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Subject: Re: Object Graphics Rotating Sphere  
Posted by [David Fanning](#) on Thu, 05 Feb 2004 01:59:51 GMT  
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Jamie writes:

> 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 ;)

Well, here is something really simple and easy. Download  
SIMPLE\_SURFACE:

[http://www.dfanning.com/programs/simple\\_surface.pro](http://www.dfanning.com/programs/simple_surface.pro)

Find these two lines on line 434:

```
thisSurface = OBJ_NEW('IDLgrSurface', data, x, y, $  
    Color=[255,255,0], _Extra=extra, Hidden_Lines=hidden_lines)
```

Replace the two lines above with this one:

```
thisSurface = OBJ_NEW('ORB',Color=[255,255,0])
```

Walla! Behold, a rotating sphere!!

I'll leave the topographic map part to you. :-)

Cheers,

David

--

David W. Fanning, Ph.D.  
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Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto:david@dfanning.com)  
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Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: Object Graphics Rotating Sphere  
Posted by [David Fanning](#) on Thu, 05 Feb 2004 02:05:00 GMT  
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David Fanning writes:

> Well, here is something really simple and easy.

Of course, there is the even simpler (if less illustrative):

IDL> XObjview, Obj\_New('Orb')

Cheers,

David

P.S. Let's just say getting the rotating sphere is probably  
\*not\* the hardest part. :-(

--

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Subject: Re: Object Graphics Rotating Sphere  
Posted by [Rick Towler](#) on Thu, 05 Feb 2004 17:16:17 GMT  
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"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](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

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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](http://www.acoustics.washington.edu/~towler/programs/camera__define.zip)

Oooghh. I like that! :-)

Cheers,

David

--

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