

Aufgaben:

1. Unterstreiche alle Kommentare in beiden Quellcodes
2. Markiere alle Unterschiede von "baum1.pov" und "baum2.pov" und skizziere oder beschreibe wie das aus "baum2.pov" gerenderte Bild aussieht

```
// Datei: baum1.pov
// Autor: Hauke Morisse
// Version: 17.11.2010

# include "colors.inc"
# include "textures.inc"

//Kamera
camera {
  location <0,0.5,-10>
  look_at <5,0,0>
}

//Lichtquelle
light_source {
  <10,20,-15>
  color White
}

//Boden
plane { <0,-1,0>, 0
  pigment {color Green}
}

// Baum
merge{
  cone {
    <0, 2, 0>, 0.4
    <0, 3, 0>, 0
    pigment {color Green}
  }
  cone {
    <0, 1.4, 0>, 0.4
    <0, 2.4, 0>, 0
    pigment {color Green}
  }
  cone {
    <0, 0.8, 0>, 0.4
    <0, 1.8, 0>, 0
    pigment {color Green}
  }
  cylinder {
    <0, 1.2, 0>
    <0, 0,0>, 0.1
    texture {Cherry_Wood}
  }
}
```



„baum1.pov“ gerendert

```
// Datei: baum2.pov
// Autor: Hauke Morisse
// Version: 14.11.2010

# include "colors.inc"
# include "textures.inc"

//Kamera
camera {
  location <0,5,-10>
  look_at <5,3,0>
}

//Lichtquelle
light_source {
  <100,200,-150>
  color White
}

//Boden
plane { <0,-1,0>, 0
  pigment {color Red}
}

// Baum
merge{
  cone {
    <0, 2, 0>, 0.7
    <0, 3, 0>, 0
    pigment {color Green}
  }
  cone {
    <0, 1.4, 0>, 1
    <0, 2.4, 0>, 0
    pigment {color Green}
  }
  cone {
    <0, 0.8, 0>, 1.3
    <0, 1.8, 0>, 0
    pigment {color Green}
  }
  cylinder {
    <0, 1.2, 0>
    <0, 0,0>, 0.1
    texture {Cherry_Wood}
  }
}
```
