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)