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 parallelopiped 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.

AUTHOR

Greg Ward

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SEE ALSO

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