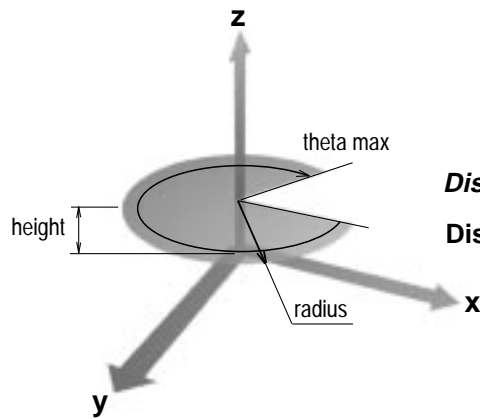
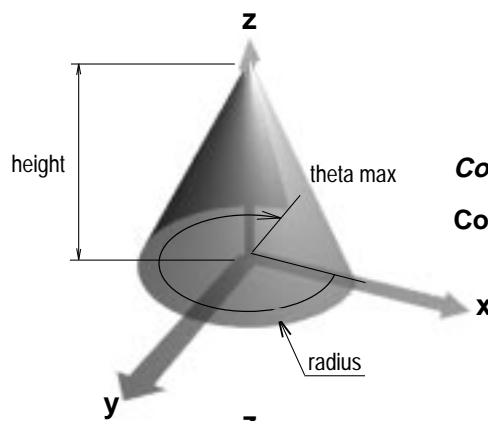


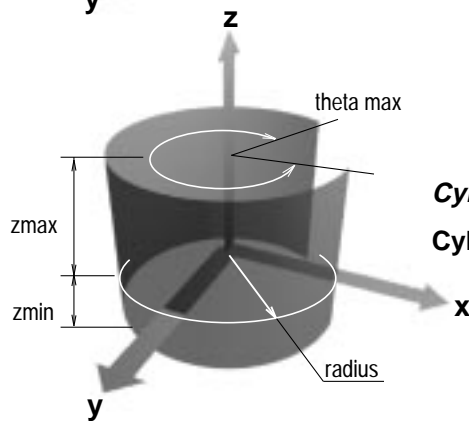
RenderMan's Library of Quadric Surfaces



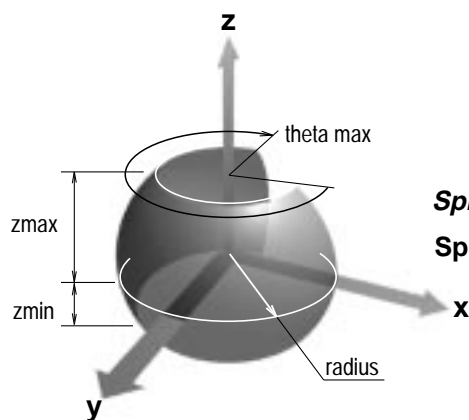
Disk *height radius thetamax (syntax)*
Disk 0.5 1.0 300 (example)



Cone *height radius thetamax*
Cone 1.75 1.0 270

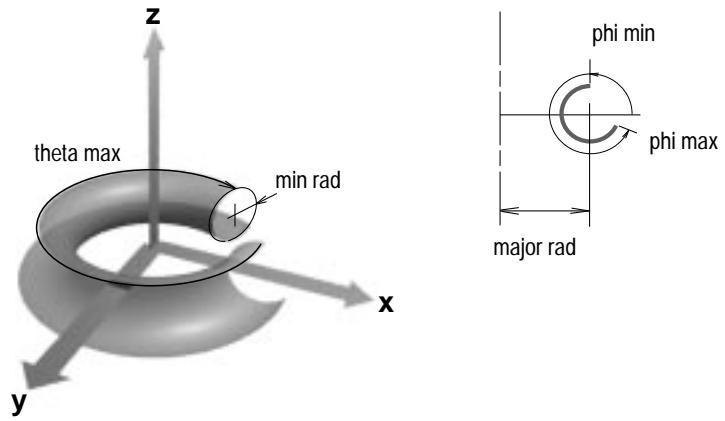


Cylinder *radius zmin zmax thetamax*
Cylinder 1.0 -0.5 1.0 300



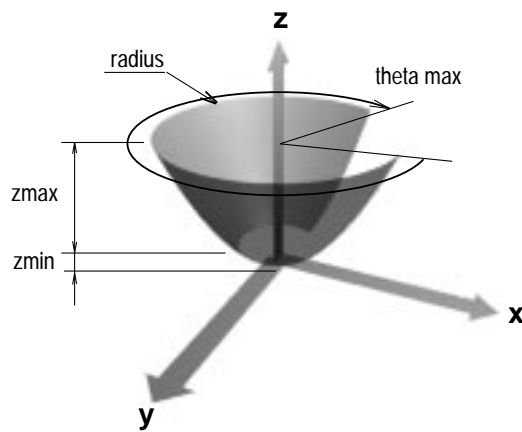
Sphere *radius zmin zmax thetamax*
Sphere 1.0 -0.5 0.8 270

RenderMan's Library of Quadric Surfaces - continued



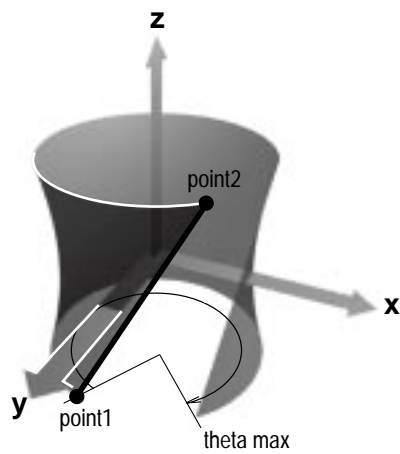
Torus *major rad min rad phimin phimax thetamax*

Torus 1.0 0.3 90 320 300



Paraboloid *radius zmin zmax thetamax*

Paraboloid 1.0 0.15 1.2 300



Hyperboloid *point1 point2 thetamax*

Hyperboloid -0.3 1.0 -1.0 0.7 0.7 1.0 300