Subject: Re: Object Graphics Roting Sphere
Posted by Rick Towler on Thu, 05 Feb 2004 17:16:17 GMT

"Jamie" wrote...

> Does anyone have an example of how to make a rotating sphere using object
> graphics? An example that shows a rotating planet with a topographic map
> would be ideal ;)

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

I doesn't use a topographic texture, but you could easily swap one in.

-Rick