

1.0 Example: Creating a Normal 3D Plot

This example will display a Normal 3D Plot for a sphere of Uranium encased in a sphere of lead.

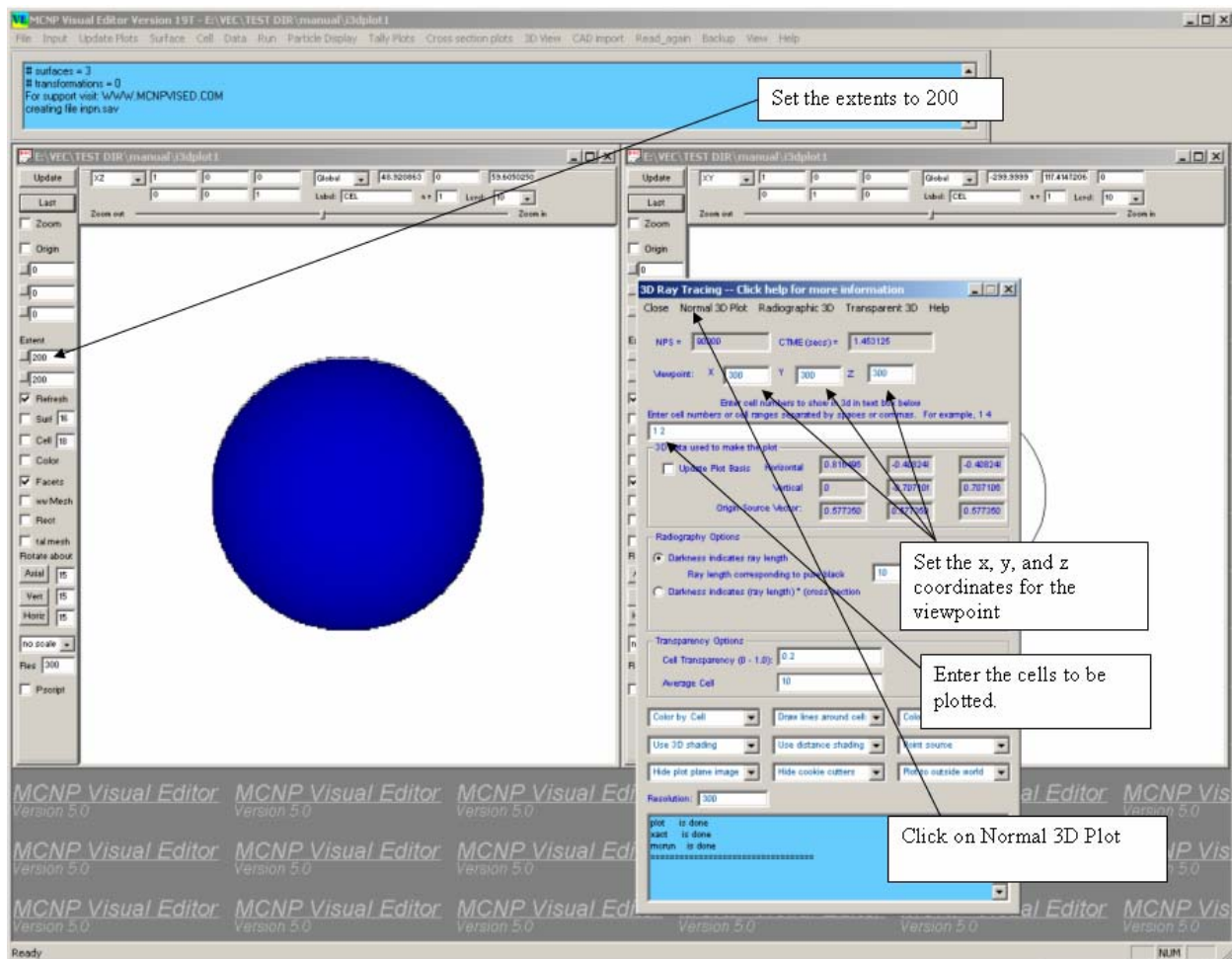


Figure 1-1 Normal 3D Plot of a Sphere

Start the Visual Editor.

Click on **File...Open** and select the input file i3dplot1.

Click on **Update Plots**.

Set the **Extents to 200** as indicated in *Figure 1-1*.

This input file contains three spheres. The inside sphere is uranium. It is surrounded by a sphere of lead. An outer sphere of air is added to allow for a viewpoint. For the plotting to work, the viewpoint must be inside a cell that is not of zero importance (the outside world). Generally, to create the 3D plots, a large sphere must be added to the geometry to contain the viewpoint.

Click **3DView...Ray Traced Image** from the Main Menu.

On the 3D Ray Tracing Panel, **enter 300 in each of the x, y, and z coordinates** for the viewpoint. The viewpoint must not be on the plot plane. Because the active window is an XZ slice at the origin, The y coordinate must not be zero.

Enter 1, 2 in the box to indicate that cells one and two will be plotted. Cell three must not be entered because it contains the viewpoint. Cell four must not be entered because it is of zero importance (the outside world).

Click Normal 3D Plot.

Figure 1-1 shows the result.