

Spin It

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This document demonstrates a JavaScript API which allows the user to interactively spin a model (actually, revolve the camera around it) by dragging the mouse on the 3D Annotation and then releasing, whereupon it keeps spinning.

Rotation is free about the vertical (z) axis, and dampened while mouse-dragging for interactive grip. However, pitch (elevation; incidence) rotations are always dampened. Due to a limitation in camera orientation (scheduled to be fixed) it is not yet possible to allow free-rotations in any direction, other than about the equator, without encountering gimble lock effects.

JavaScript API Parameter Examples

The following six presets demonstrate the three API settings. Note that a combination of weak mouse force and less friction create the effect of greater mass.

Mouse Force: Weak Strong

Friction: Less More

Pitch: Small Full

Reset to Default

