
Subject: Re: ...and planet textures ...

Posted by [Rick Towler](#) on Tue, 03 Aug 2004 16:02:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: ...and planet textures ...
Posted by [Ralf Schaa](#) on Tue, 03 Aug 2004 17:39:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
