
Subject: Re: Object Graphics Rotating Sphere

Posted by [David Fanning](#) on Thu, 05 Feb 2004 17:55:50 GMT

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Rick Towler writes:

- > I worked this up a while ago for someone. It is an object graphics globe.
- > You can rotate it and zoom in and out. It is a fairly simple example but it
- > should put you well on your way. The program is camdemo__examine.pro and is
- > packaged up with an old version of my camera object:
- >
- > http://www.acoustics.washington.edu/~towler/programs/camera__define.zip

Oooghh. I like that! :-)

Cheers,

David

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