NAME

genprism - generate a RADIANCE description of a prism

SYNOPSIS

genprism mat name { **-** | **vfile** | **N v1 v2 .. vN** } [**−l lvect**][**−r radius**][**−c**][**−e**]

DESCRIPTION

Genprism produces a RADIANCE scene description of a prism, or extruded polygon. The polygon to extrude lies in the z==0 plane, and is given as a list of (x,y) pairs on the standard input (-), or from the file *vfile*, or on the command line preceded by the number of vertices, *N*. The order of the vertices and the extrusion vector *lvect* (default (0,0,1)) determine the surface orientations. The surfaces that make up the prism will be modified by *mat* and their identifiers will begin with *name.* The *−r* option may be used to round the corners of the object using spheres and cylinders. The *−c* option inhibits generation of a face connecting the last vertex to the first. The *−e* option inhibits generation of the end polygons.

EXAMPLE

To produce a equilateral triangular prism:

```
genprism clear_plastic prism 3 0 0 .5 .866 1 0
```

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BUGS

The rounding option only works for opaque prisms with outward facing normals. If the normals face inward, the appearance will be bizarre.

SEE ALSO

genbox(1), genrev(1), gensurf(1), genworm(1), rpict(1), rview(1), xform(1)