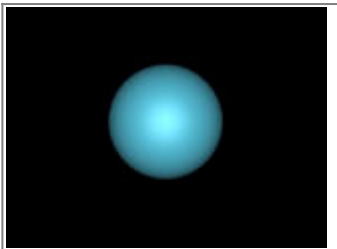


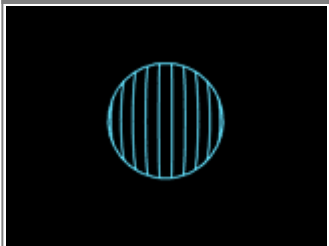
# Contour axis

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 Z-axis.

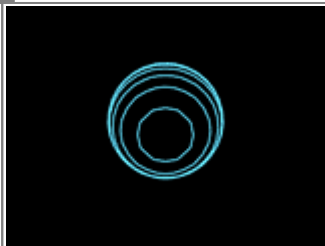
## Object X, Y, Z



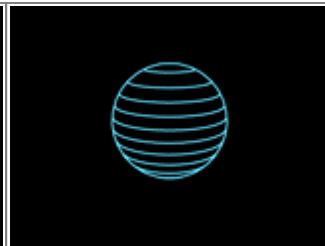
Original rendered sphere



Object X



Object Y

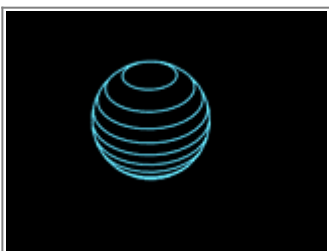


Object Z  
(default)

## 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.:



Object Z  
(same as above,  
but camera moved)

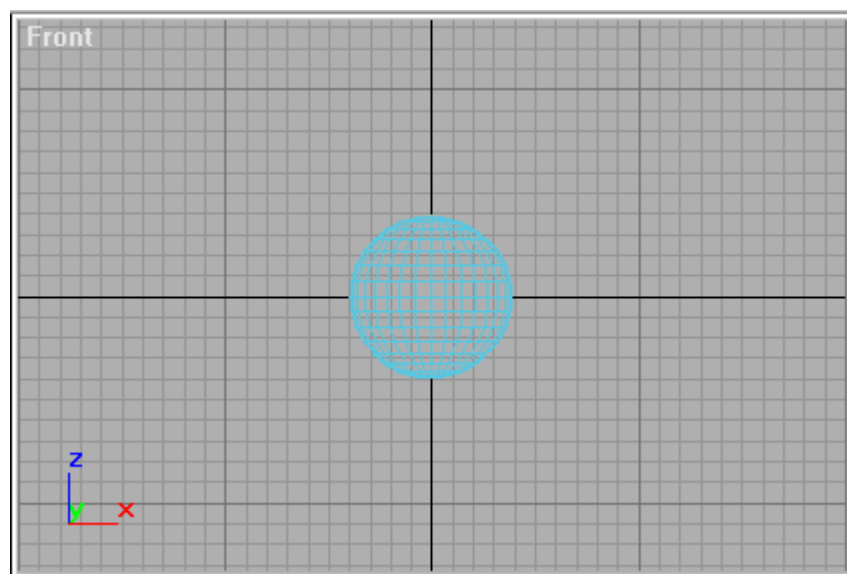
In contrast, if you make the contour lines relative to the view, these lines will always be consistent with

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.



[Go Back](#)

From:

<https://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:

[https://wiki.pangolin.com/doku.php?id=tools:lcmax:contour\\_axis&rev=1620033125](https://wiki.pangolin.com/doku.php?id=tools:lcmax:contour_axis&rev=1620033125)

Last update: **2021/05/03 11:12**

