Subject: Re: ...and planet textures ...
Posted by Rick Towler on Tue, 03 Aug 2004 16:02:16 GMT
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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

Subject: Re: ...and planet textures ...
Posted by David Fanning on Tue, 03 Aug 2004 17:39:16 GMT
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Ralf Schaa writes:

- > 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 ... :-)

Oh, don't you just *love* object graphics ... well, after you figure them out. :-)

Cheers.

David

--

David Fanning, Ph.D.

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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:
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  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
```