Subject: 3d graphics
Posted by mallozzi on Mon, 26 Sep 1994 16:12:24 GMT

I am trying to make a sphere by drawing a number of great circles.
I have made a great circle in the xy plane as follows:

Make 3d box using SURFACE
x = 1.0 * COS(theta)
y = 1.0 * SIN(theta)
z = 0.0
plots, x, y, z, /t3d

Next I tried to rotate the circle by 90 degrees about x-axis, for example:
t3d, rotate=[90, 0, 0]
plots, x, y, z, /t3d
but this doesn't work. How do I redraw circle at different orientations?

Thanks, Bob Mallozzi
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