Subject: Re: ...and planet textures ...
Posted by Ralf Schaa on Tue, 03 Aug 2004 17:39:49 GMT
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Rick Towler wrote:
> Ralf Schaa wrote:
>
>> Yet another question:
>>
>> I found that one can add a jpeg as a texture for a sphere, so i added
>> an image from Mars (http://maps.jpl.nasa.gov/mars.html) as a texture,
>> which is beautiful ...
>>
>> But how can I rotate that texture, so that the 'planet' is showing the
>> right front/up/down to me ? (when looking from Earth at a specific
>> epoch...)
>
>
> Easiest is to rotate your texture in an image editing program.
>
> If you want to rotate it an arbitrary amount "on the fly" then you can
> modify the Texture_Coords. I posted about this a while back:
>
> http://tinyurl.com/3nkw2
>
> -Rick

Thanks Rick,

the rotating would have to be on the fly, and for this your link was
very helpfull.
Actually, since it is a sphere , i only rotate that, and not the texture:

model -> rotate, [0,0,1], 30.

et voila ... :-)

-Ralf