



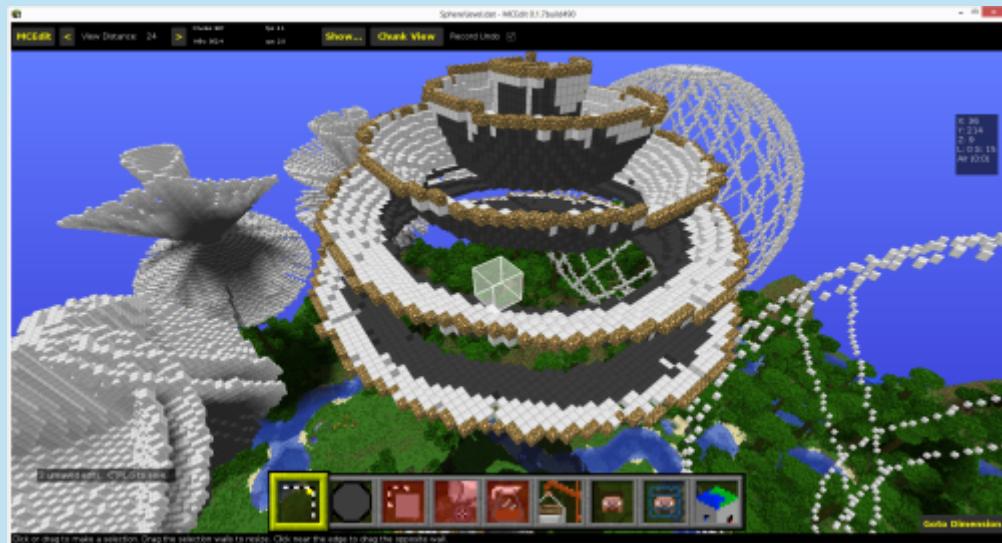
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Polar Sphere v1

posted Jun 15, 2013, 9:46 PM by Adrian Brightmoore [updated Aug 11, 2013, 10:17 AM]

This is a parameterised custom MCEdit filter that plots a function in polar co-ordinates within your selection box.

Version 2 allows you to specify the angle bounds (min/max) to be rendered - you can now draw segments of the sphere.



Spheres from Parameterised Polar Functions

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The options are:

Path Length: How many iterations of the function to run. If your shape is truncated, increase this number and re-run.

Horizontal Period: This is a multiplier for the number of revolutions of angle in the horizontal plane each function iteration

Vertical Period: This is the multiplier for the number of revolutions of angle in the vertical plane each function iteration.

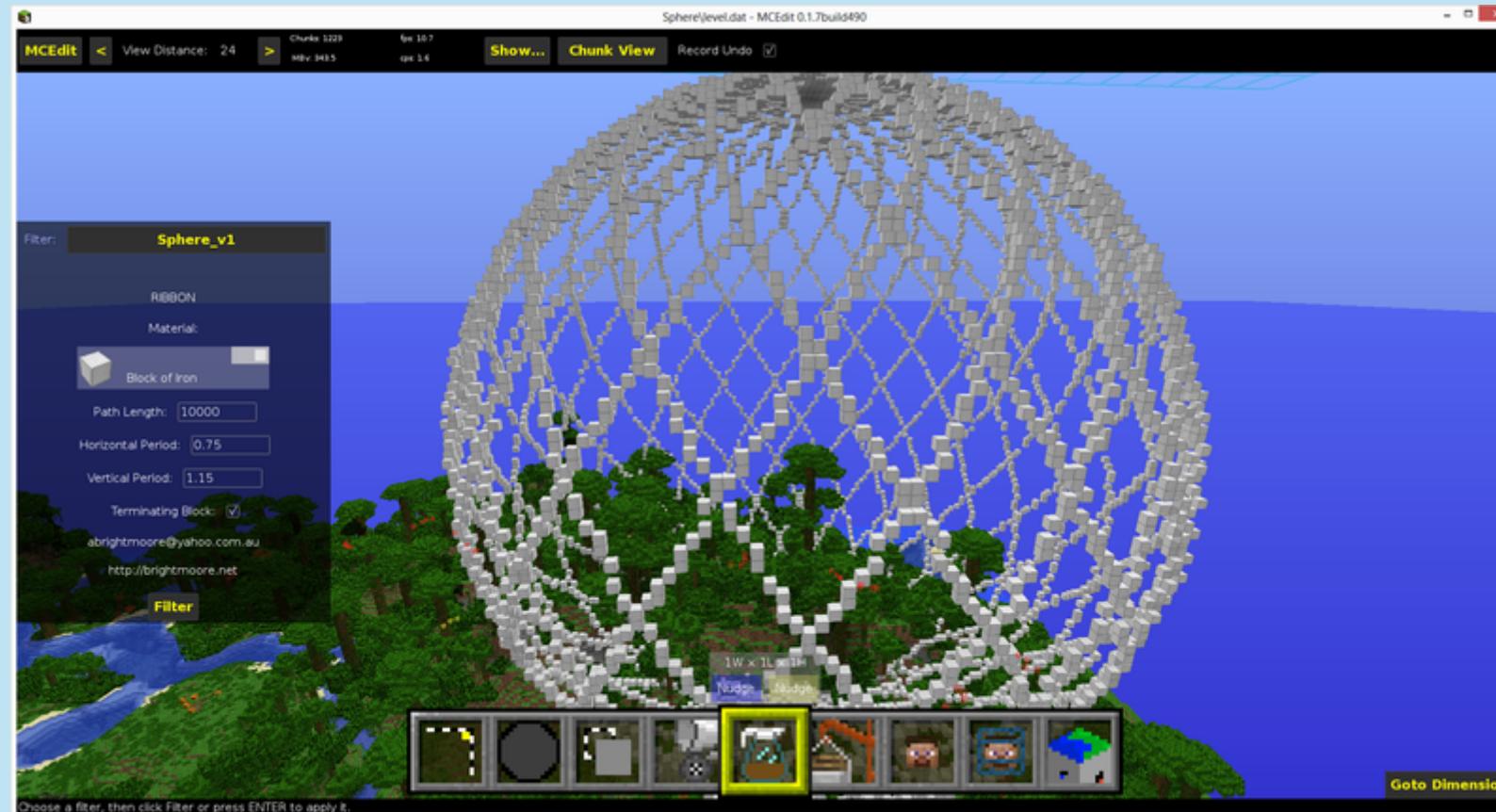
Radius Period: The line length is derived from the smallest dimension of the selection box, but this parameter can cause it to change in a sinusoidal way with each iteration.

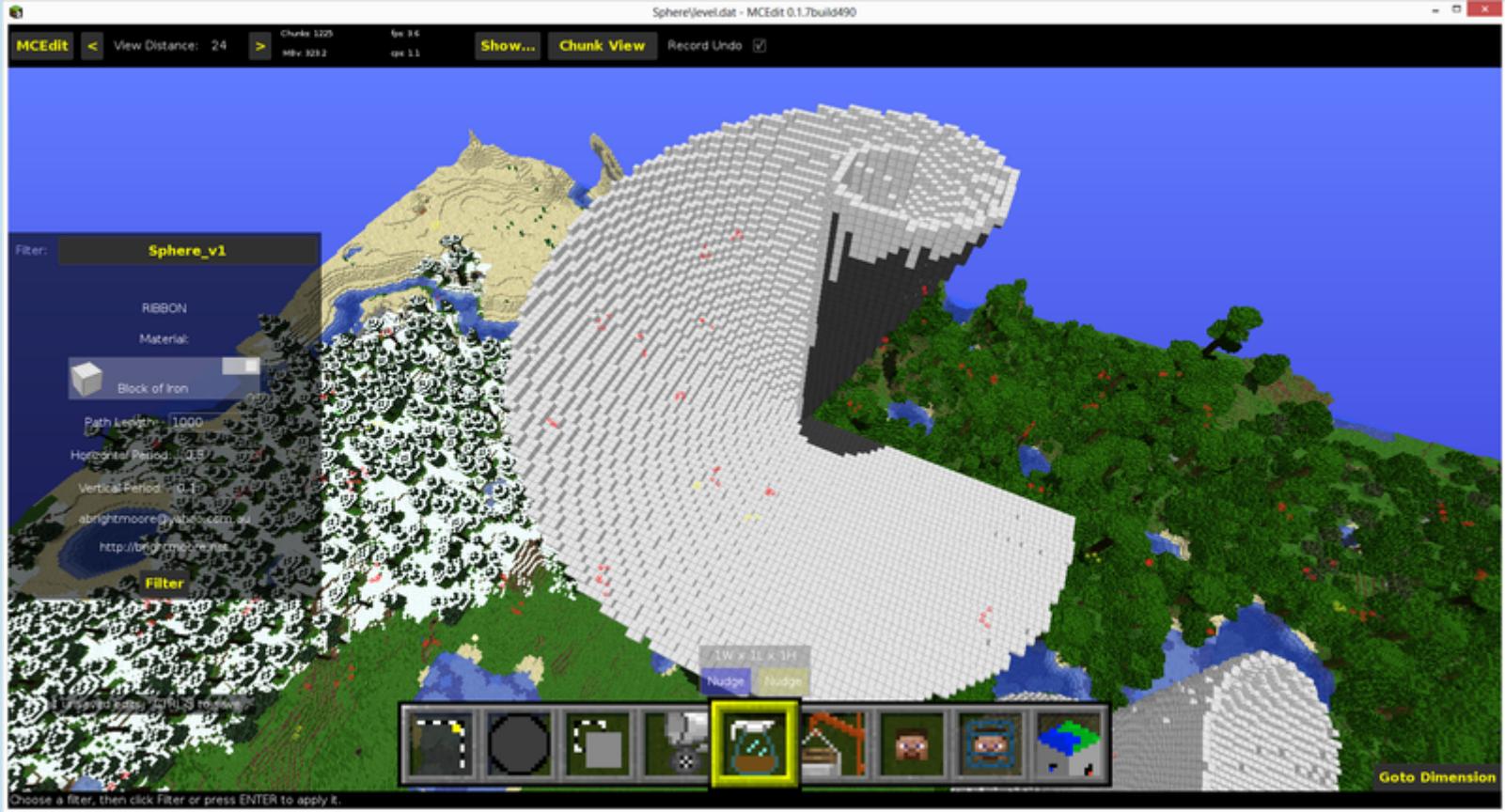
Radius Percent Gap: If greater than 0, this will leave space in the middle of the object and only draw a path near the edge.

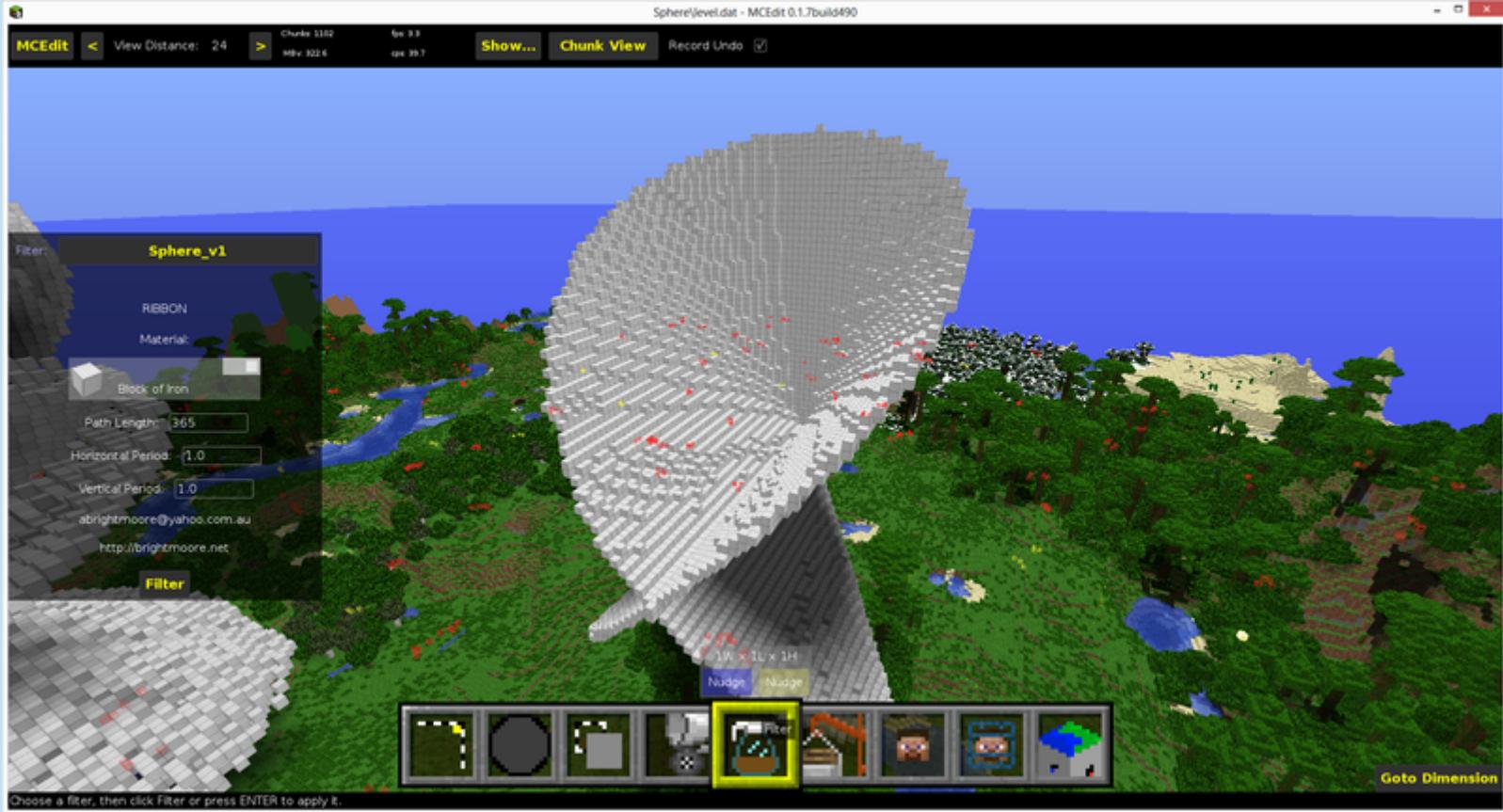
Terminating Block: If True, this only draws the last block in the line each iteration (i.e. the edge block).

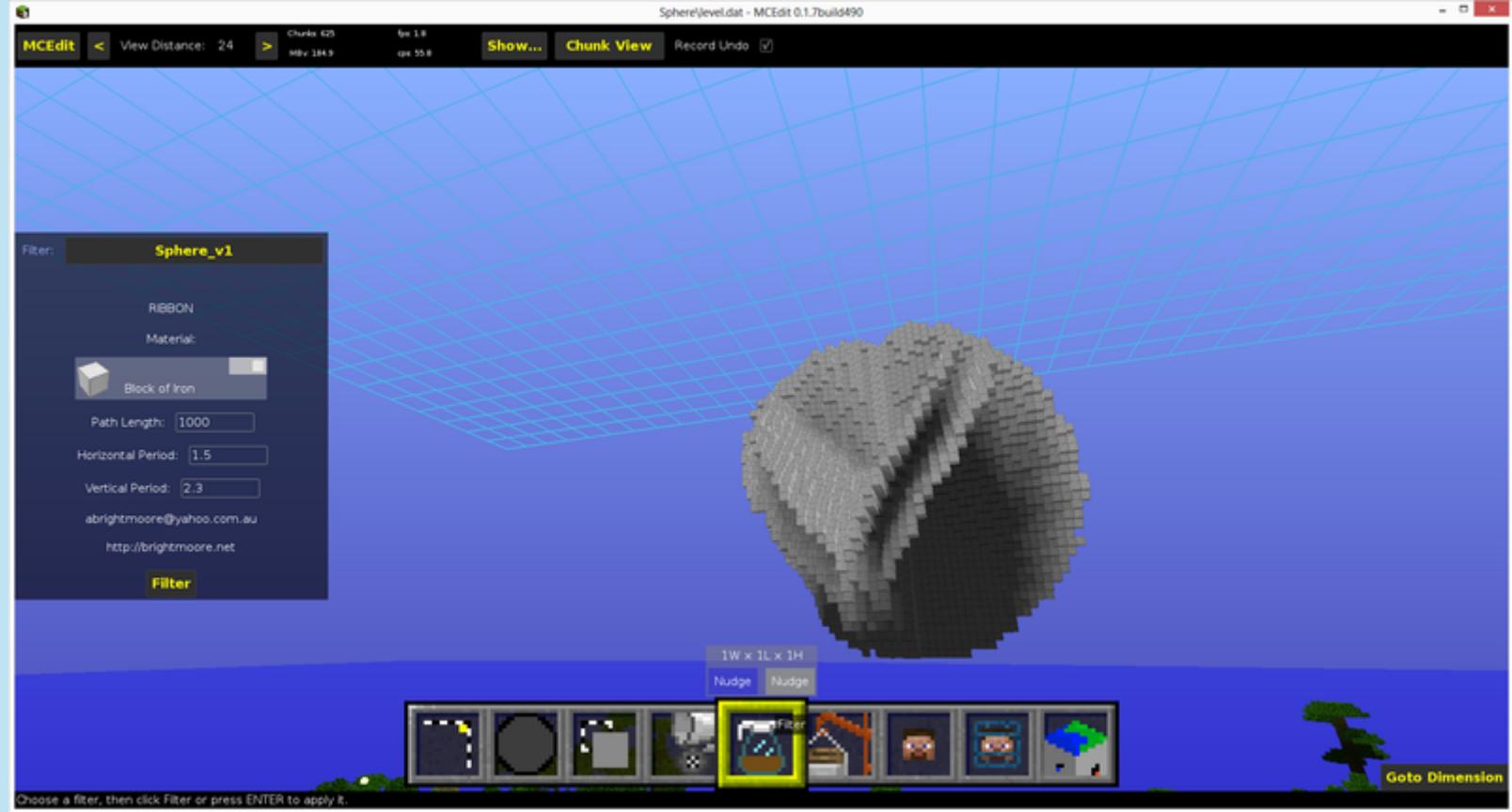
Compound Angles: If True then the next angle is calculated using the sum of previous angles. If False, it uses a fixed step size each iteration.

Some examples with parameters:

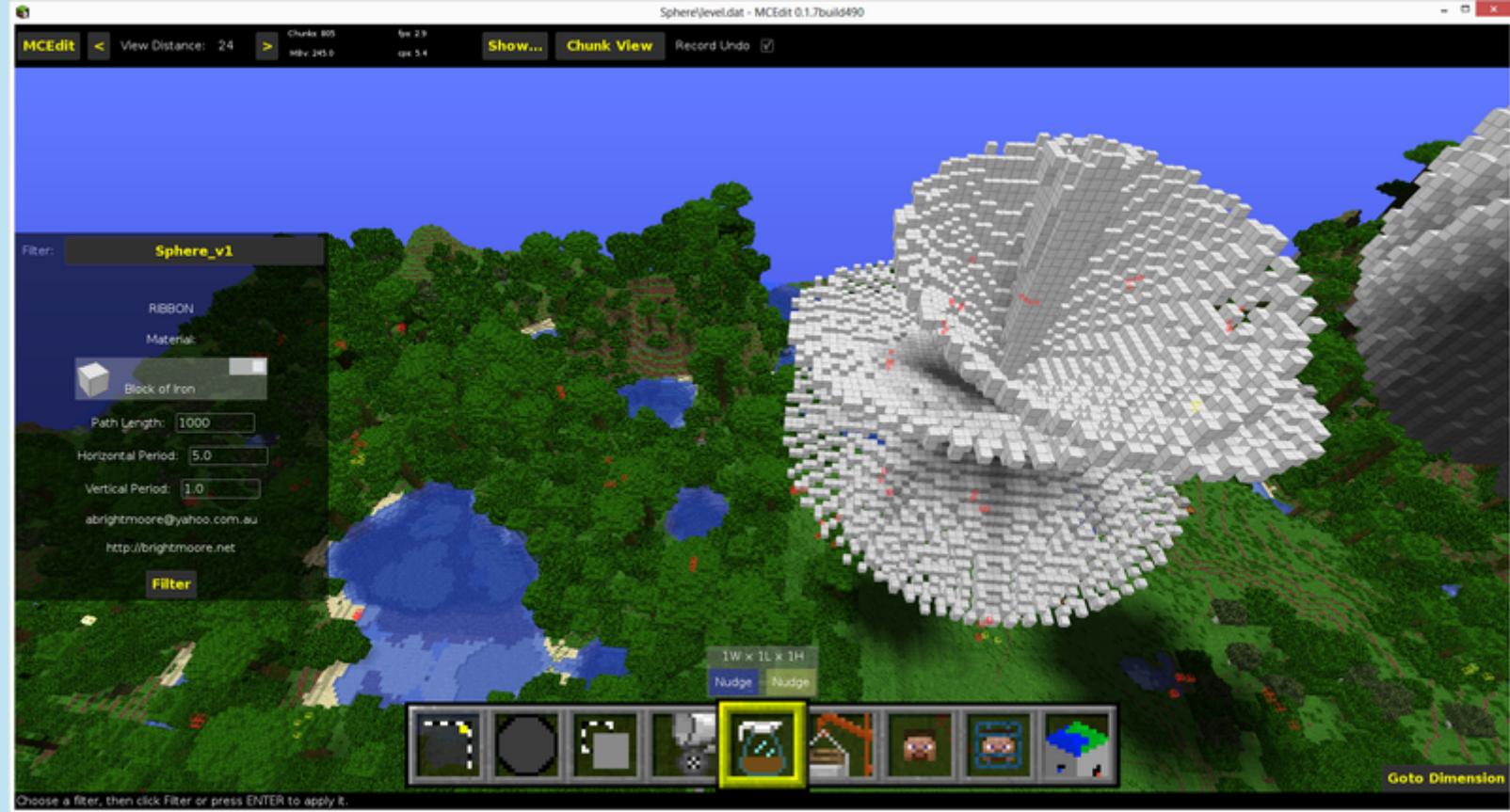












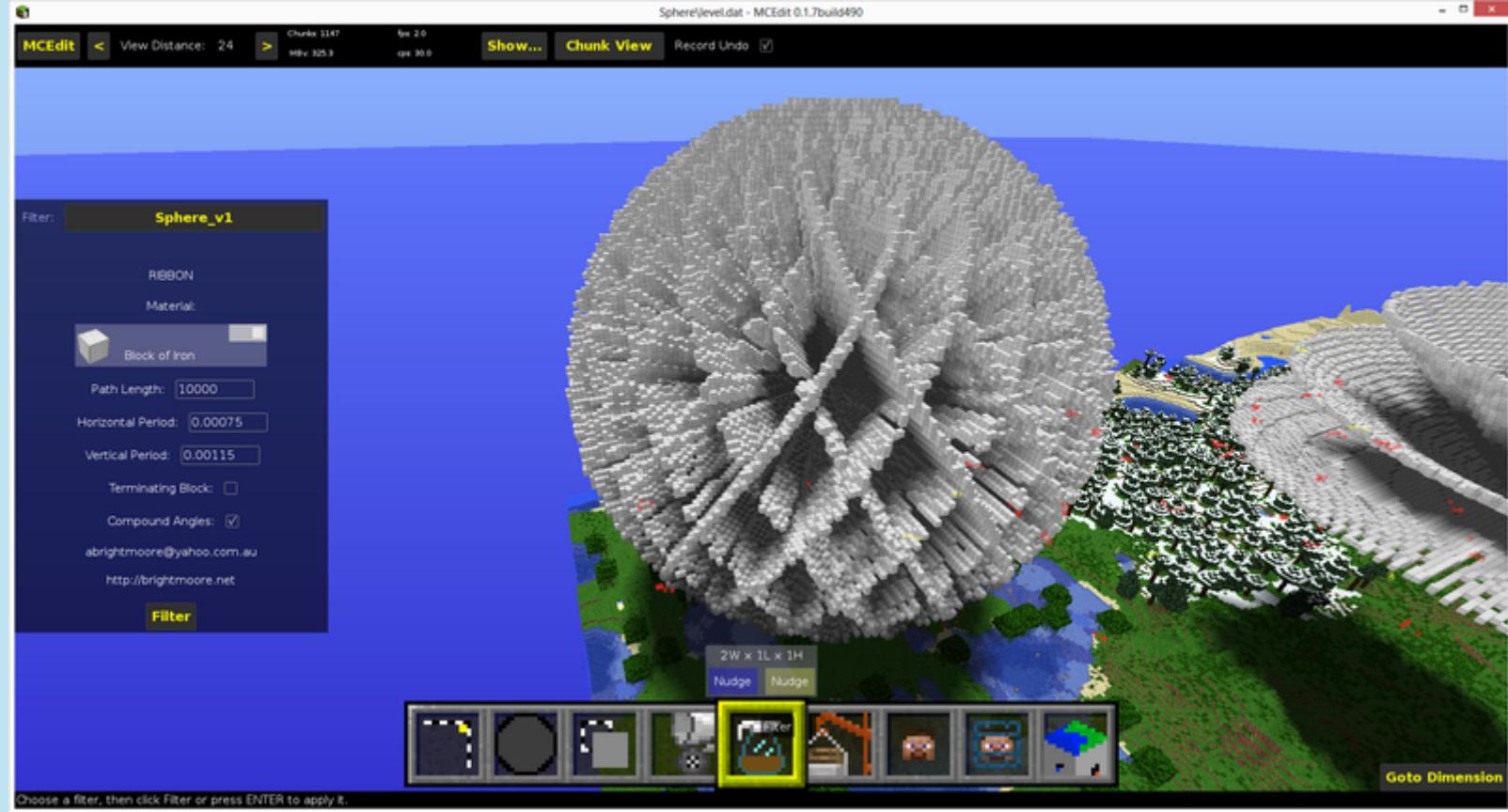
Polar Sphere MCEdit filter

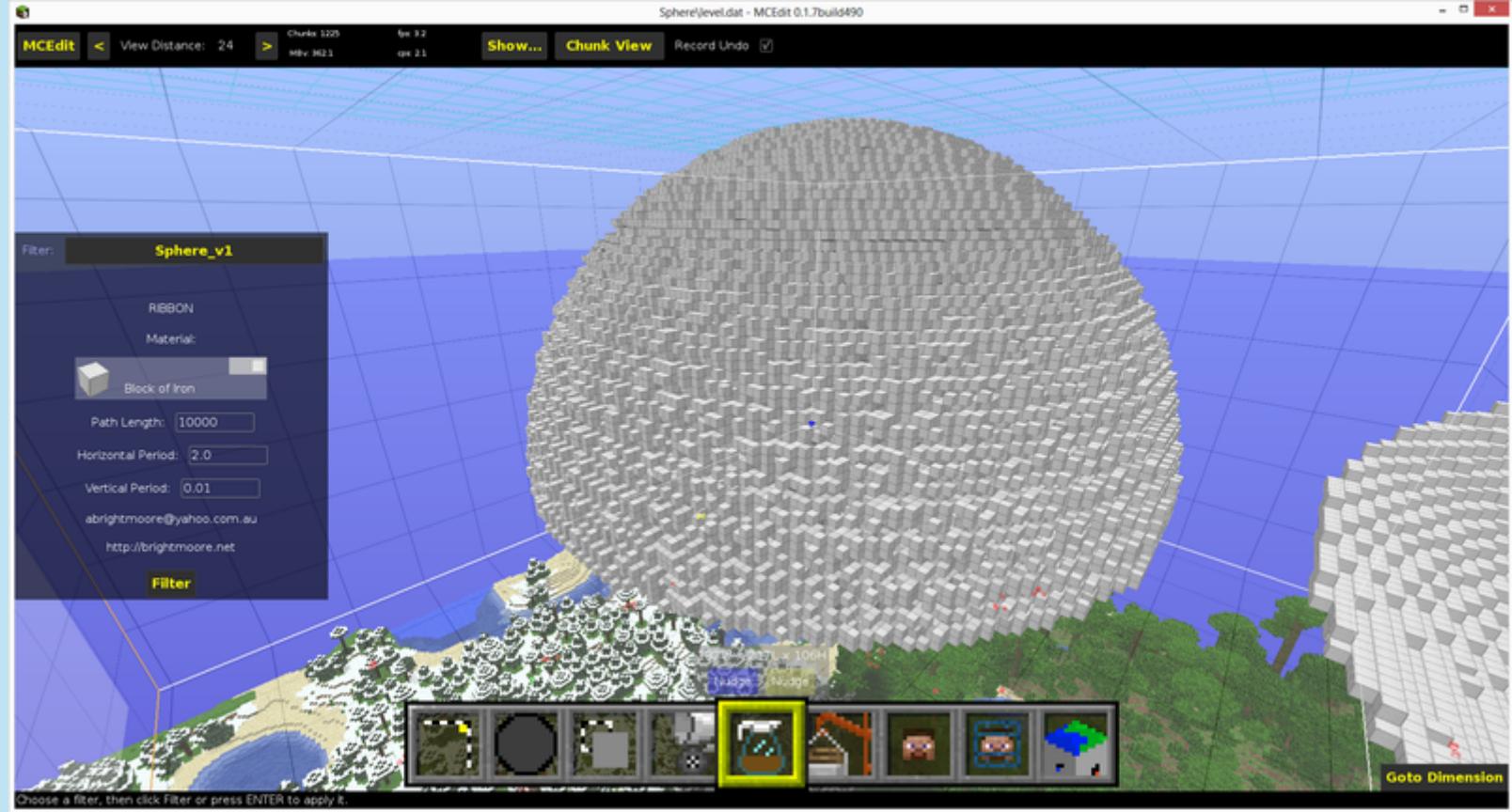


Use this to:

1. make custom foliage and plants
2. create swirly spheres
3. generate swishing circular paths
4. make spherical meshes
5. create propeller-like things
6. make interesting spheres with some structure to them.











Sphere_v1.py (6k)	Adrian Brightmoore, Jun 15, 2013, 9:47 PM	v.1	
Sphere_v2.py (7k)	Adrian Brightmoore, Aug 11, 2013, 10:16 AM	v.1	

Comments

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