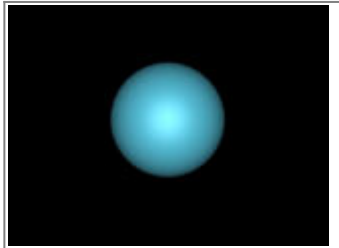


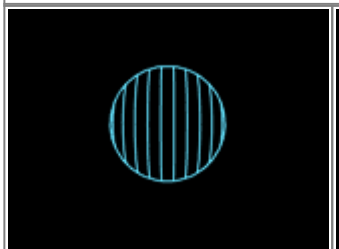
## Contour axis

With the [Object line types](#) panel, you can assign which axis you want the contours to run over. You can choose the object's X, Y or Z axis, or the view (camera's) X, Y or Z axis. The default is the object's Y-axis.

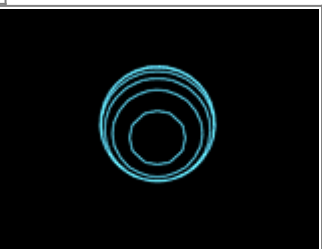
## Object X, Y, Z



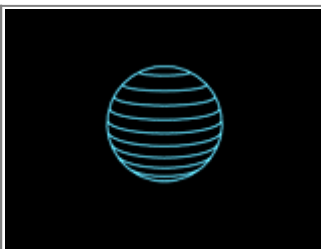
Original rendered sphere



Object X  
(default)



Object Z

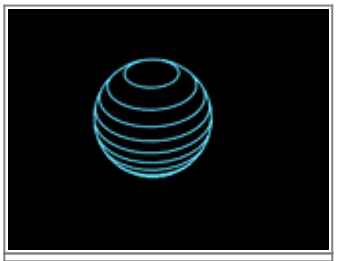


Object Y

## View X, Y, Z

The view X, Y and Z options keep the contour lines consistent, no matter what the camera does.

For example, if you have assigned contour lines to the object's Z axis, and the camera pans around the object, the contour lines will change their orientation. Thus, assigning contour lines to the object's X, Y or Z axis is equivalent to painting lines on the object itself. If the camera moves around, those lines will always be on the same place on the object.:



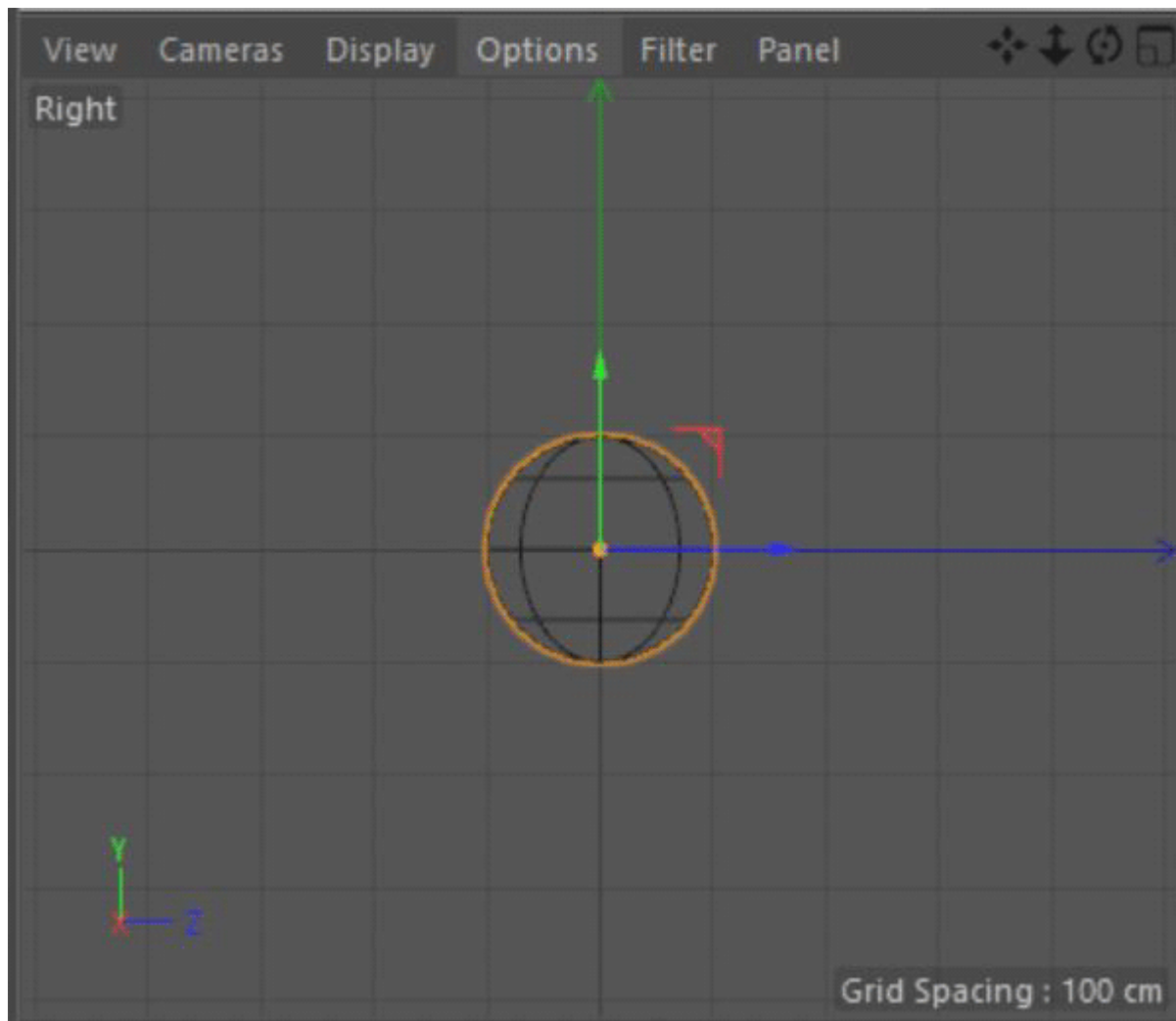
(same as above,  
but camera moved) |

In contrast, if you make the contour lines relative to the view, these lines will always be consistent with respect to the camera.

## How axes are specified

The axis definition for the camera and for the objects are actually different.

For the object, the Z axis runs up and down and the Y axis runs in and out of the screen. For the camera, the Z axis runs in and out of the screen and the Y axis runs up and down.



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