

Gizmo Objects

There are five main categories of Gizmo objects: wave-based objects, axis objects, drawing primitive objects, lights, and miscellaneous objects.

Wave-based Gizmo objects, also called "data objects", get their data from waves and include the following types:

- **Path Plots**
- **Ribbon Plots**
- **Surface Plots**
- **Isosurface Plots**
- **Voxelgram Plots**
- **3D Scatter Plots**
- **3D Bar Plots**
- **Gizmo Image Plots**

Axis object types include:

- **Axis Objects**
- **Axis Cue Objects**

Drawing primitive object types include:

- **Line Objects**
- **Triangle Objects**
- **Quad Objects**
- **Box Objects**
- **Sphere Objects**
- **Cylinder Objects**
- **Disk Objects**
- **Tetrahedron Objects**
- **Pie Wedge Objects**

There is only one light object type:

- **Light Objects** (see **Gizmo Colors, Material and Lights** on page II-428)

Miscellaneous object types include:

- **Group Objects**
- **Texture Objects**
- **Matrix4x4 Objects**

You create an object by clicking the + icon below the object list in the info window for a given Gizmo display window.

An object of a given type has a set of internal properties that you can edit when you first create the object. You can edit them later by double-clicking the object in the object or display lists.

Creating a Gizmo object puts it in the object list. It is not displayed until you drag it to the display list. You can drag a given object to the display list multiple times. This creates a new display object each time.