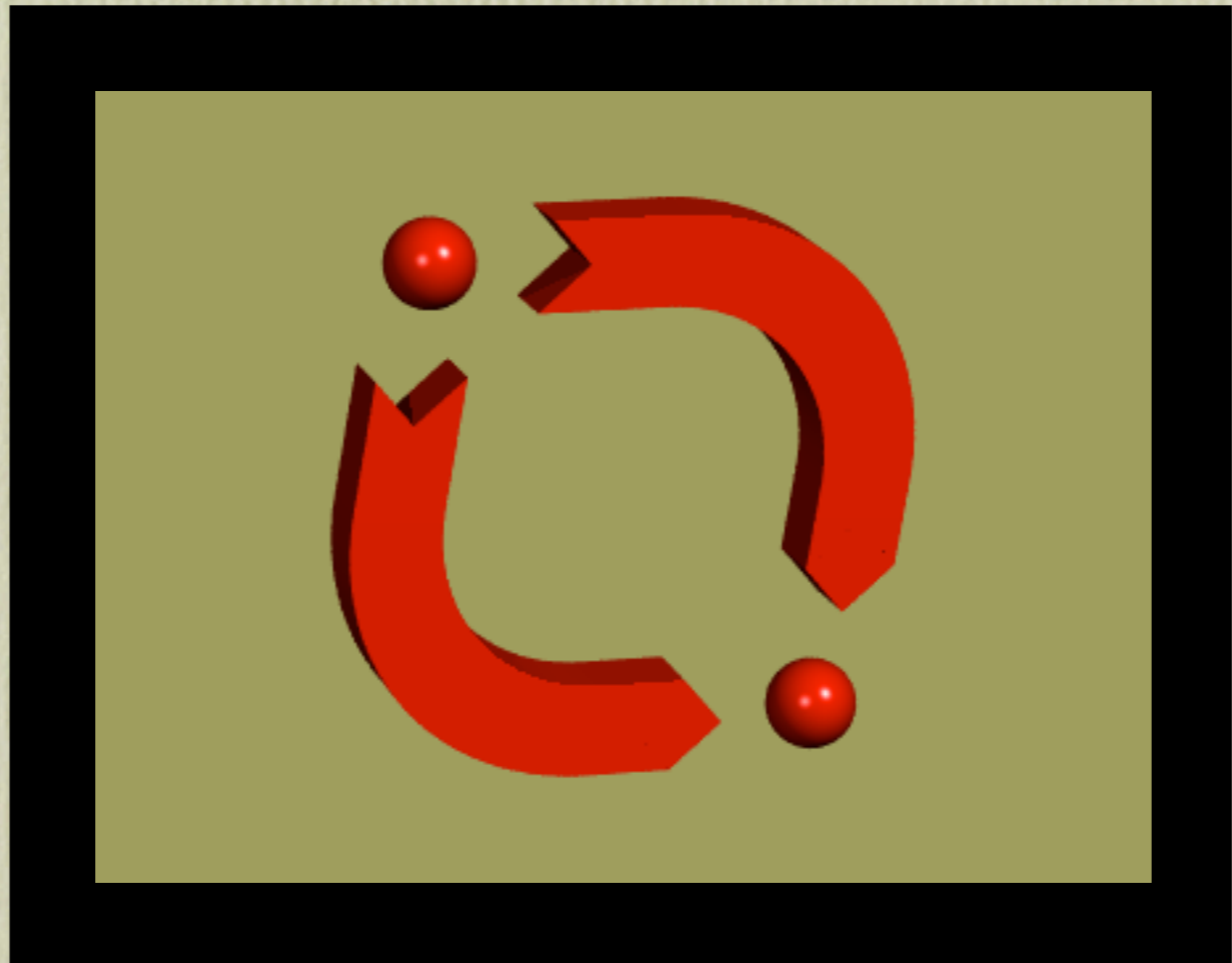


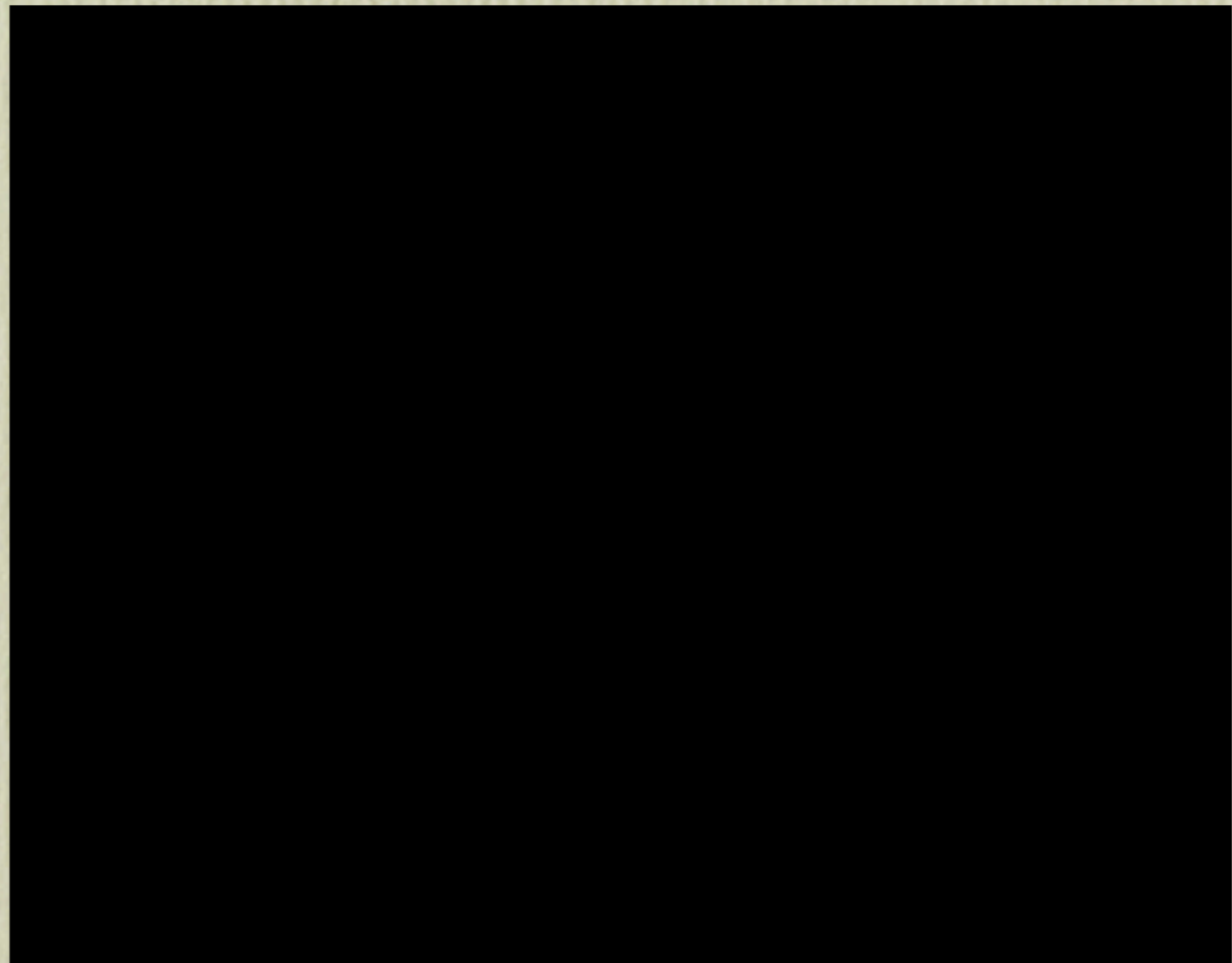


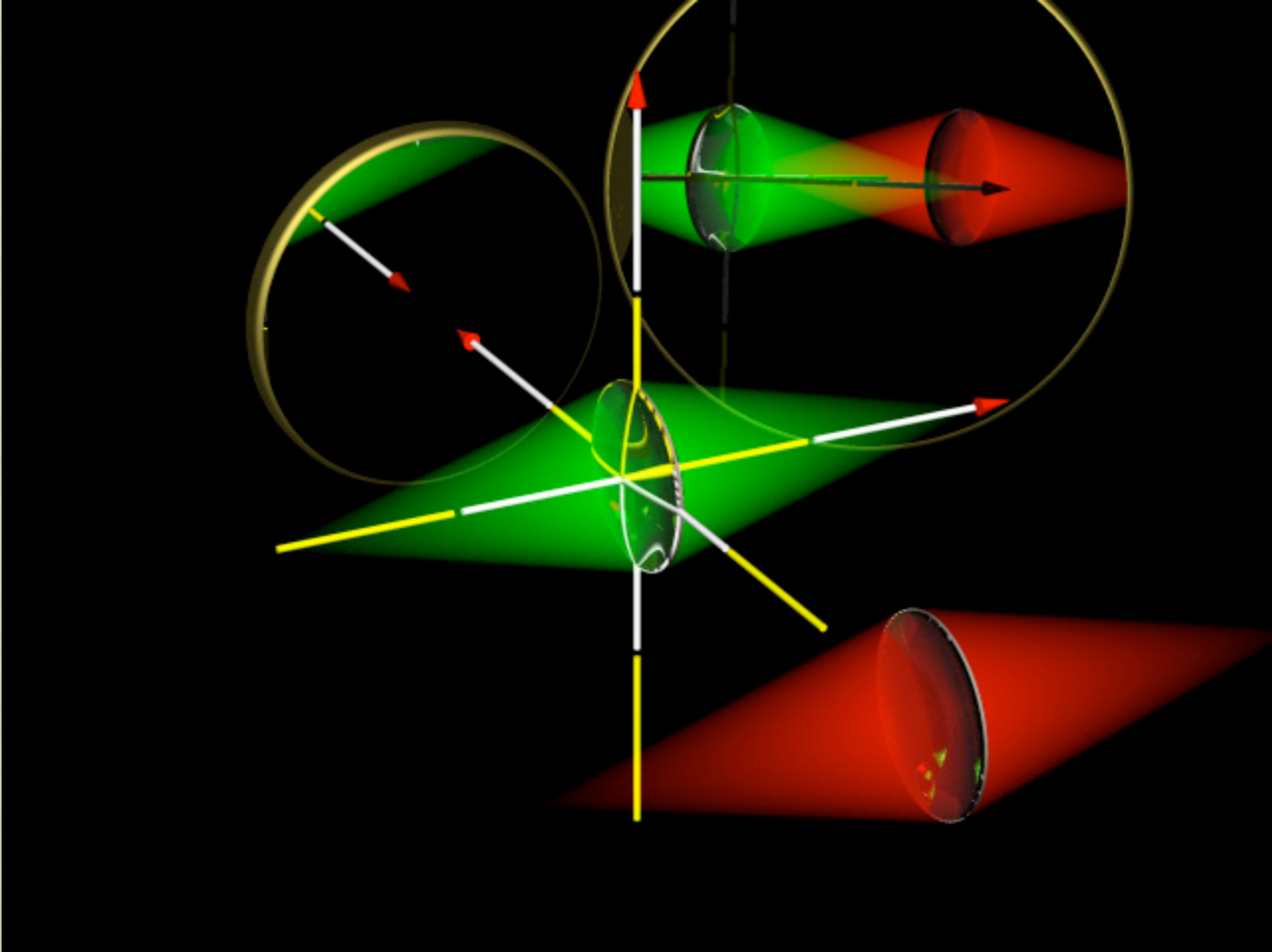
An example













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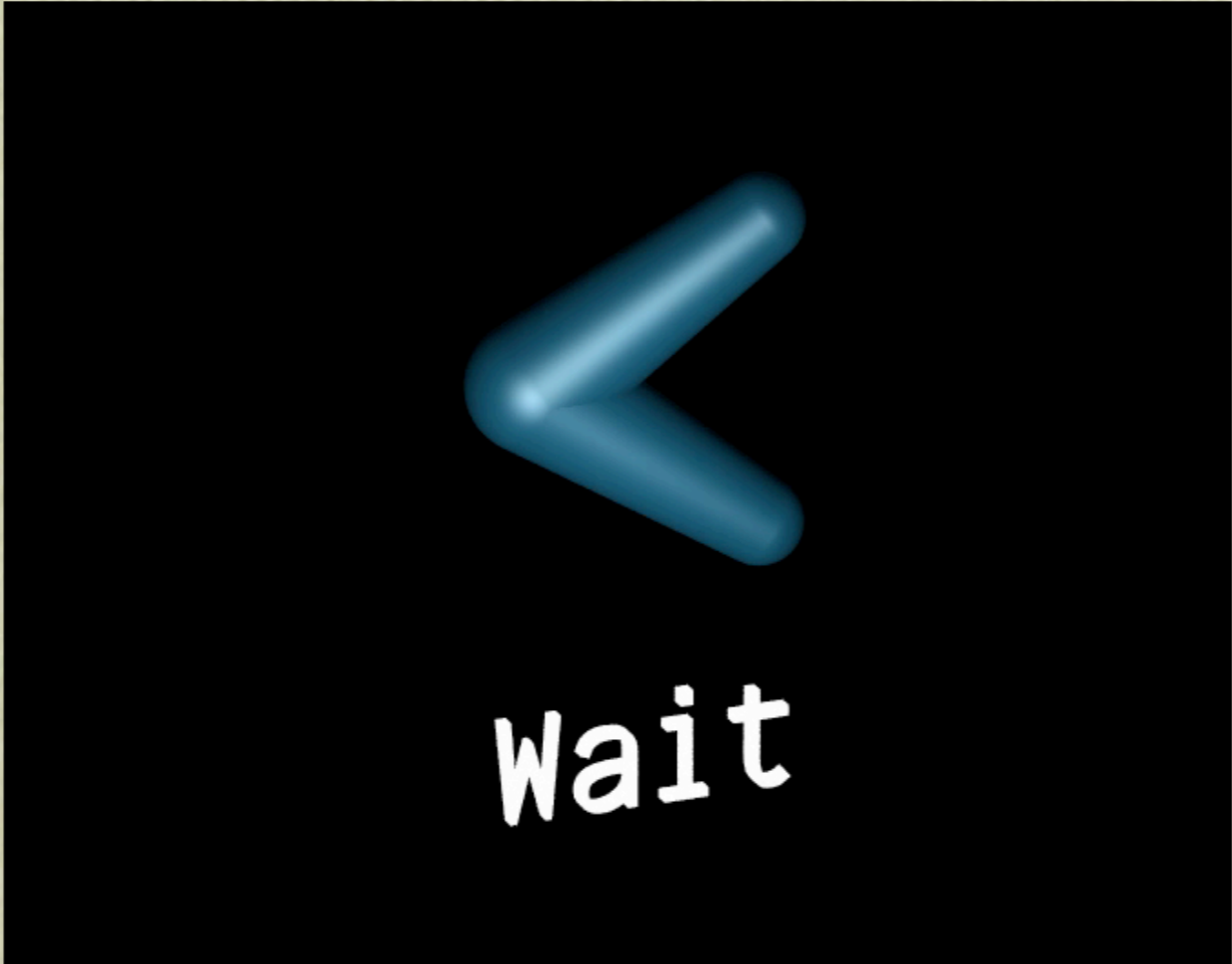


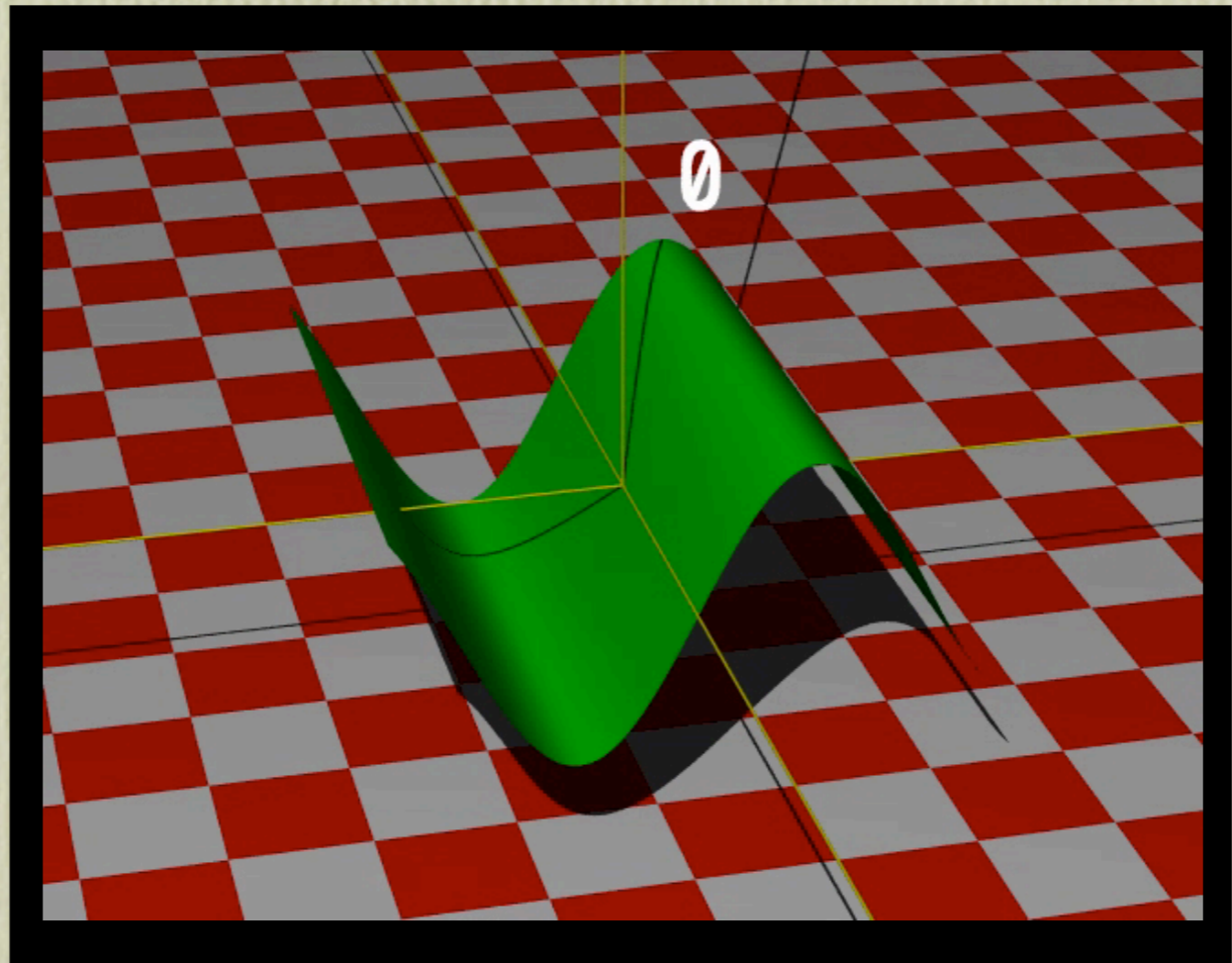
Gena Obukhov

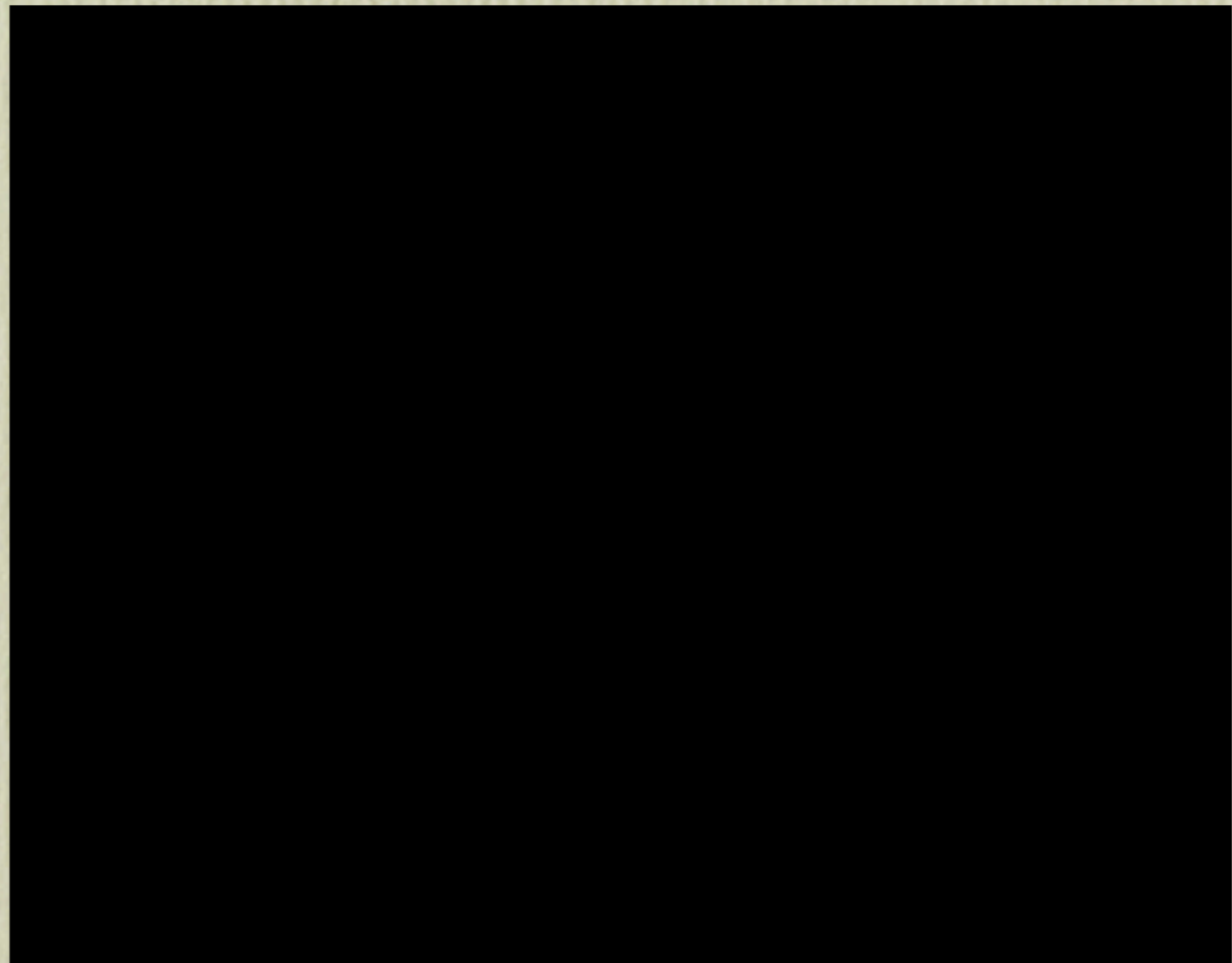




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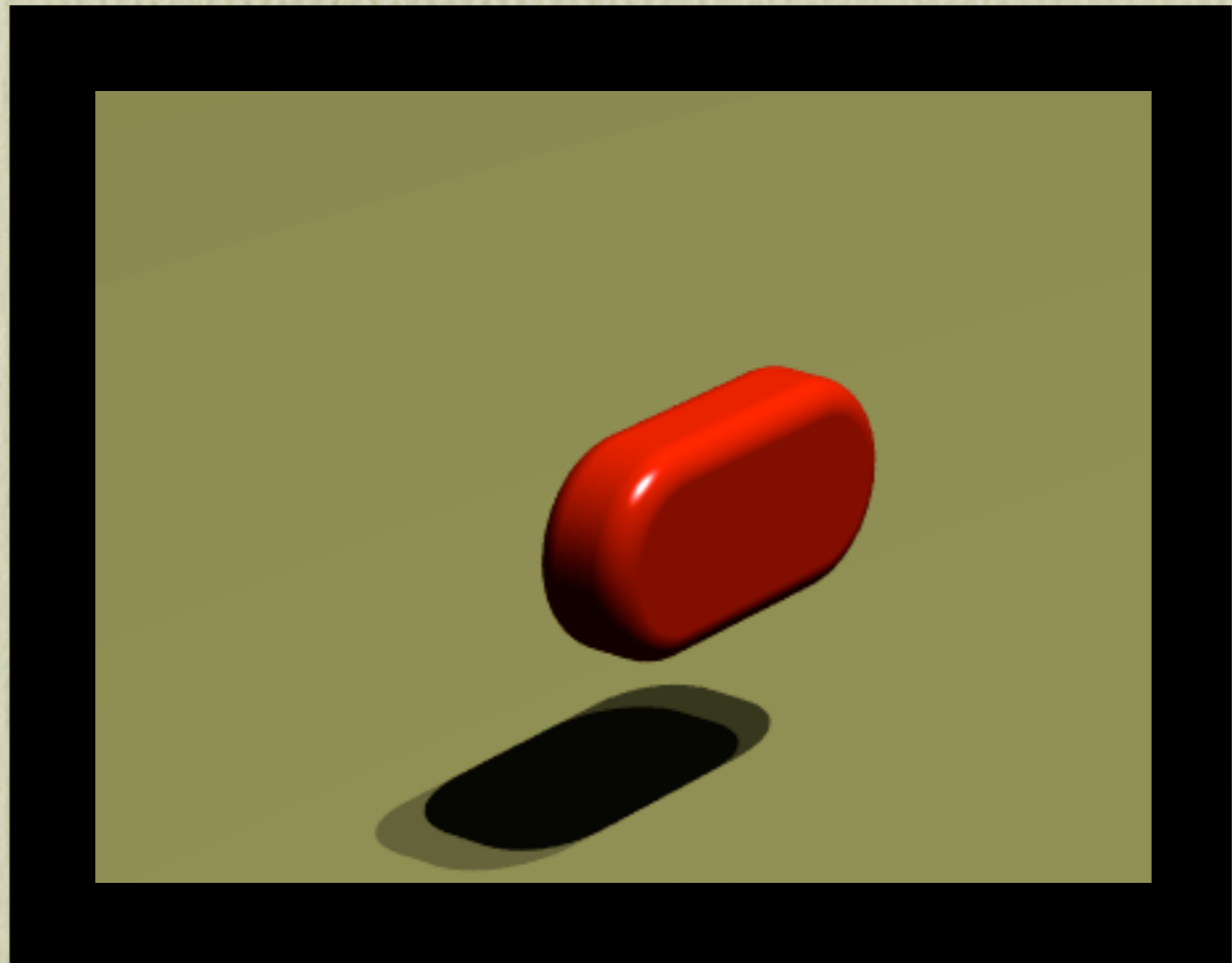


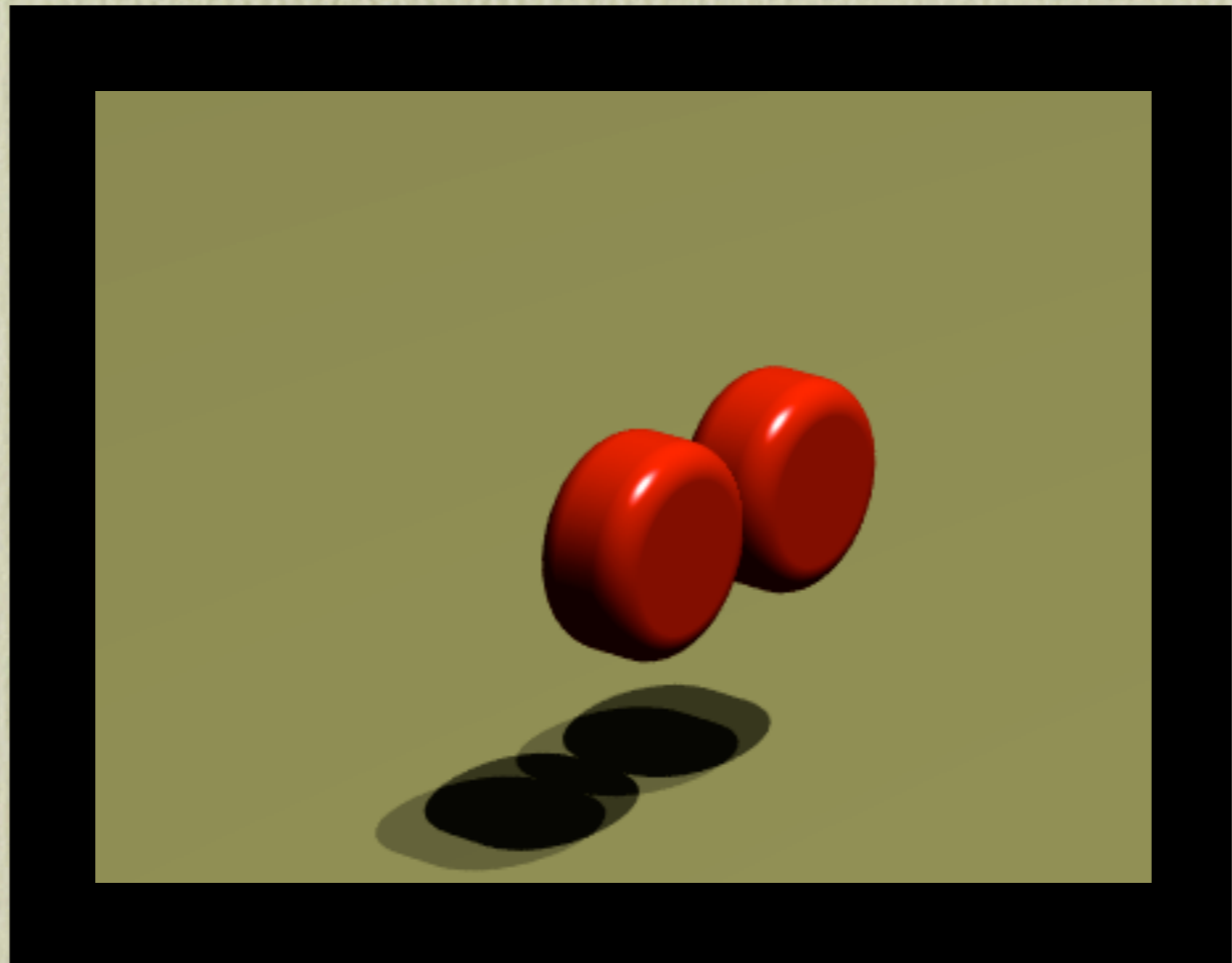


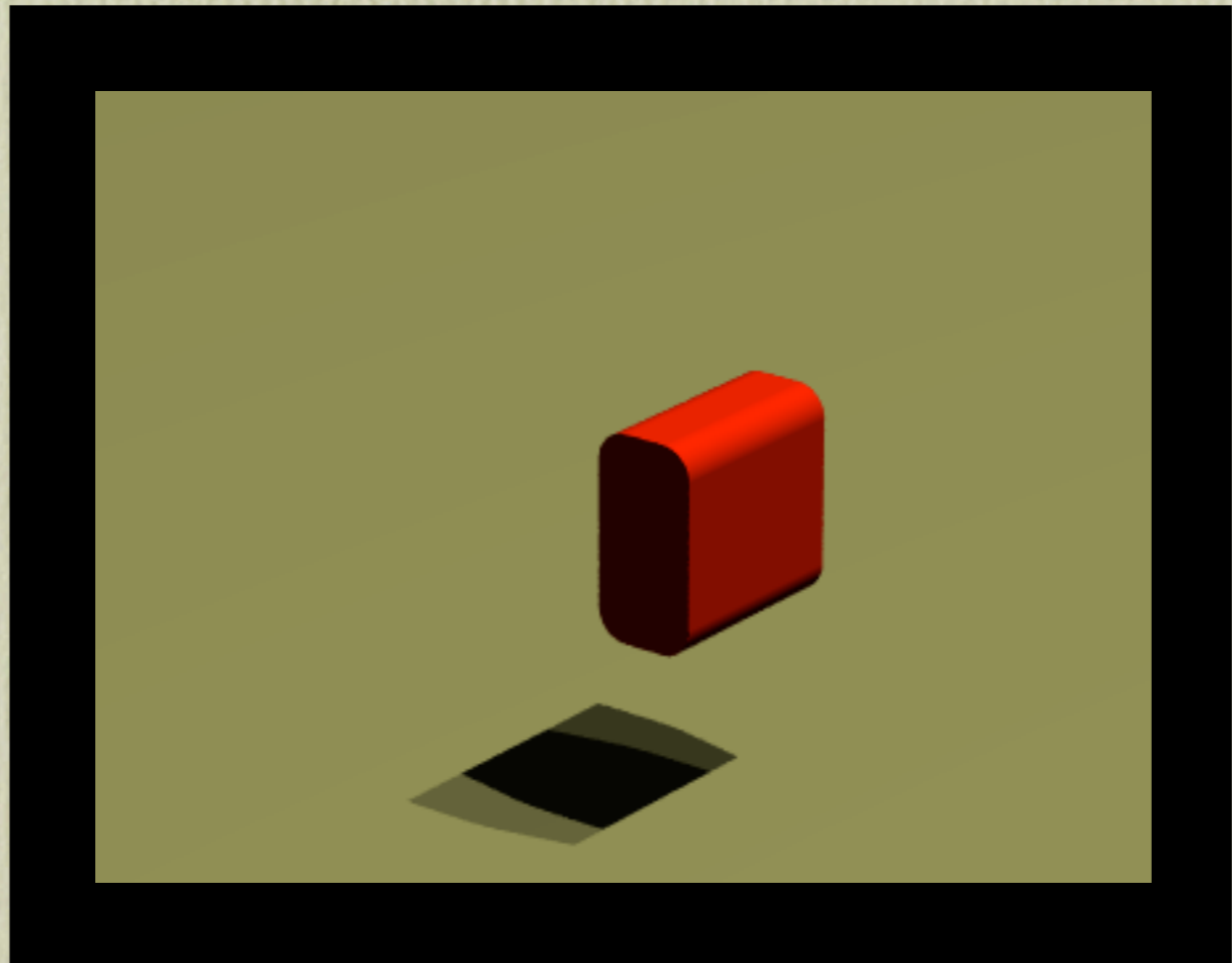


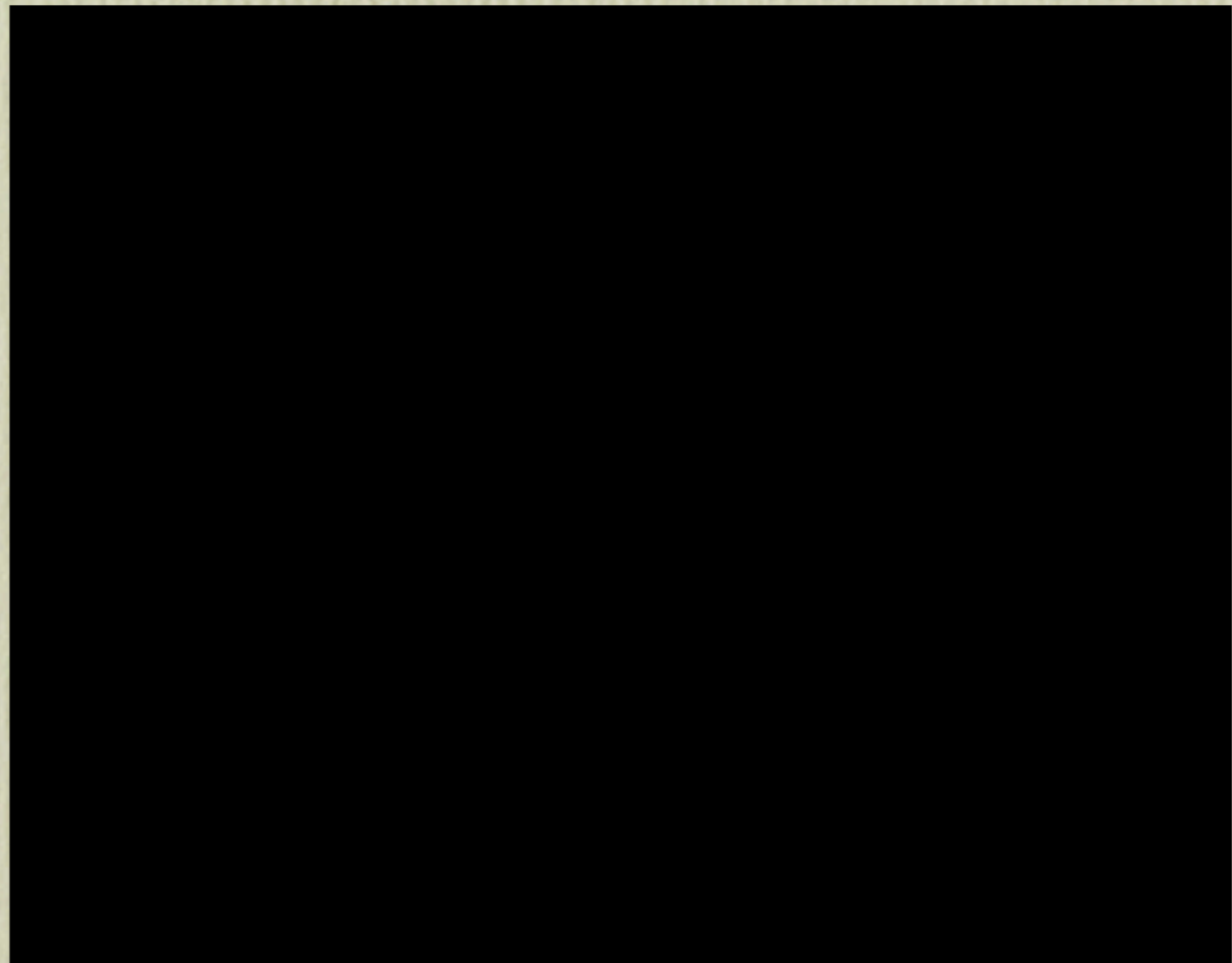
TeX and POV-ray

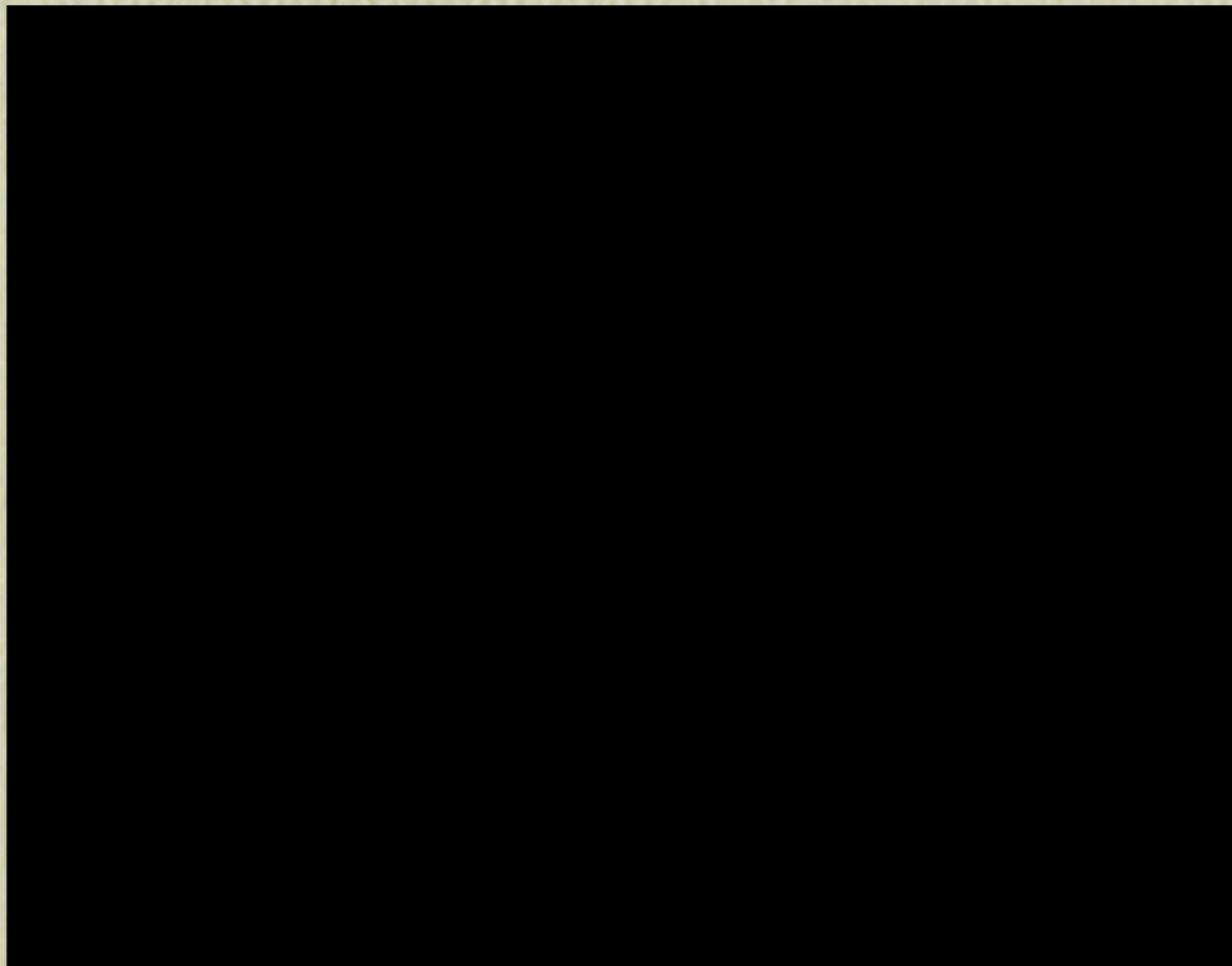
- Ascii input
- Free source (www.povray.org)
- Multiple platform
- Complete programming language (e.g. can read and write files)
- Extremely high precision output
- Unsurpassed quality

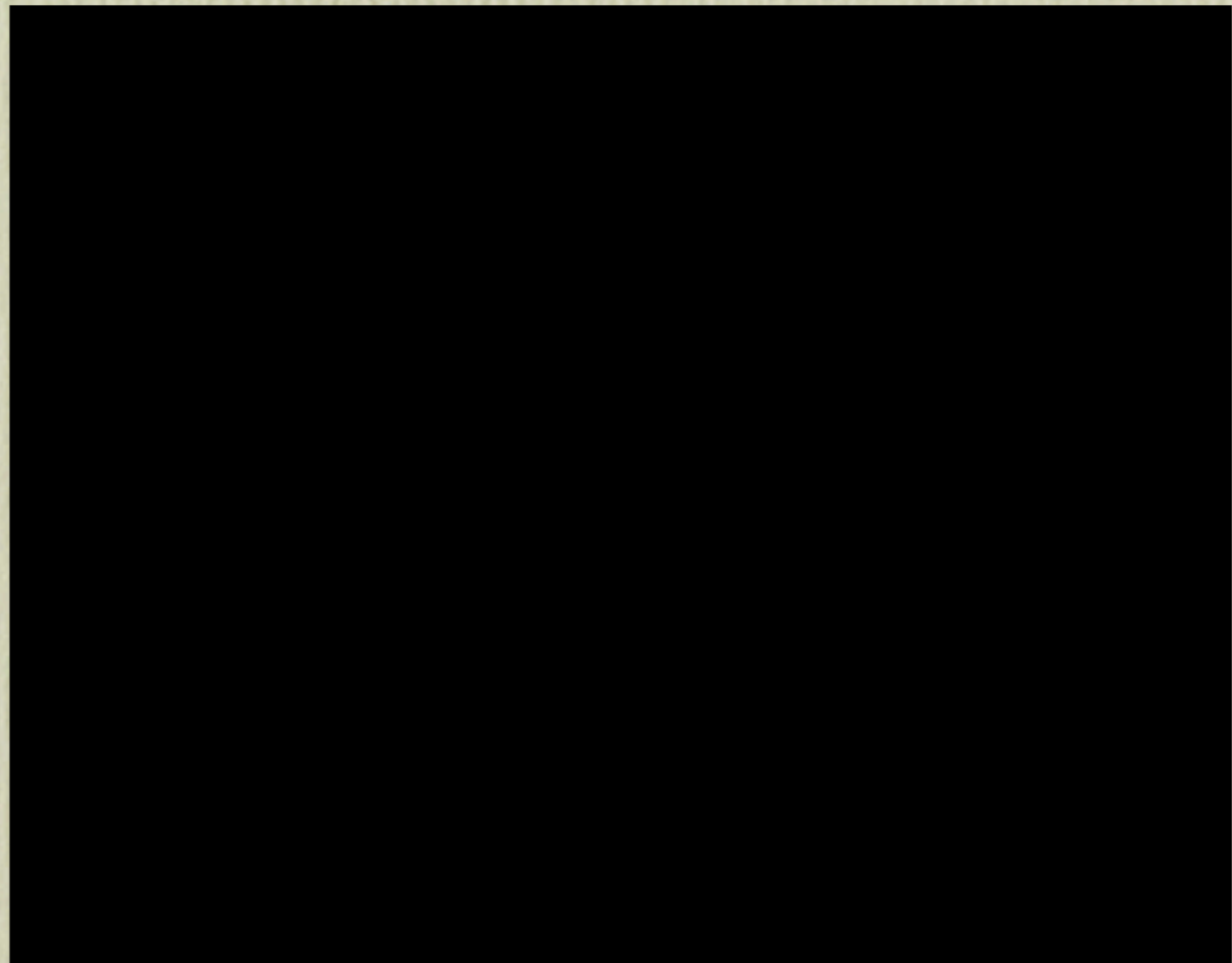


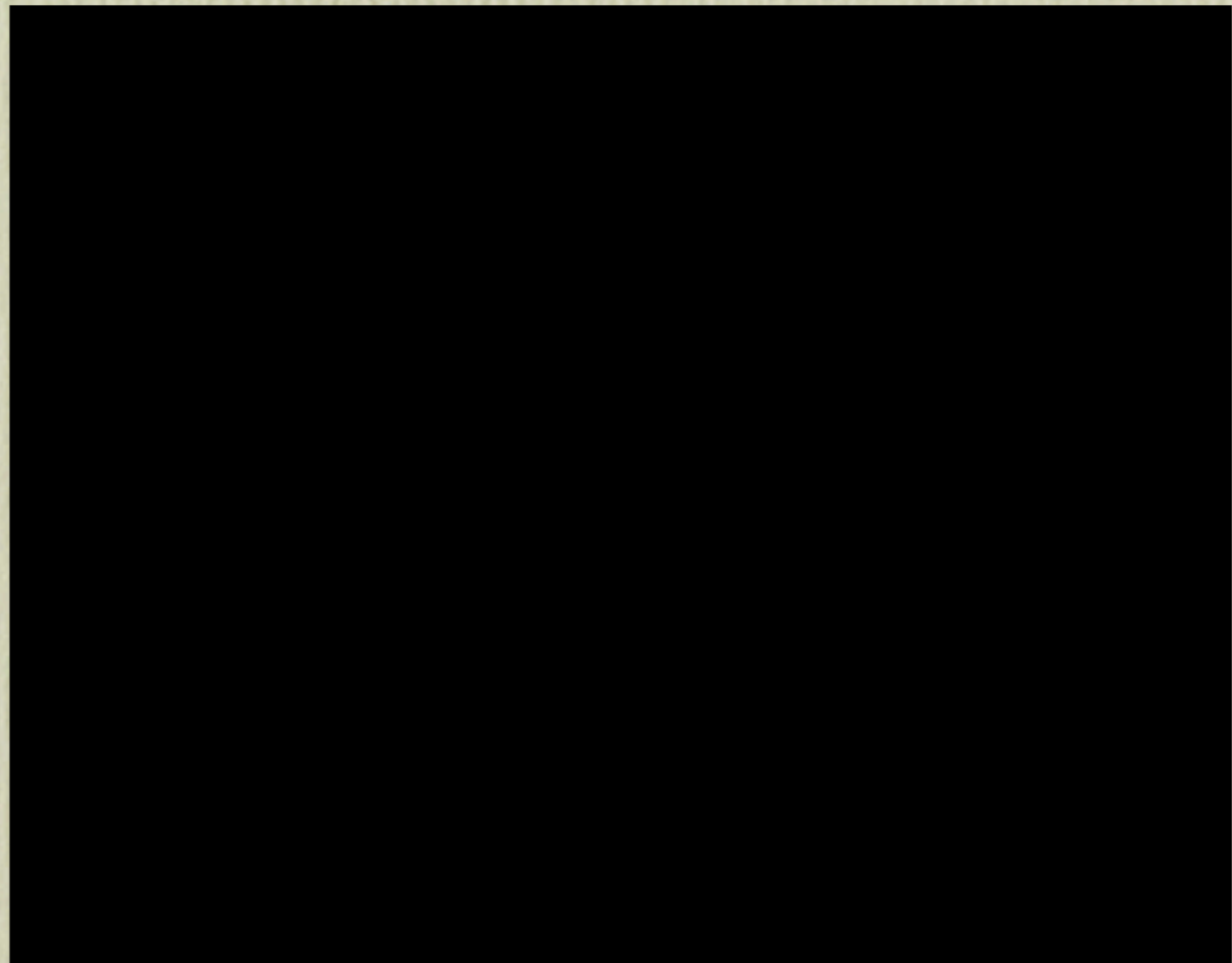














Using POV-ray with TeX

Run TeX

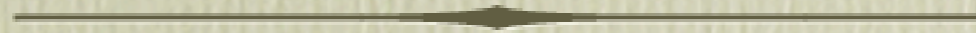
Run POV

Run TeX

Write out POV code +
Shell script



Demo





Future

- You can help (Hans – POV-fun?)
- Build tighter integration between two