External Code

We only have one third-party function. It’s called “splineCircle” and it’s simply an alternative to the circle primitive, with the great benefit that it can be used in “Graphics3D” as well as the standard “Graphics” (something the normal circle primitive can’t do). We use it in our exterior function to symbolize planetary nebula ejection at the end stage of a sun sized star. It can be found [here](http://mathematica.stackexchange.com/questions/10957/an-efficient-circular-arc-primitive-for-graphics3d). In our program it has been modified slightly to conform with our style (the numbers have been changed to floating point and some “Sqrt” functions were switched to” “symbols). This is the only piece of code we didn’t write ourselves.