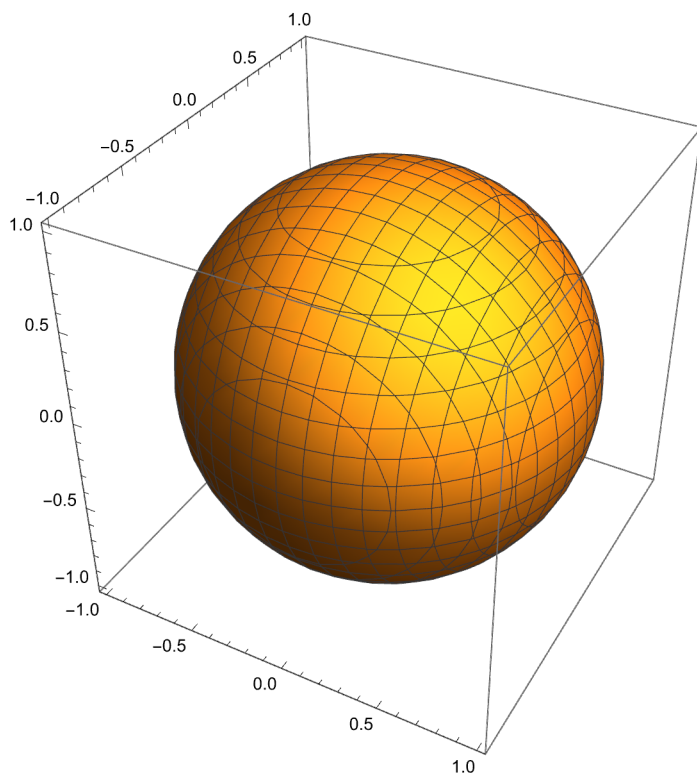


镂空曲面-Mesh

In[]:= `ContourPlot3D[x2 + y2 + z2 == 1, {x, -1, 1}, {y, -1, 1}, {z, -1, 1}]`
| 三维等高线

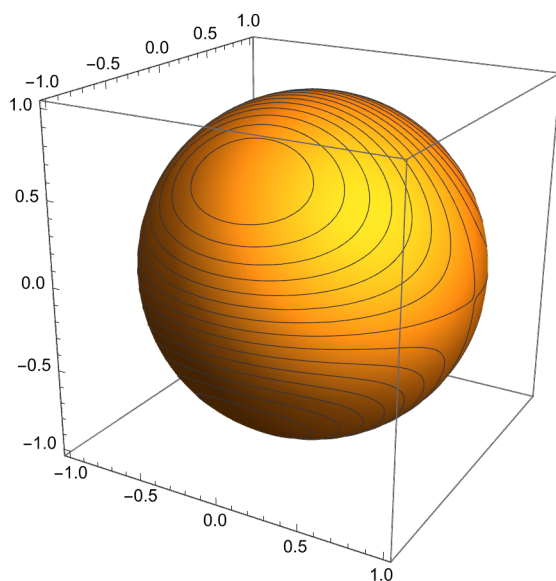
Out[]:=



修改网格线

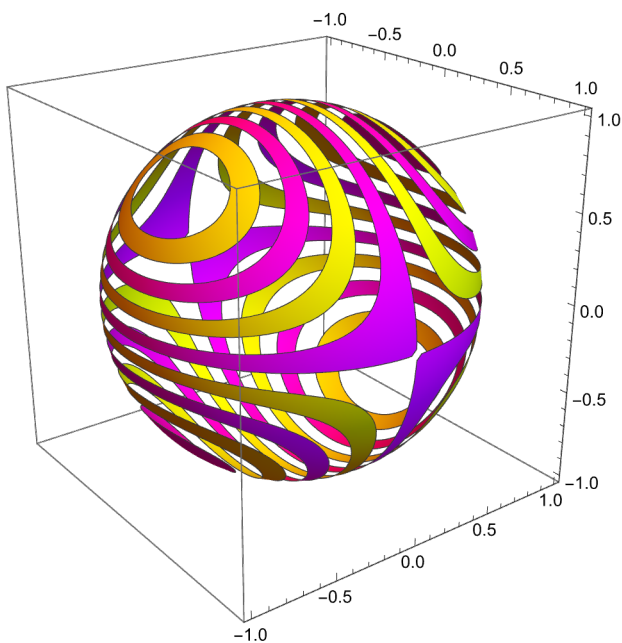
```
In[ ]:= ContourPlot3D[x^2 + y^2 + z^2 == 1, {x, -1, 1}, {y, -1, 1},
三维等高线
{z, -1, 1}, Mesh → 15, MeshFunctions → {#3 #2 &}, PlotPoints → 40]
网格 网格函数 绘图点
```

Out[]:=



```
In[ ]:= ContourPlot3D[x^2 + y^2 + z^2 == 1, {x, -1, 1}, {y, -1, 1}, {z, -1, 1}, Mesh → 15,
三维等高线 网格
MeshFunctions → {#3 #2 &}, MeshShading → {None, Yellow, None, Magenta}, PlotPoints → 40]
网格函数 网格着色 无 黄色 无 品红色 绘图点
```

Out[]:=



```

In[ ]:= ContourPlot3D[x^2 + y^2 + z^2 == 1, {x, -1, 1}, {y, -1, 1},
  三维等高线
  {z, -1, 1}, Mesh → 15, MeshFunctions → {#1^2 + #1 #2 #3 &},
  网格 网格函数
  MeshShading → {None, Yellow, None, Magenta}, PlotPoints → 40]
  网格着色 无 黄色 无 品红色 绘图点

```

Out[]:=

