

NAME

glutSolidSphere, glutWireSphere - render a solid or wireframe sphere respectively.

SYNTAX

```
void glutSolidSphere(GLdouble radius,  
                    GLint slices, GLint stacks);  
void glutWireSphere(GLdouble radius,  
                   GLint slices, GLint stacks);
```

ARGUMENTS

| | |
|---------------|---|
| <i>radius</i> | The radius of the sphere. |
| <i>slices</i> | The number of subdivisions around the Z axis (similar to lines of longitude). |
| <i>stacks</i> | The number of subdivisions along the Z axis (similar to lines of latitude). |

DESCRIPTION

Renders a sphere centered at the modeling coordinates origin of the specified radius. The sphere is subdivided around the Z axis into slices and along the Z axis into stacks.

SEE ALSO

glutSolidCube, glutSolidCone, glutSolidTorus, glutSolidDodecahedron, glutSolidOctahedron, glutSolidTetrahedron, glutSolidIcosahedron, glutSolidTeapot

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