

```
t = np.linspace(-1, 1, 100)    # Time t = -1.0, -.98, ..., 1
s = 2 * np.pi * t             # Angle
radius = 2                     # Radius of helix
h = 1.0                        # Vertical "speed"
```

```
vg = ts.volume()
pg = ts.cone(src_orig_dist=radius, src_det_dist=2 * radius)
```

```
R = ts.rotate(pos=0, axis=(1, 0, 0), angles=s)
T = ts.translate(axis=(1, 0, 0), alpha = h * s / (2 * np.pi))
H = T * R
```

```
ts.svg(vg, H * pg.to_vec())
```

