

# POV-Ray Photon Permutations — Render Scene

## Files:

- `photon_permutations_render.pov` — a complete scene that renders all 512 permutations across two grids.

## How to use:

- 1) Place '`photon_permutations_render.pov`' in a working folder and render with POV-Ray.
- 2) If text does not render, set `S_FONT` in the file to a local TTF (e.g., '`arial.ttf`').
- 3) Use `S_SUBSET_ENABLE` and `S_COL/ROW_*` settings to render smaller ranges for quick tests.
- 4) Adjust `S_PHOTON_SPACING`, `GATHER` counts, and camera for quality/speed tradeoffs.

## What you should see:

Each cell contains a local light and a glass sphere above a white receiver plane. Labels report per-channel effective (R/F) and whether photons are shot (S). In `Target=NO`, no shoot occurs even if a channel would be effective.