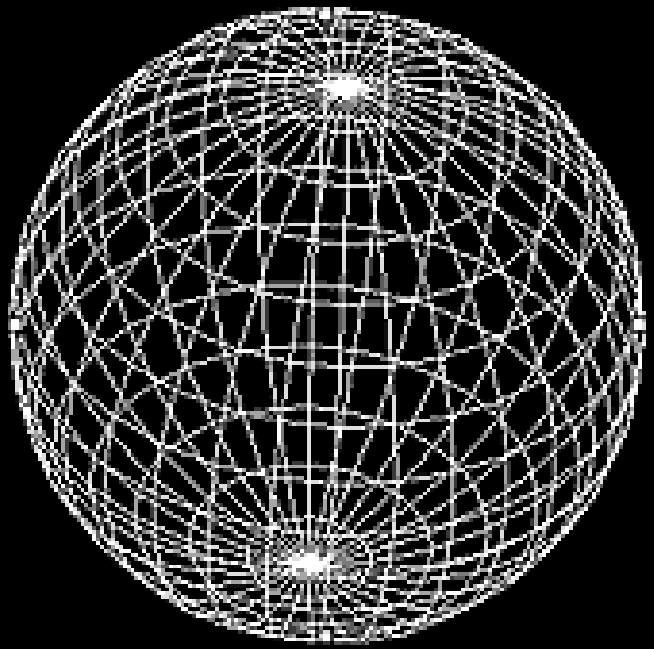
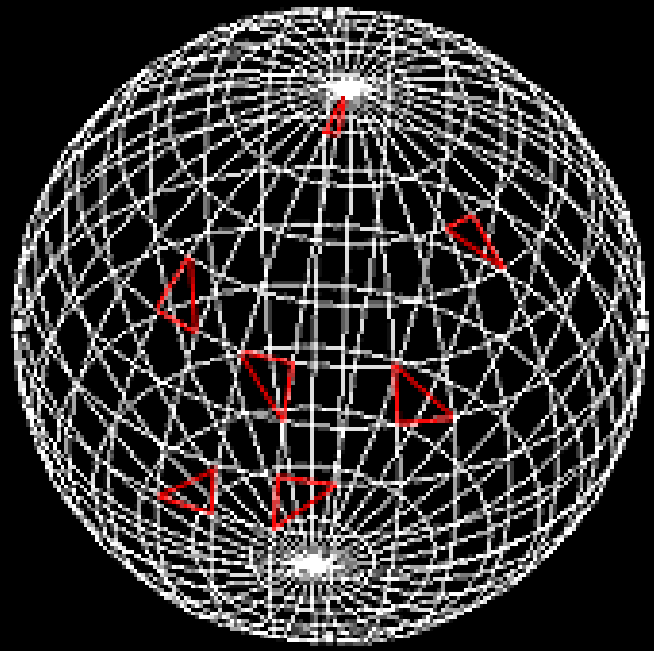
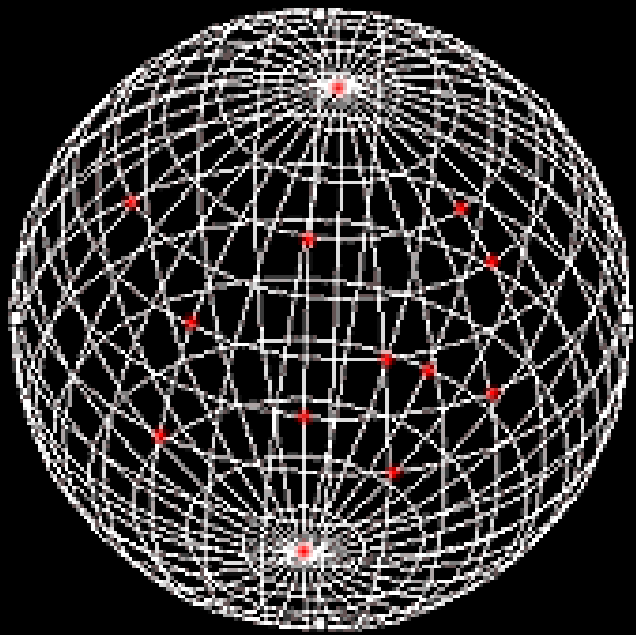
Some examples of
3-D objects
3-D textures
and
fractals







Input

Illumination
OFF

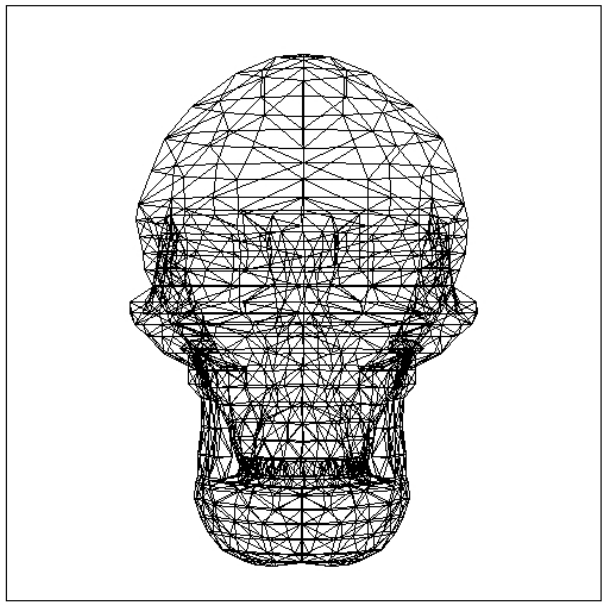
Back Face
ON

Rotation
Increment

Rotate
X | Y | Z

Reset

Exit



The Rotation Increment is 30

Input

Illumination
OFF

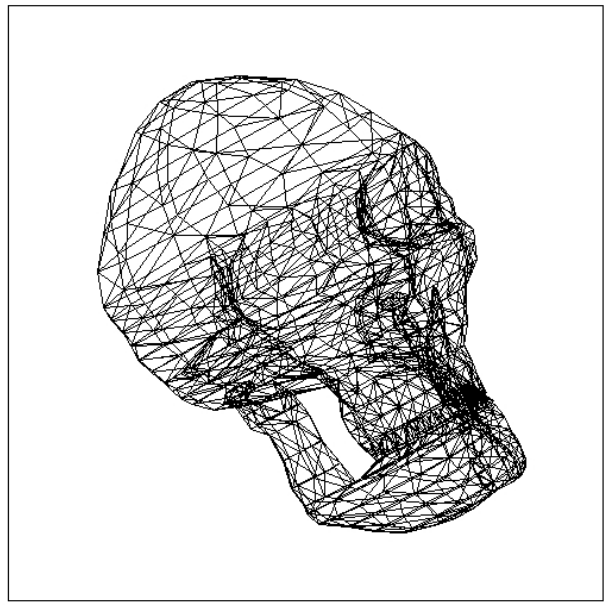
Back Face
ON

Rotation
Increment

Rotate
X | Y | Z

Reset

Exit



The Rotation Increment is 30

Input

Illumination
OFF

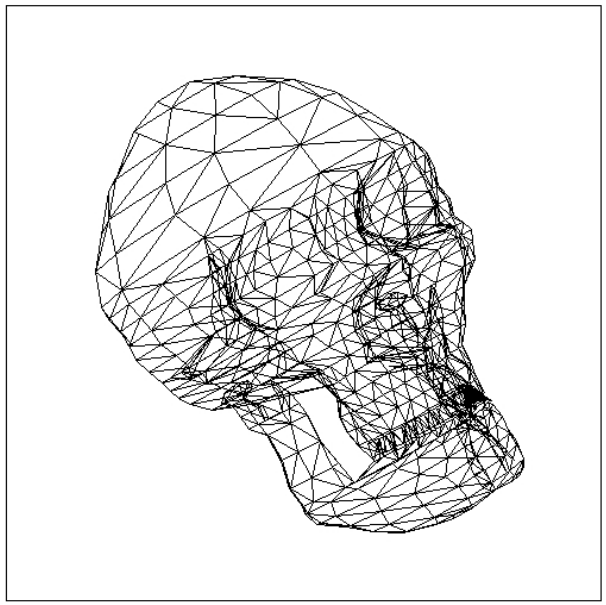
Back Face
OFF

Rotation
Increment

Rotate
X | Y | Z

Reset

Exit



The Rotation Increment is 30

Input

Illumination
ON

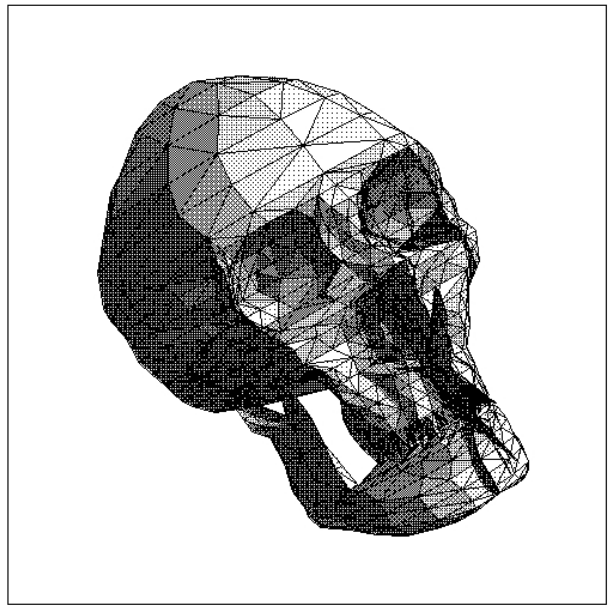
Back Face
OFF

Rotation
Increment

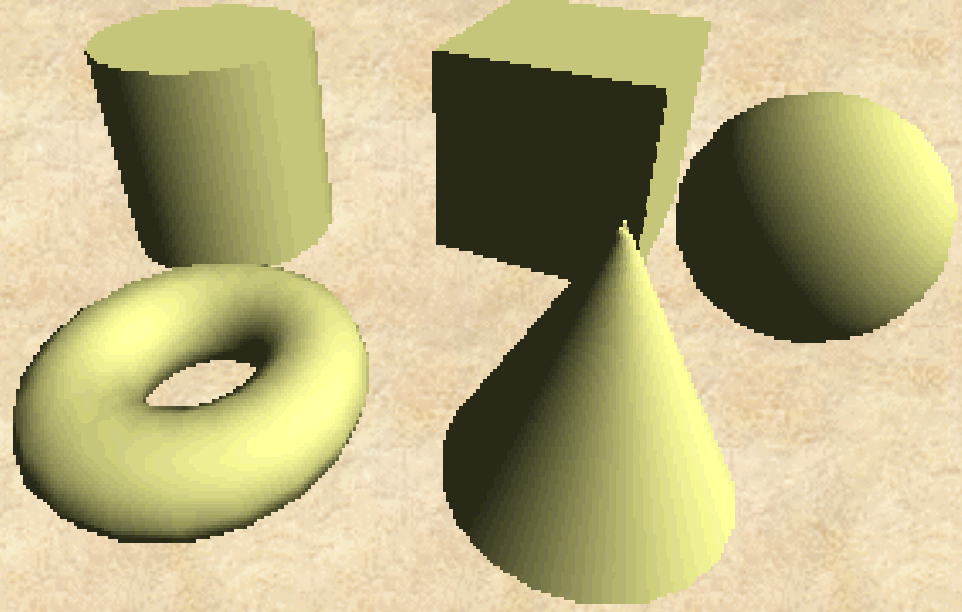
Rotate
X | Y | Z

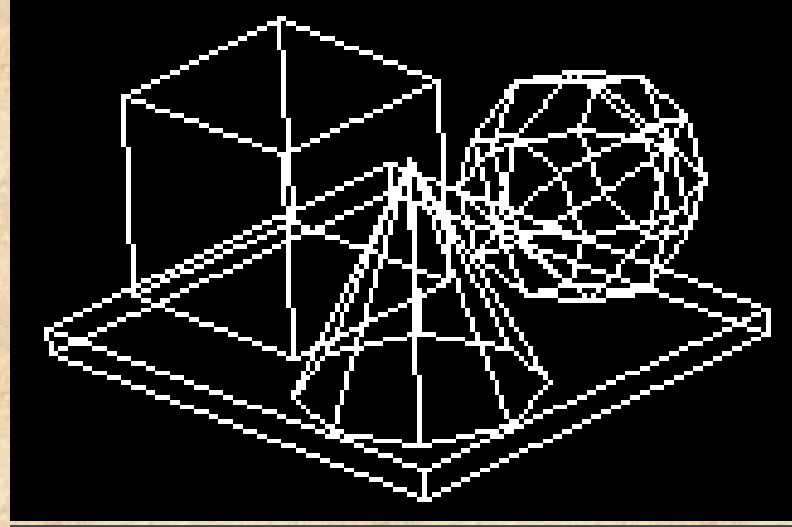
Reset

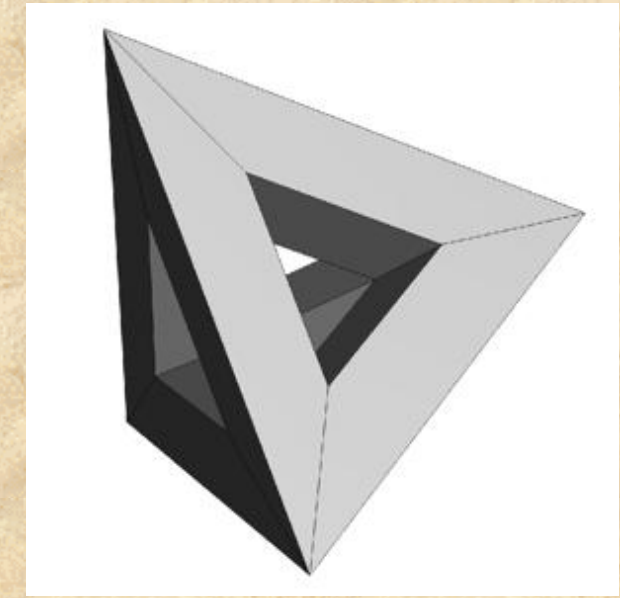
Exit

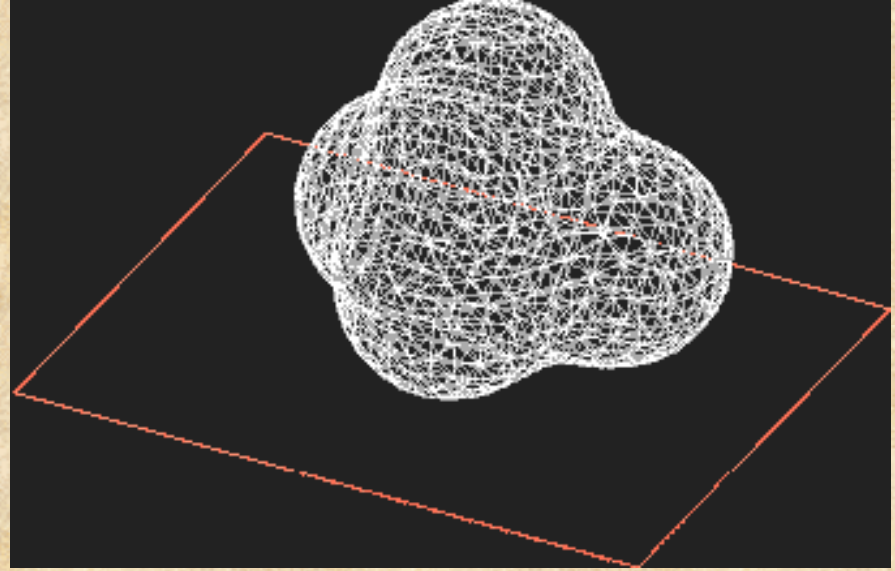


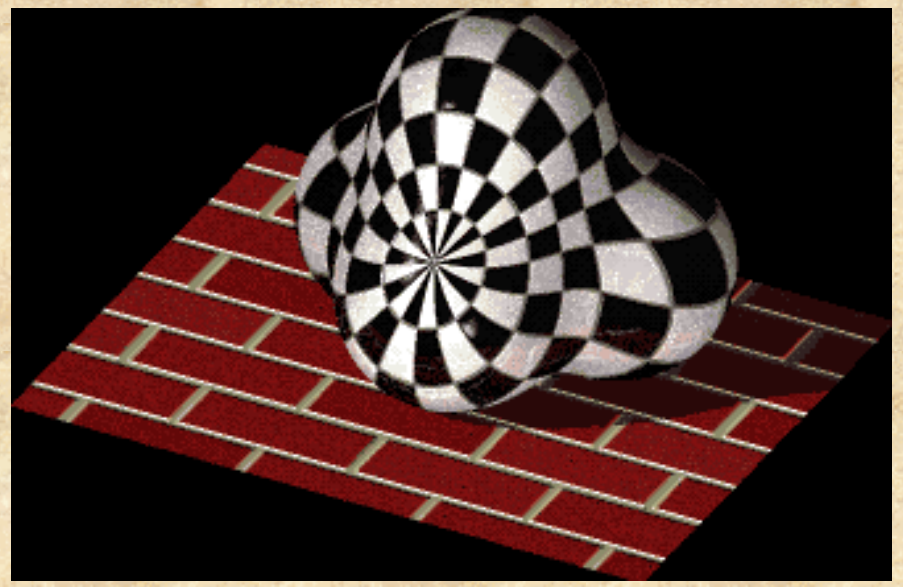
The Rotation Increment is 30

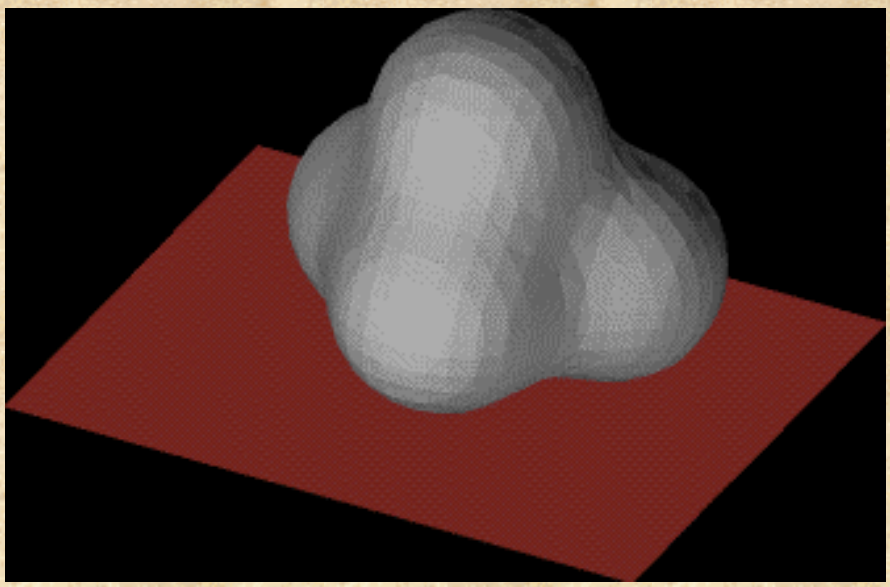


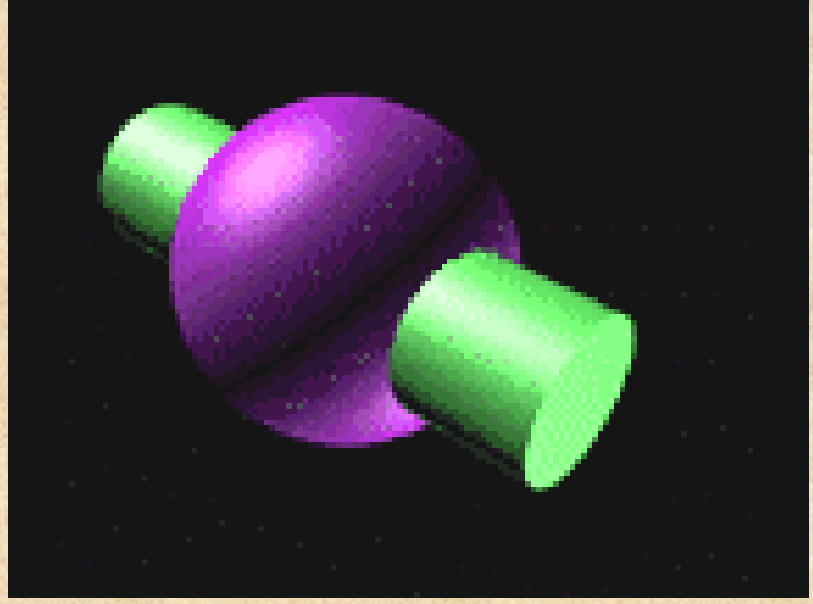


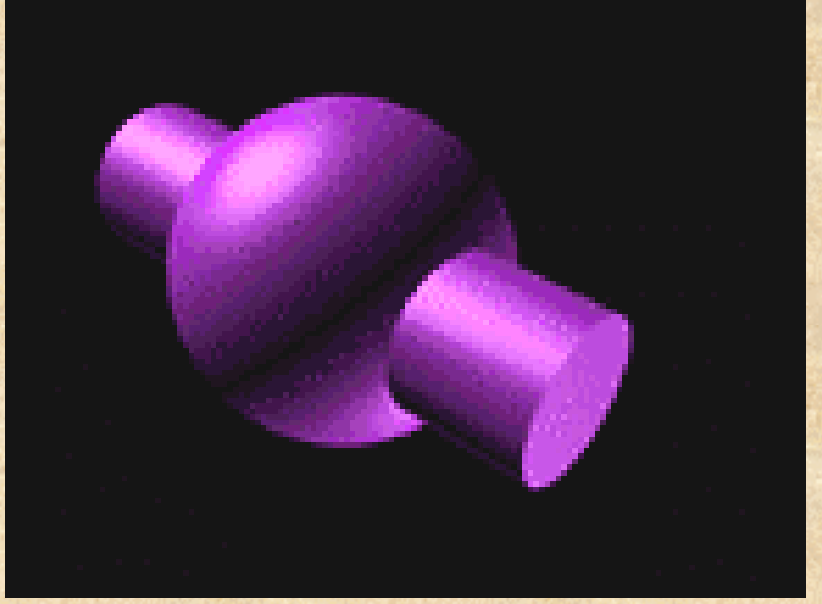


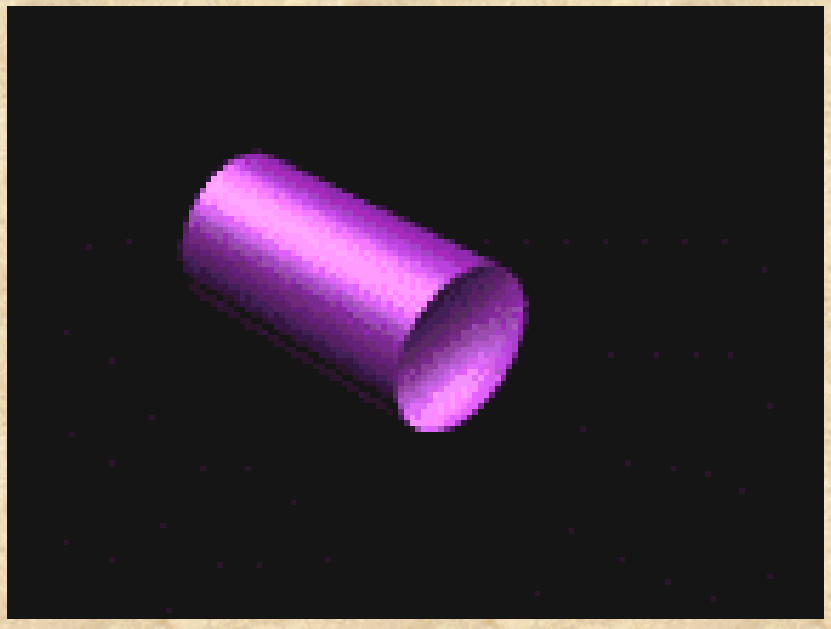




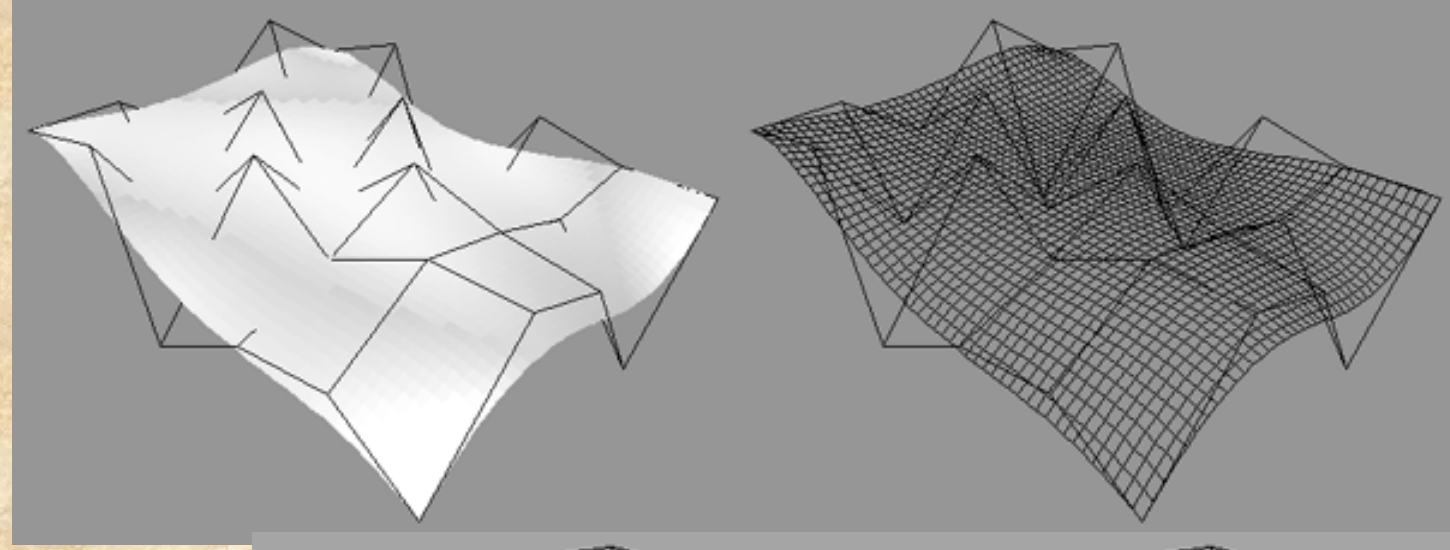


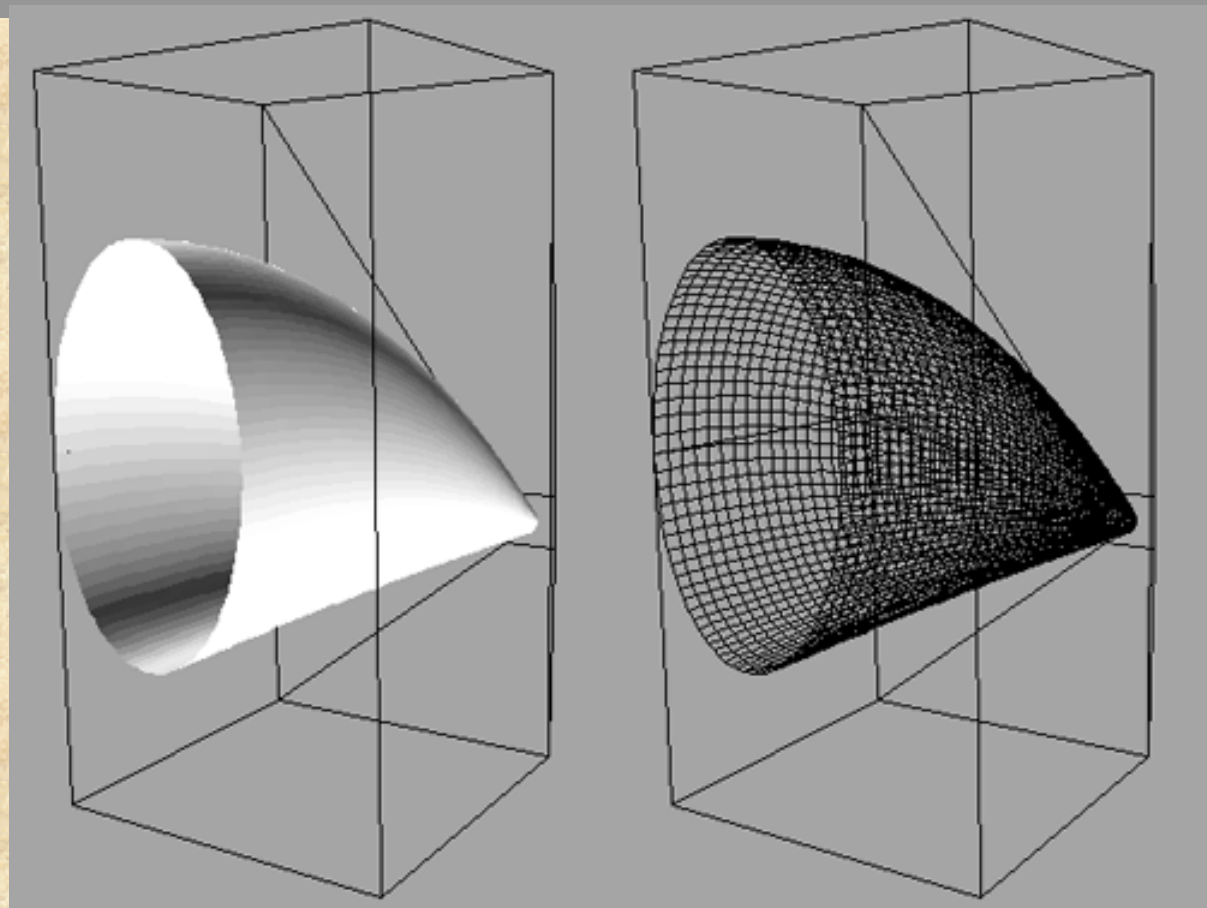




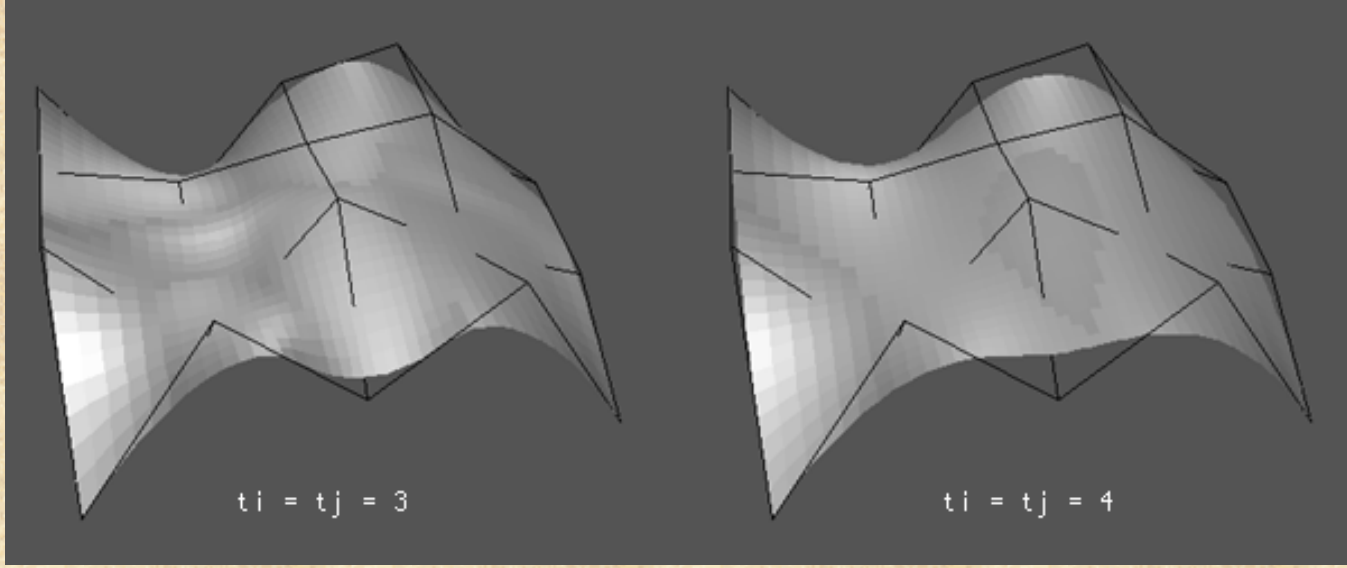


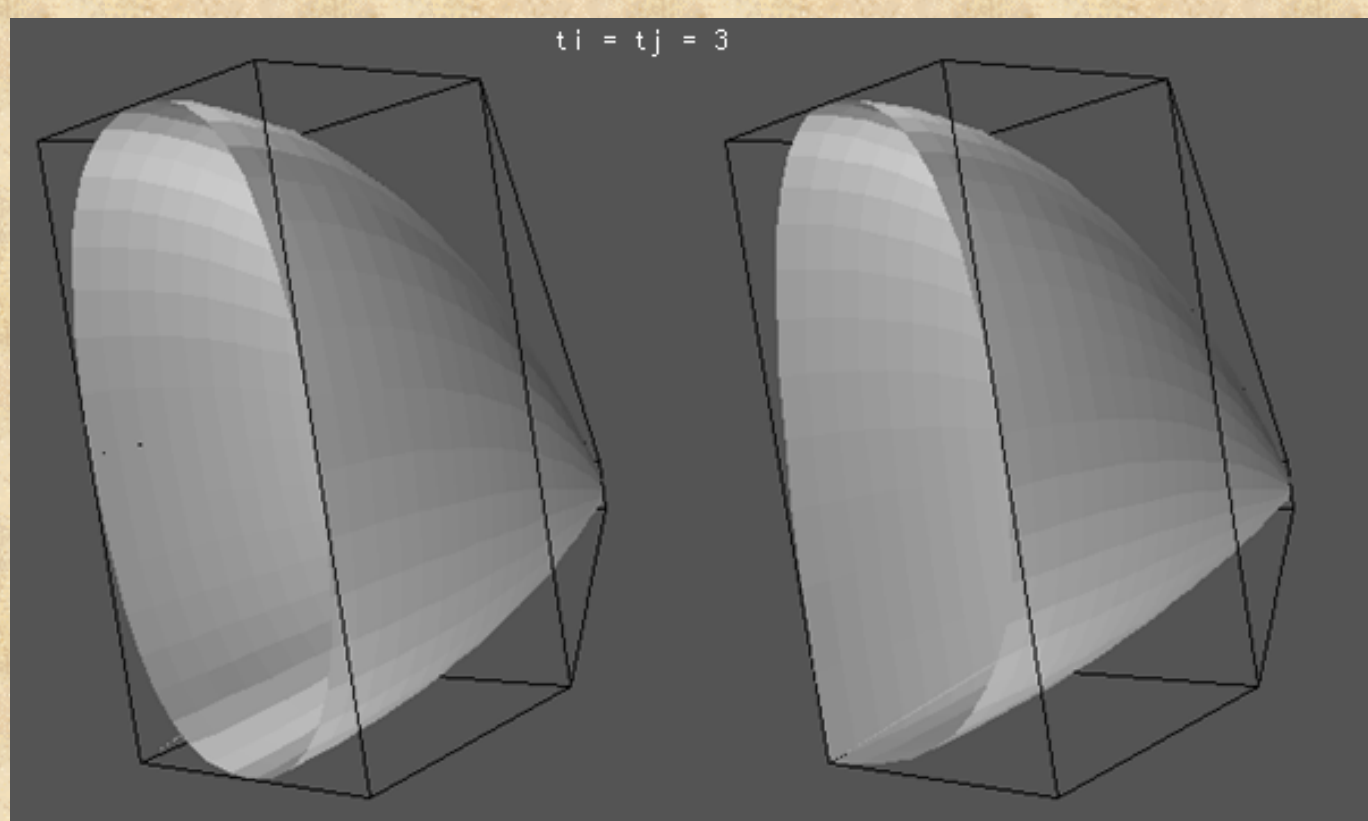
Example of Bezier surfaces

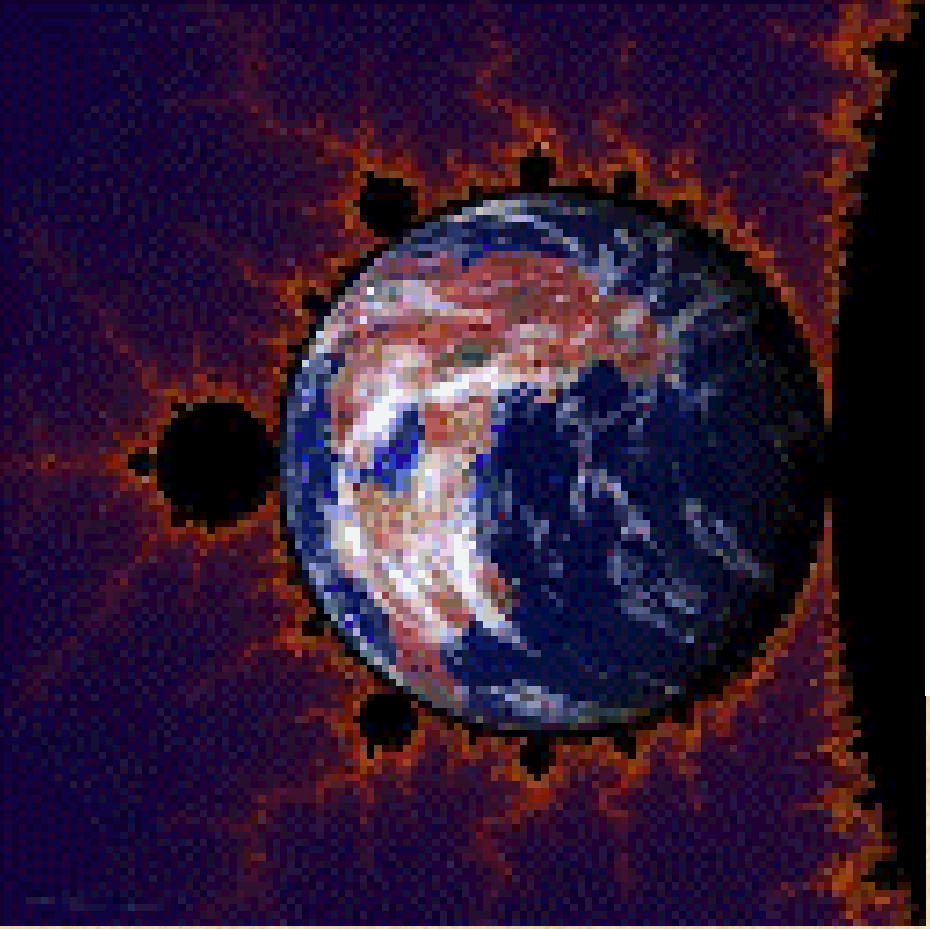


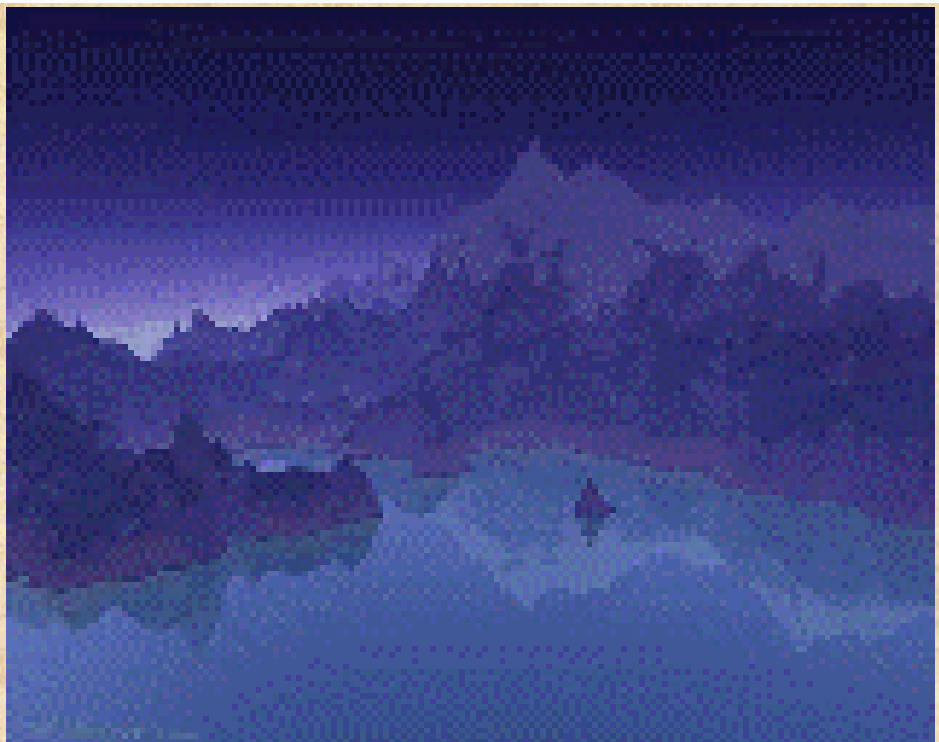
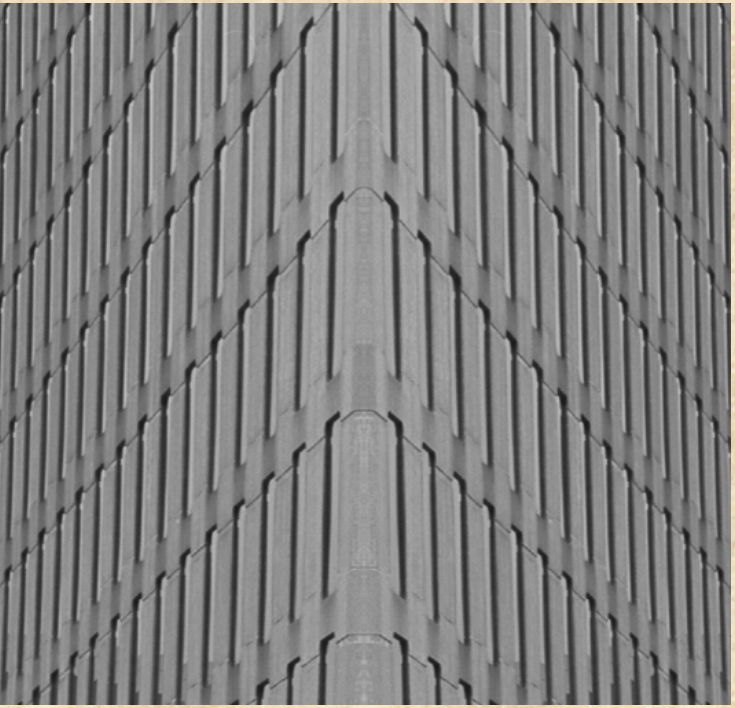
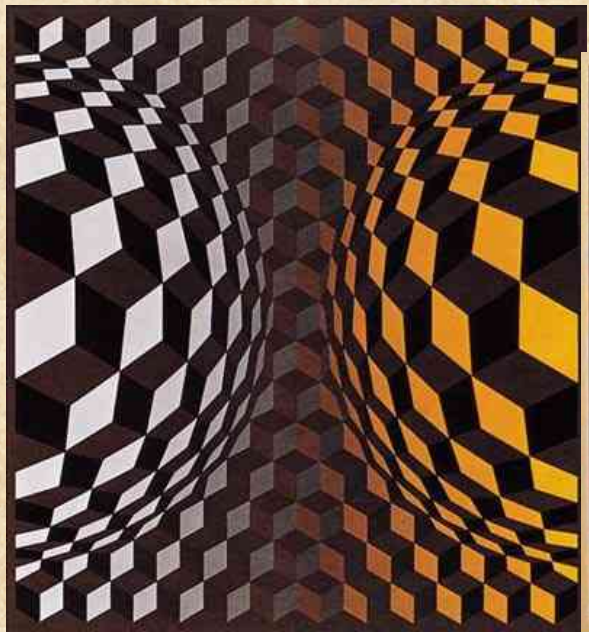
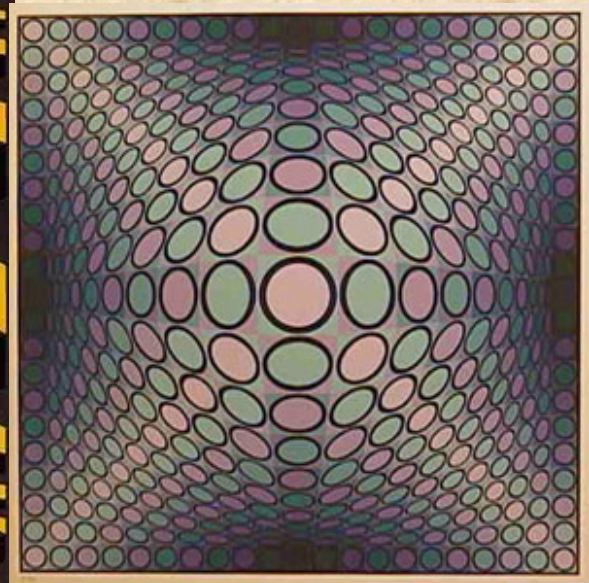


Example of B-Spline surfaces





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