

NAME

genbox - generate a RADIANCE description of a box

SYNOPSIS

genbox mat name xsiz ysiz zsiz [-i][-r rad | -b bev]

DESCRIPTION

Genbox produces a RADIANCE scene description of a parallelepiped with one corner at the origin and the opposite corner at (*xsiz*, *ysiz*, *zsiz*). The sides of the box will be parallel to the three coordinate planes. The surfaces that make up the box will be modified by *mat* and their identifiers will begin with *name*. The *-i* option can be used to produce a box with inward directed surface normals. The *-r* option can be used to specify the radius for rounded edges. The *-b* option can be used to specify the indentation for beveled edges.

EXAMPLE

To produce a rectangular box made of wood with beveled edges:

```
genbox wood box1 5 8 3 -b .5 > box1
```

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BUGS

Because spheres and cylinders are used to construct boxes with rounded edges, a transparent box of this type appears quite messy.

SEE ALSO

genrev(1), gensurf(1), genworm(1), rpict(1), rvu(1), xform(1)