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Subject: Re: Mapping on Objekts...

Posted by [J.D. Smith](#) on Thu, 20 Mar 1997 08:00:00 GMT

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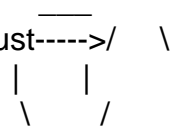
David Fanning wrote:

>  
> JD Smith <jdsmith@astrosun.tn.cornell.edu> gives us a nice piece of  
> code for rendering an image on a cylinder, and for that I am extremely  
> grateful. I just have one question: What does he mean when he says he broke  
> the cylinder up into sections "like the outer crust on slices of  
> cheesecake"!?  
>  
> I've been pondering this for over an hour now and I am no closer  
> to enlightenment. :-)

David:

View of (cylindrical) cheesecake from above (sliced into N=8  
pieces):

Outer Crust----->/ \



The diagram consists of a horizontal line at the top, followed by the text "Outer Crust----->/ \". Below this, there are two vertical lines, one on the left and one on the right, connected by a horizontal line at the bottom. The left vertical line is slightly shorter than the right one, and the bottom horizontal line is slightly shorter than the top one, creating a trapezoidal shape that represents a cross-section of a cylinder.

Perhaps they don't make New York-style Cheesecake in Colorado?

I hear they can be Fed Ex'd for pittance.

JD

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