POV-Ray: The Persistence of Vision Ray Tracer (povray.org)

- Available for free at povray.org (multiple platforms).

- You provide the scene file (lights, camera, objects) to be ray-traced: simple text.

- The scene can be arbitrarily complex, with multiple reflections, fog, solid primitives, etc.

- See the POV-Ray Hall of Fame online!

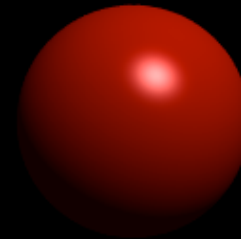# POV-Ray: The Persistence of Vision Ray Tracer (povray.org)

- Example script:
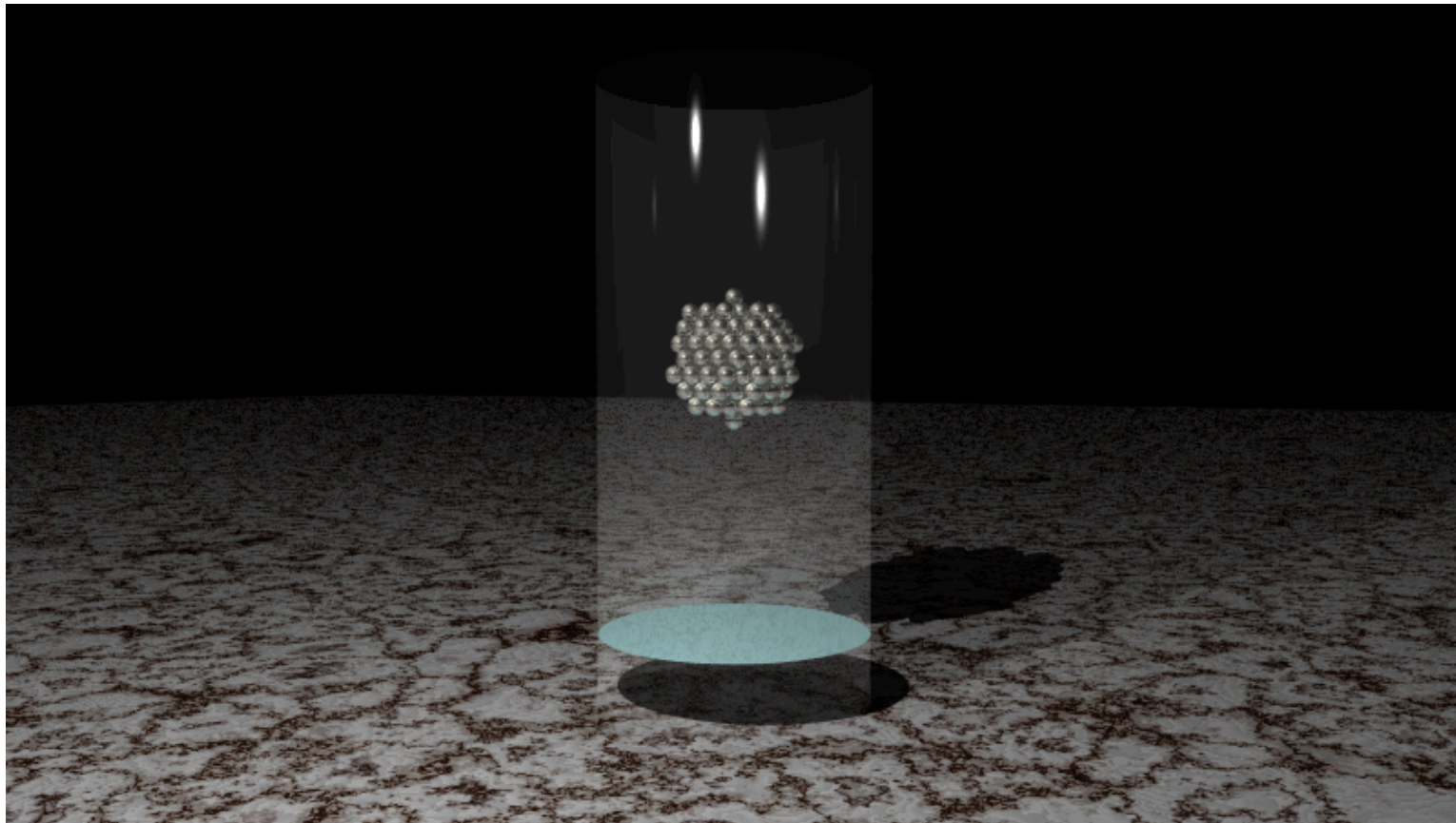
```
camera
{ location <0,0,-10> look_at <0,0,0> }

light_source { <100,200,-200> color 1 }

// A red sphere with phong highlight…

sphere
{ <0,0,0>,2
  pigment { rgb <1,0,0> }
  finish { phong 0.7 phong_size 20 }
}
```
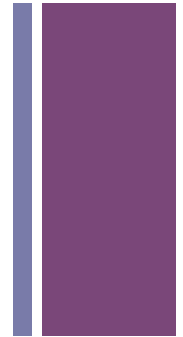
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+ Blender (blender.org)

- Haven't played with it, but it's also free (open source) and looks very powerful.

- Graphical user interface for scene manipulation.

- Emphasis on "creatures."

- Not obvious if it would be easy to render science data, but…

- Supports Python scripts.

SecondLife (secondlife.com)