NAME
objview - view RADIANCE object(s)

SYNOPSIS
objview [ −u updirection ] [ rad options ] input..
objview [ −g ] [ −u updirection ] [ glrad options ] input..
[ −n nprows ] input..

DESCRIPTION
Objview renders a RADIANCE object interactively using \textit{rad(1)} or \textit{glrad(1)}. This program is merely a Perl script that adds some light sources to a scene then calls \textit{rad(1)} or \textit{glrad(1)} to make an octree and view the scene interactively.

If the default up vector (+Z) is inappropriate for this object, then specify a different one using the \textit{−u} option to objview.

Any number of material and scene files may be given, with no inputs causing \textit{objview} to read a scene from its standard input.

The number of processors to use may be specified with the \textit{−n} option.

AUTHOR(s)
Greg Ward (original), Axel Jacobs (Perl)

SEE ALSO
\textit{glrad(1)}, \textit{oconv(1)}, \textit{rad(1)}, \textit{rvu(1)}