

```
sky_sphere {
    pigment {
        color rgb <0, 0, 0>
    }
}

sphere {
    /*PMName Erde
    <0, 0, 0>, 12.7

    normal {
        bump_map {
            jpeg
            "/home/Tommi/Data/facharbeit/3d/maps/hoehenkarte.jpg"
            once
            map_type 1
            interpolate 2
        }
    }

    finish {
        diffuse 0.3
        brilliance 0.6
        phong 0.05
        phong_size 15
    }

    pigment {
        image_map {
            jpeg
            "/home/Tommi/Data/facharbeit/3d/maps/erde.jpg"
            once
            map_type 1
            interpolate 2
        }
    }
    rotate y*300
}

sphere {
    /*PMName Wolken
    <0, 0, 0>, 12.72

    normal {
        bump_map {
            gif
            "/home/Tommi/Data/facharbeit/3d/maps/wolken.gif"
            once
            map_type 1
            interpolate 2
        }
    }

    pigment {
        image_map {
            gif
            "/home/Tommi/Data/facharbeit/3d/maps/wolken.gif"
            transmit 0, 1
            transmit 1, 1
            transmit 2, 1
            transmit 3, 1
            transmit 4, 0.96
            transmit 5, 0.88
            transmit 6, 0.8
            transmit 7, 0.72
            transmit 8, 0.64
            transmit 9, 0.56
            transmit 10, 0.48
            transmit 11, 0.4
```

```
        transmit 12, 0.32
        transmit 13, 0.24
        transmit 14, 0.16
        transmit 15, 0.08
        transmit 16, 0
        filter all 0.2
        once
        map_type 1
        interpolate 2
    }
}
rotate y*300
no_shadow
}

torus {
    /*PMName Breitengrad
    8.7, 0.1

    pigment {
        color rgbt <0.98039, 0, 0, 1>
    }
    scale 1
    rotate <0, 0, 0>
    translate y*9.2
}

global_settings {
    adc_bailout 0.00392157
    assumed_gamma 1.5
    noise_generator 2
}

cylinder {
    /*PMName Sonnenstrahlen
    <0, 0, 0>, <-40, 0, 0>, 12.75
    open

    pigment {
        color rgbt <1, 1, 0, 1>
    }
    scale 1
    rotate <0, 0, 0>
    translate <0, 0, 0>
    no_shadow
    hollow false
}

light_source {
    /*PMName Sonne
    <-30, -13, 0>, rgb <4, 4, 4>
    parallel
}

camera {
    perspective
    location <0, 0, -400>
    sky <0, 1, 0>
    direction <0, 0, 1>
    right <1.3333, 0, 0>
    up <0, 1, 0>
    look_at <0, 0, 0>
    angle 5
}
```