

**NAME**

getbbox - compute bounding box for RADIANCE scene

**SYNOPSIS**

**getbbox** [ *-w* ] [ *-h* ] [ *input ..* ]

**DESCRIPTION**

*Getbbox* reads each scene description *input* and computes the minimum axis-aligned parallelepiped that will enclose all of the objects. Each *input* can be either a file name, or a command (enclosed in quotes and preceded by a '!'). If no arguments are given, the standard input is read. A hyphen ('-') can also be used to indicate the standard input.

The *-w* option suppresses warnings. The *-h* option suppresses the header line "xmin xmax ymin ymax zmin zmax".

**EXAMPLE**

To compute the bounding box for the object "thingy":

```
getbbox thingy
```

To preview "scene":

```
preview -v FOUR -b 'getbbox -h scene' scene
```

**NOTES**

Since expanding a scene can require considerable overhead, it is better to use the bounding cube produced by *oconv(1)* and read by *getinfo(1)* if an octree exists for the scene. However, there are certain circumstances, such as foreign object placement, that require knowing the bounding box rather than just the bounding cube.

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**SEE ALSO**

*getinfo(1)*, *oconv(1)*, *xform(1)*