
Subject: Re: 3d sphere revisited

Posted by [David Fanning](#) on Mon, 30 Dec 2002 17:32:52 GMT

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paul wisehart (paul_wisehart@ssaihq.com) writes:

- > Now, I CAN plot a sphere, as an object. And, I CAN, put
- > a texture map on the sphere.
- >
- > I CANNOT plot any data to the sphere.
- > My question:
- >
- > Should/Can I be plot data to the sphere directly?
- >
- > OR, should i just plot the data to the texture image
- > and then re-apply the texture?

I should think the texture map *is* the data! And since it is an image, you can be as elaborate as you like when setting it up (e.g., you can use alpha channel blending, etc., etc.).

Cheers,

David

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