

**NAME**

genwedge - generate a RADIANCE description of a wedge primitive

**SYNOPSIS**

**genwedge mat name xsize ysize zsize [-i]**

**DESCRIPTION**

*Genwedge* produces a RADIANCE scene description of a wedge. This function allows to create a wedge primitive with one base corner at the origin and the other at the xsize ysize. The height of the primitive is determined by the zsize parameter. The -i option can be used to produce a wedge with inward directed surface normals.

**EXAMPLE**

To create a wedge of 5 X units and 2.5 Y units with a height of 3 Z units looks like this:

```
genwedge red_plastic wgl 5 2.5 3
```

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**SEE ALSO**

xform(1)