

MA341 Maple/POV-Ray Activities

1. Use Maple to draw a cube—This counts towards Homework #8.
2. Use POV-Ray to draw a cube. Experiment with different textures (see the list of metals, stones, glasses, etc.). You can also change the texture of the floor!—This counts towards Homework #8.
3. Use Maple to draw a square-based pyramid. You can save yourself some typing by saving your old file under a new name, then changing certain parts of it.
4. Use POV-Ray to draw a square-based pyramid.
5. Use Maple to draw an octahedron.
6. Use POV-Ray to draw an octahedron.
7. Use Maple or POV-Ray to draw a cluster of six cubes, each attached to the face of a central cube.
8. Use Maple or POV-Ray to draw a cuboctahedron—the 12 vertices will be the midpoints of the 12 edges of a cube (but you will not draw the cube).