

CAPH.WUI.ENGINE.RENDERING.SPHERE GEOMETRY

SphereGeometry is typically used for creating a sphere with user defined 'radius', 'number of widthSegments' and 'number of heightSegments'

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Constructor

SphereGeometry	
Description	
Geometry 'SphereGeometry' method allows you to create sphere geometry for an object. This method doesn't take any argument. Return a factory to create SphereGeometry.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.SphereGeometry().build(100, 100, 100); var material = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, material.build({ color: Math.random() * 0xffffffff, opacity: 0.5 })); basePage.add(object); var renderer = new AccRendering.CanvasRenderer(); renderer.render(basePage);</pre>	

Methods

SphereGeometry	
Description	
(Constructor) Geometry 'SphereGeometry' method allows you to create sphere geometry for an object. This method doesn't take any argument. Return a factory to create SphereGeometry.	
Parameters	■Void

Return	<div> <div>■Object</div> <div>- A factory to create SphereGeometry</div> </div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.SphereGeometry().build(100, 100, 100); var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 })); basePage.add(object); var renderer = new AccRendering.CanvasRenderrer(); renderer.render(basePage); </pre>	
build	
Description	
Geometry 'SphereGeometry' method allows you to create sphere geometry for an object.	
Parameters	<div> <div>■radius (Optional)</div> <div>- Number</div> <div>- sphere radius.</div> <div>- [default : 50]</div> <div>■widthSegments (Optional)</div> <div>- Number</div> <div>- number of horizontal segments. Minimum value is 3</div> <div>- [default : 8]</div> <div>■heightSegments (Optional)</div> <div>- Number</div> <div>- number of vertical segments. Minimum value is 2</div> <div>- [default : 6]</div> <div>■phiStart (Optional)</div> <div>- Number</div> <div>- specify horizontal starting angle.</div> <div>- [default : 0]</div> <div>■phiLength (Optional)</div> <div>- Number</div> <div>- specify horizontal sweep angle size.</div> <div>- [default : Math.PI * 2]</div> <div>■thetaStart (Optional)</div> <div>- Number</div> <div>- specify vertical starting angle.</div> <div>- [default : 0]</div> <div>■thetaLength (Optional)</div> <div>- String</div> <div>- specify vertical sweep angle size.</div> <div>- [default : Math.PI]</div> </div>
Return	<div> <div>■Object</div> <div>- An instance of THREE.SphereGeometry</div> </div>
Emulator Support	Y
SDK Constraint	none
Example	

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var renderrer = new AccRendering.CanvasRenderrer();
renderrer.render(basePage);
```