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Subject: plot a circle in 3d with anisotropic axes

Posted by [Klemens Barfus](#) on Fri, 12 May 2006 15:54:05 GMT

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Hello together,

I would like to plot a circle in a 3d plot [direct graphics], where the axes are not isotropic. The circle should lie in the y plane. If I use data coordinates I have to know the aspect ratio of z and y axis and have to generate an ellipse ? In 2d I could use usersym where this scaling is done automatically, but in 3d ?

How to get the ratio between the two axes ?

How to get the ellipse ?

Thanks for your help in advance !

Klemens

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