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
AUTHOR
  Greg Ward
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)