

zwei 3D-Objekte

name myWindow

jit.gl.gridshape myWindow @shape cube @position -5 0 -10

jit.gl.gridshape myWindow @shape cube @position 5 0 -10





qmetro 30

t b erase

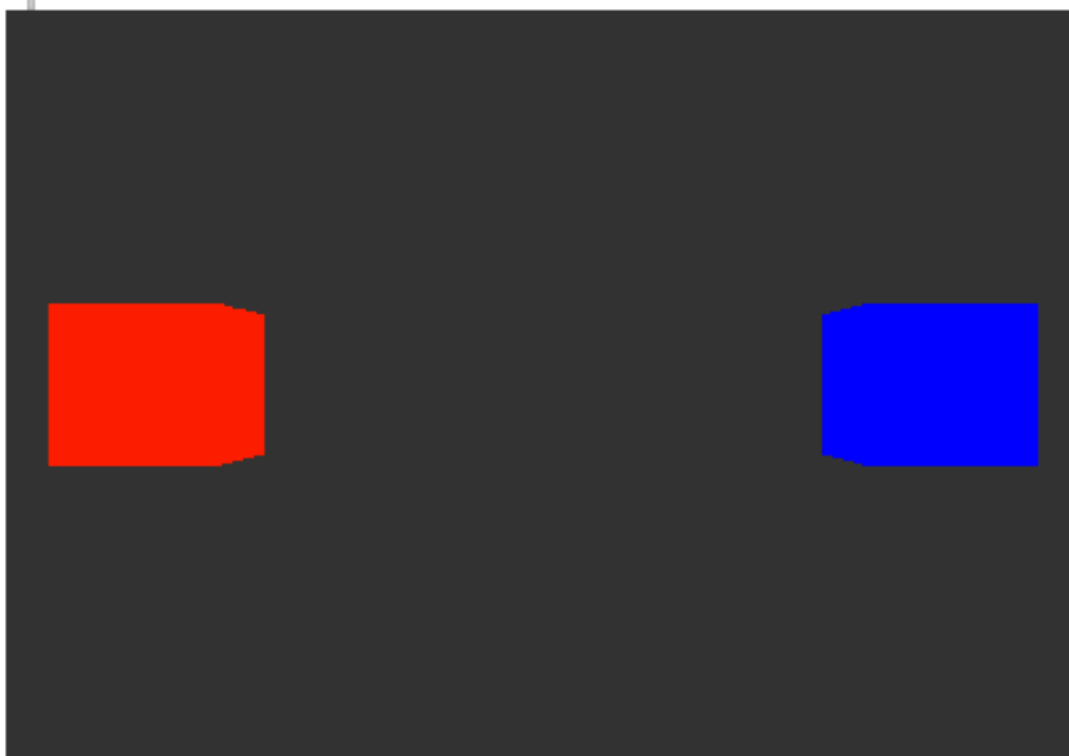
jit.gl.render myWindow

name myWindow

zwei 3D-Objekte mit
unterschiedlichen Farben

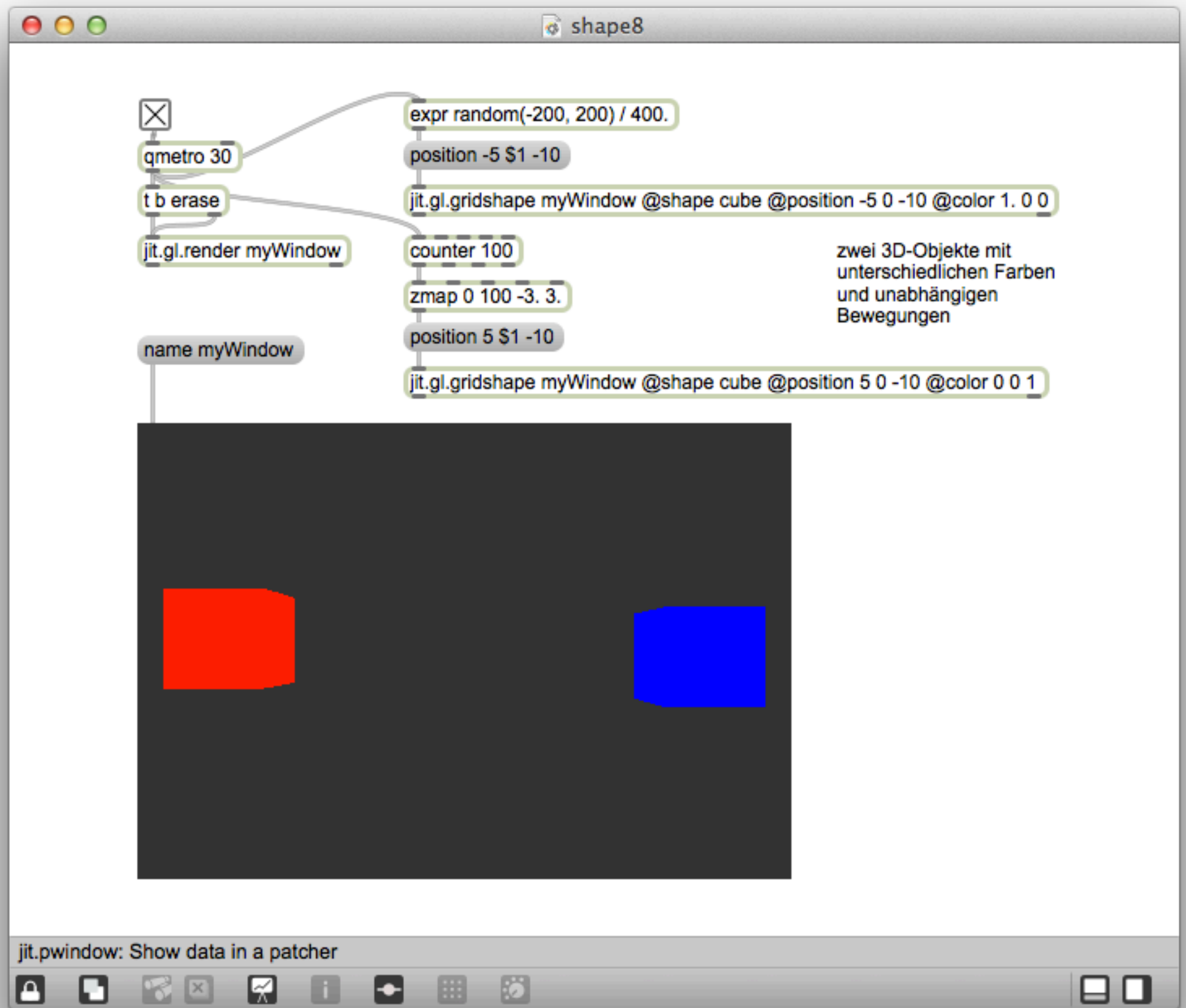
jit.gl.gridshape myWindow @shape cube @position -5 0 -10 @color 1. 0 0

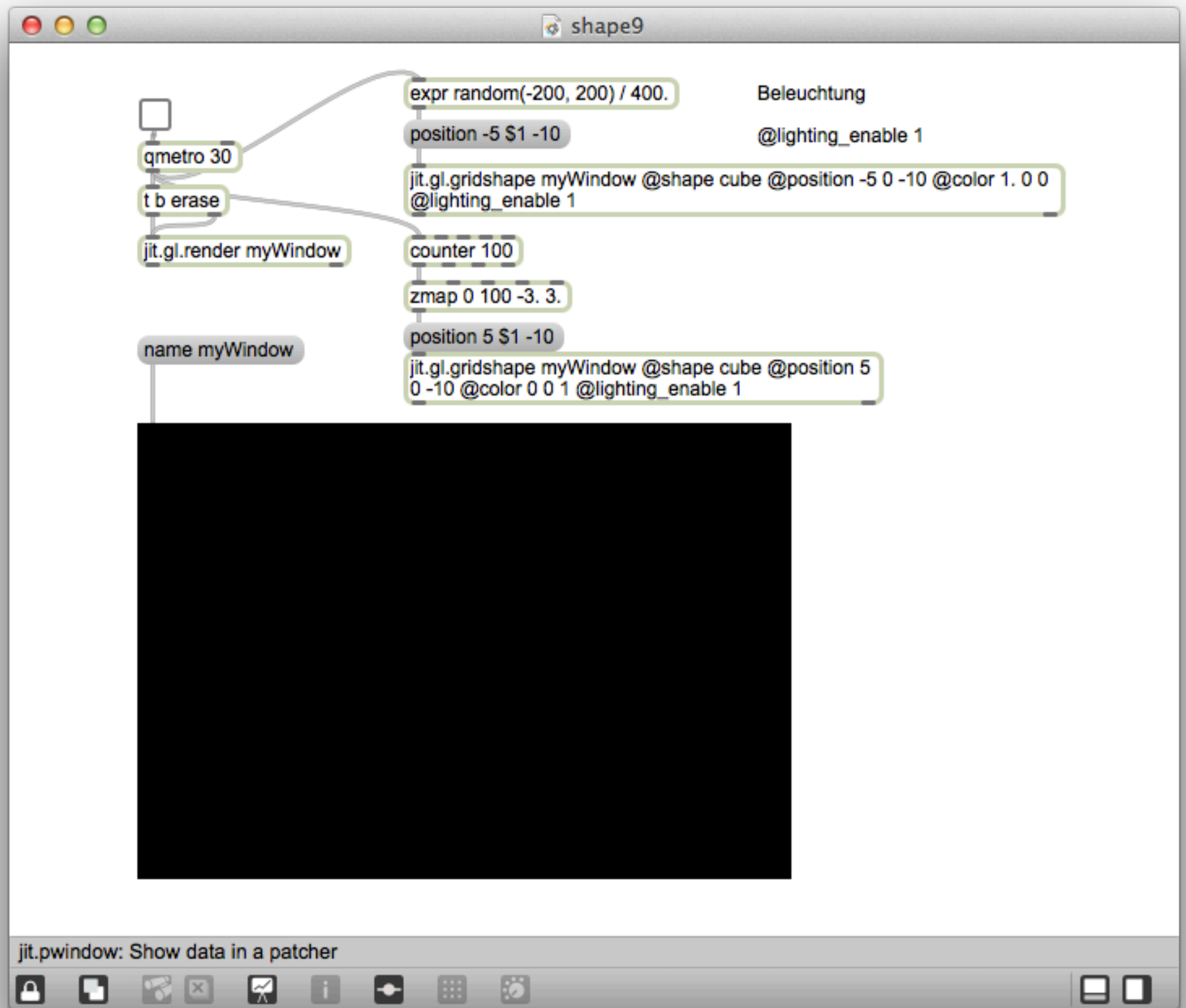
jit.gl.gridshape myWindow @shape cube @position 5 0 -10 @color 0 0 1

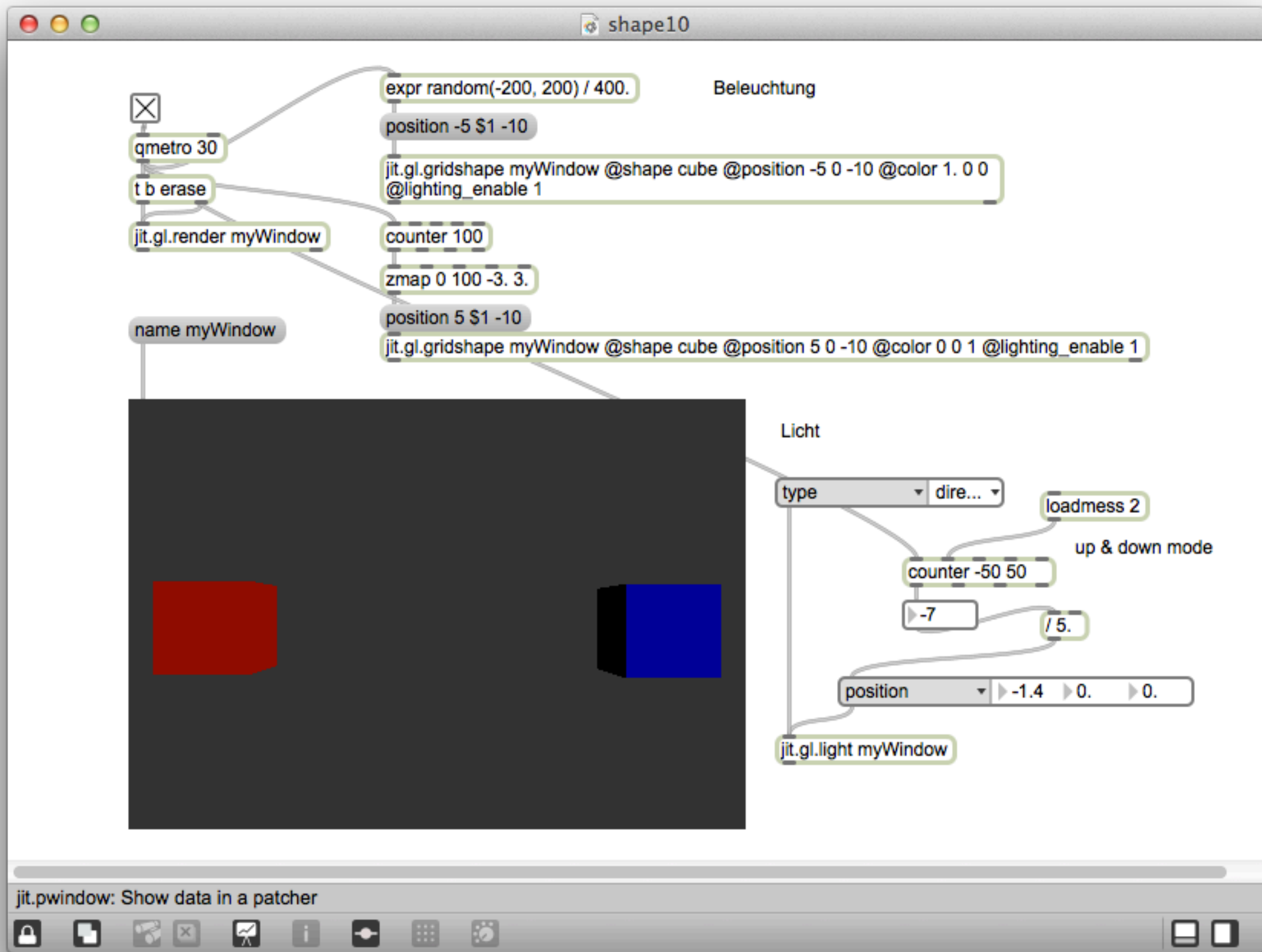


jit.pwindow: Show data in a patcher



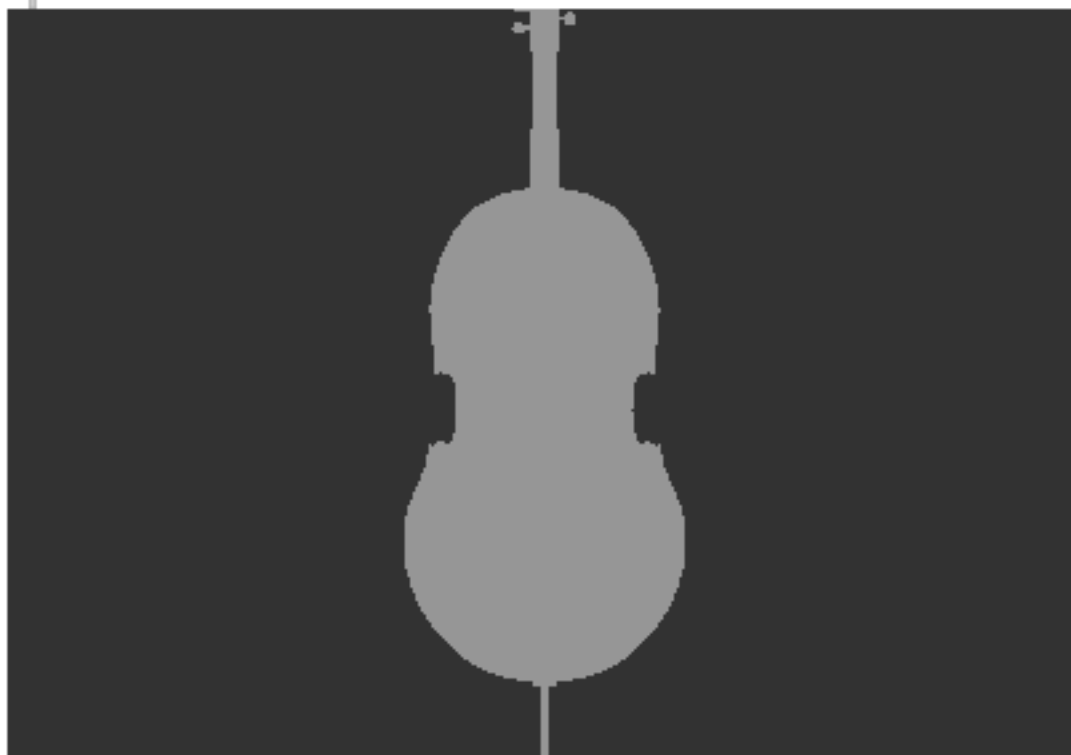
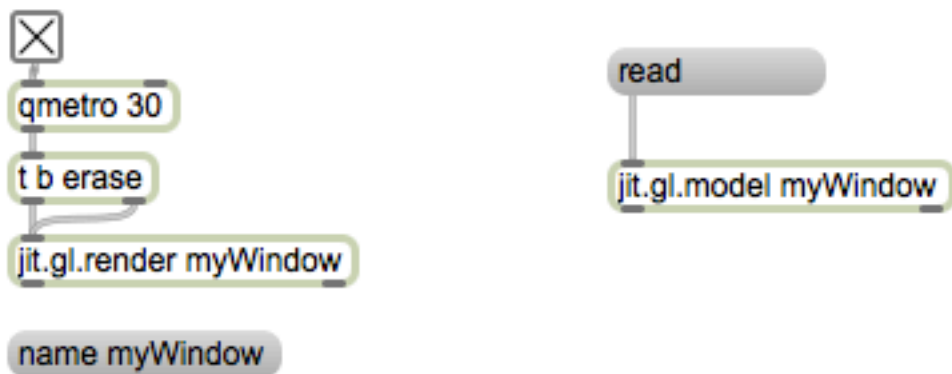






3D Model in Jitter

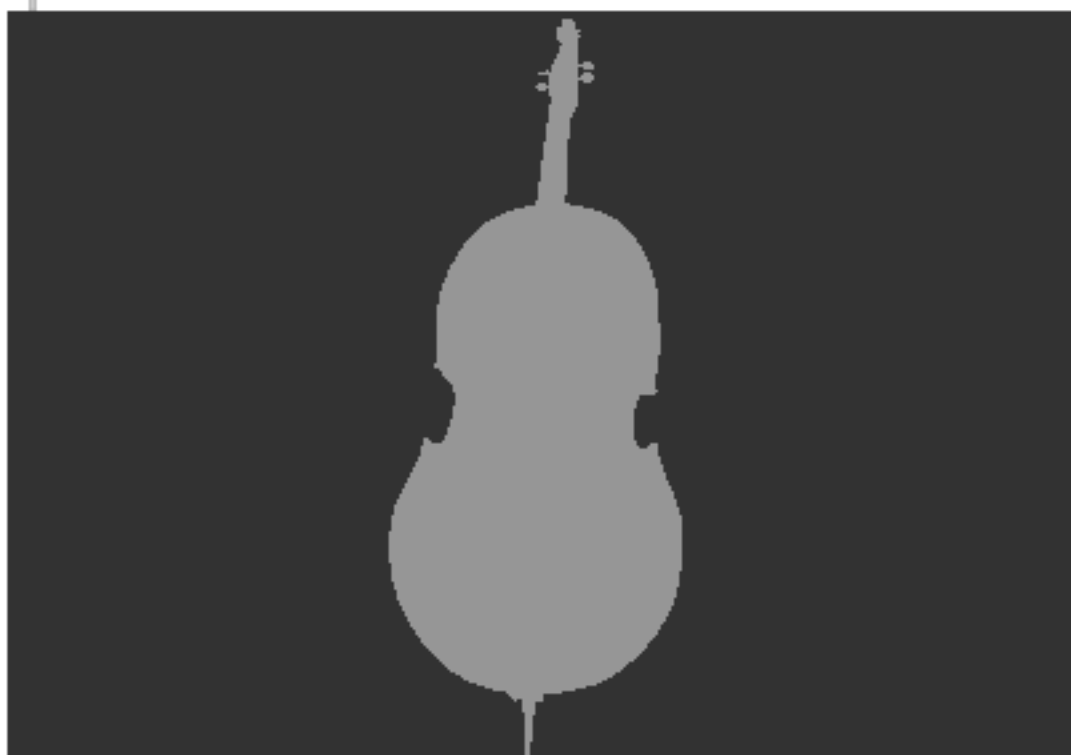
free object:

<http://www.turbosquid.com/Search/3D-Models/free/obj>

jit.gl.handle



name myWindow

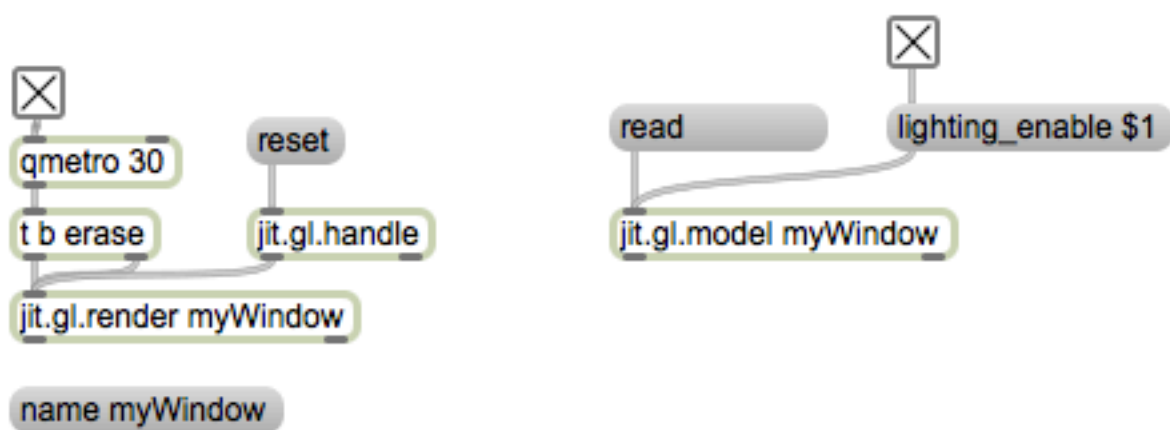


command = Move
option = Zoom

jit.pwindow: Show data in a patcher



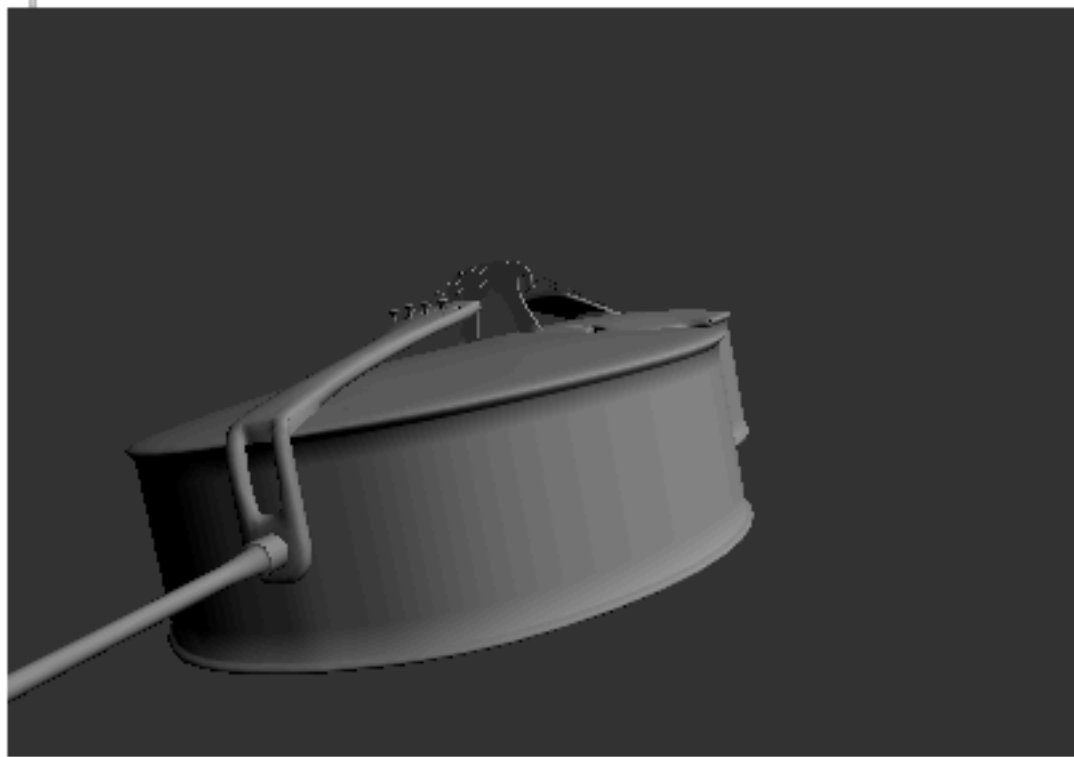
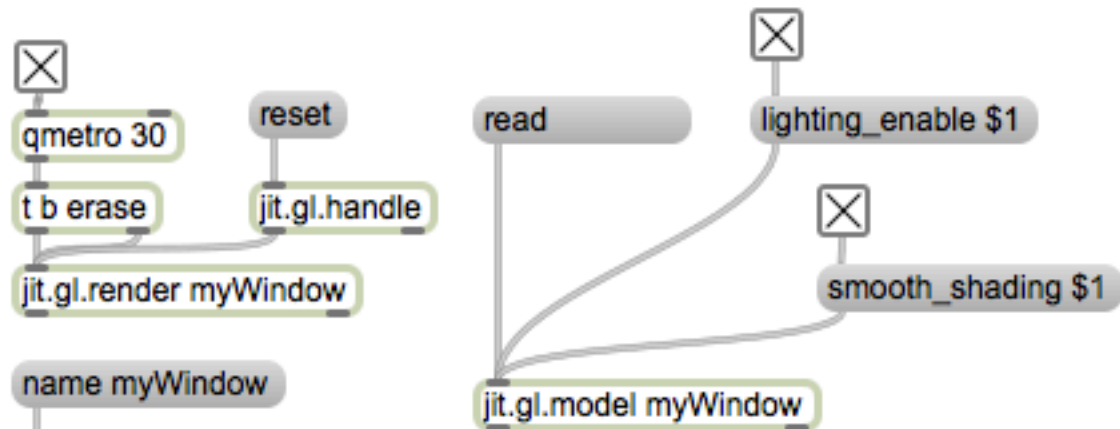
mit Licht



jit.pwindow: Show data in a patcher



Smooth shading



jit.pwindow: Show data in a patcher



