#In my scene I changed the camera and dome light settings a few times to create the four different 4k images at the top of the page. Below is the breakdown of the four different camera and light settings I used to make the images

Camera Angle One

Projection "perspective" "fov" [10]

Translate 0 -0.2 30

Rotate -35 1 0 0

Rotate 15 0 1 0

Scale 1 1 -1

Light One

AttributeBegin

Attribute "visibility" "int indirect" [0] "int transmission" [0]

Attribute "visibility" "int camera" [0]

Rotate -90 1 10 15

# txmake -envlatl ../tiffs/beach.hdr ../textures/beach.tex

Light "PxrDomeLight" "PxrDomeLight2"

"float intensity" [0.3]

"float exposure" [0.2]

"color lightColor" [1 1 1]

"string lightColorMap" ["../textures/beach.tex"]

AttributeEnd

#===========================================================================

Camera Angle Two

Projection "perspective" "fov" [7.5]

Translate 0.5 -1.3 30

Rotate -41 1 0 0

Rotate 155 0 1 0

Scale 1 1 -1

Light Two

AttributeBegin

Attribute "visibility" "int indirect" [0] "int transmission" [0]

Attribute "visibility" "int camera" [1]

Rotate -90 1 5 0

# txmake -envlatl ../tiffs/beach.hdr ../textures/beach.tex

Light "PxrDomeLight" "PxrDomeLight2"

"float intensity" [0.3]

"float exposure" [0]

"color lightColor" [1 1 1]

"string lightColorMap" ["../textures/beach.tex"]

AttributeEnd

#=================================================================================

Camera Angle Three

Translate 0.5 -1.7 30

Rotate -6 1 0 0

Rotate 128 0 1 0

Scale 1 1 -1

Light Three

AttributeBegin

Attribute "visibility" "int indirect" [0] "int transmission" [0]

Attribute "visibility" "int camera" [1]

Rotate -90 1 0 0

# txmake -envlatl ../tiffs/beach.hdr ../textures/beach.tex

Light "PxrDomeLight" "PxrDomeLight2"

"float intensity" [0.4]

"float exposure" [0]

"color lightColor" [1 1 1]

"string lightColorMap" ["../textures/beach.tex"]

AttributeEnd

#====================================================================================

Camera Angle Four

Translate 1 0 30

Rotate -40 1 0 0

Rotate -45 0 1 0

Scale 1 1 -1

Light Four

AttributeBegin

Attribute "visibility" "int indirect" [0] "int transmission" [0]

Attribute "visibility" "int camera" [1]

Rotate -90 1 10 10

# txmake -envlatl ../tiffs/beach.hdr ../textures/beach.tex

Light "PxrDomeLight" "PxrDomeLight2"

"float intensity" [0.3]

"float exposure" [0]

"color lightColor" [1 1 1]

"string lightColorMap" ["../textures/beach.tex"]

AttributeEnd