

```
cylinder {
    <-40, 0, 0>, <-0.02, 0, 0>, 10

    pigment {
        color rgbft <1, 1, 0, 0.2, 0.8>
    }
    scale 1
    rotate z*(-23.5)
    translate <0, 0, 0>
}

intersection {
    /*PMName erdetag

    sphere {
        /*PMName Erde
        <0, 0, 0>, 10
        scale 1
        rotate <0, 0, 0>
        translate <0, 0, 0>
    }

    cylinder {
        <-20, 0, 0>, <-0.01, 0, 0>, 12
        scale 1
        rotate z*(-23.5)
        translate <0, 0, 0>
    }

    pigment {
        color rgbt <1, 1, 0, 0.5>
    }
}

intersection {
    /*PMName erdenacht

    sphere {
        /*PMName Erde
        <0, 0, 0>, 10
        scale 1
        rotate <0, 0, 0>
        translate <0, 0, 0>
    }

    cylinder {
        <20, 0, 0>, <0.01, 0, 0>, 12
        scale 1
        rotate z*(-23.5)
        translate <0, 0, 0>
    }

    pigment {
        color rgbt <0, 0.031372, 0.32941, 0.5>
    }
}

cylinder {
    /*PMName Erdachse
    <0, 10, 0>, <0, -10, 0>, 0.1
    scale 1
    rotate <0, 0, 0>
    translate <0, 0, 0>
}

torus {
    /*PMName Äquator
    10, 0.07
```

```
pigment {
    color rgb <0.0352941, 0.490196, 0>
}
scale 1
rotate <0, 0, 0>
translate <0, 0, 0>
}

torus {
    /*PMName dekl
    10, 0.07

    pigment {
        color rgb <0.737255, 0, 0>
    }
    scale 1
    rotate z*(-113.5)
    translate <0, 0, 0>
}

intersection {
    /*PMName breitenkreistag

    cylinder {
        <-30, 0, 0>, <0, 0, 0>, 12
        scale 1
        rotate z*(-23.5)
        translate <0, 0, 0>
    }

    torus {
        /*PMName Breitengrad
        7.8, 0.15
        scale 1
        rotate <0, 0, 0>
        translate y*6.203
    }

    pigment {
        color rgb <1, 1, 0>
    }

    finish {
        ambient rgb <0.9, 0.9, 0>
    }
}

intersection {
    /*PMName breitenkreisnacht

    cylinder {
        <30, 0, 0>, <0, 0, 0>, 12
        scale 1
        rotate z*(-23.5)
        translate <0, 0, 0>
    }

    torus {
        /*PMName Breitengrad
        7.8, 0.15
        scale 1
        rotate <0, 0, 0>
        translate y*6.203
    }

    pigment {
        color rgb <0, 0.0313725, 0.329412>
    }
}
```

```
global_settings {
    adc_bailout 0.00392157
    assumed_gamma 1.5
    noise_generator 2
}

sky_sphere {
    pigment {
        color rgb <1, 1, 1>
    }
}

light_source {
    /*PMName Sonne
    <-60, 26, 0>, rgb <1, 1, 1>
    parallel
}

camera {
    perspective
    location <-10, 20, -70>
    sky <0, 1, 0>
    direction <0, 0, 1>
    right <1.3333, 0, 0>
    up <0, 1, 0>
    look_at <0, 0, 0>
    angle 23
}
```