
Subject: Surfaces of Revolution?

Posted by [wood](#) on Fri, 23 May 1997 07:00:00 GMT

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Hello. I'm a new IDL user, and can't figure out what I need to do to make a surface of revolution. I.e., I have a set of points in the x-y plane ($z=0$) which is roughly a teardrop shape, and I'd like to rotate the object about the symmetry axis to construct a 3D shaded object. If anyone could please send tips on what routines I should use to accomplish this task, I'd appreciate it very much.

Thanks for your time,

Matt

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Matt A. Wood

Associate Professor

wood@kepler.pss.fit.edu

Dept. of Physics and Space Sciences

Tel: (407) 768-8000 (x7207)

Florida Institute of Technology

Fax: (407) 984-8461

Melbourne, FL 32901-6988

WWW: <http://pss.fit.edu/wood.html> O-
