

**NAME**

objview - view RADIANCE object(s)

**SYNOPSIS**

**objview** [ **-u updirection** ][ rad options ] input ..  
**objview** [ **-g** ][ **-u updirection** ][ glrad options ] input ..  
[ **-n nprocs** ] input ..

**DESCRIPTION**

*Objview* renders a RADIANCE object interactively using *rad(1)* or *glrad(1)*. This program is merely a Perl script that adds some light sources to a scene then calls *rad(1)* or *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 *-u* option to *objview*.

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

The number of processors to use may be specified with the *-n* option.

**AUTHOR(s)**

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**SEE ALSO**

*glrad(1)*, *oconv(1)*, *rad(1)*, *rvu(1)*