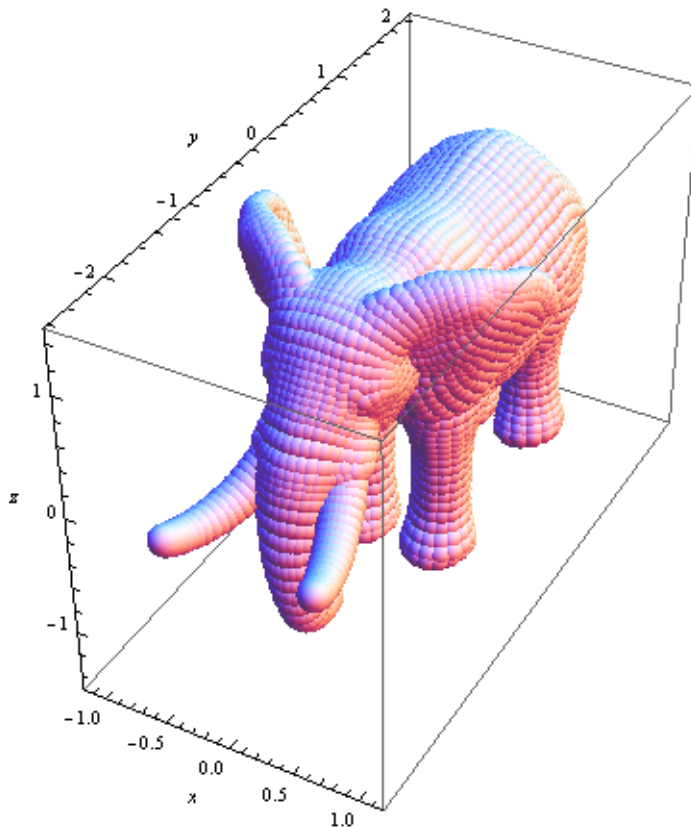
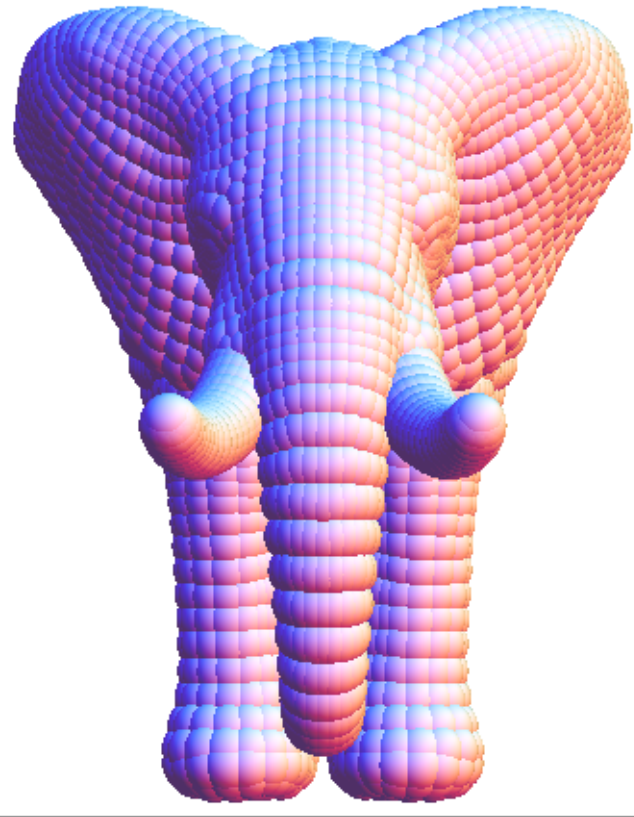


Pensieve header: Projecting the elephant from <http://www.blendswap.com/blends/view/18009>.

```
SetDirectory["C:\\drorbn\\AcademicPensieve\\2013-04\\Elephant"];
vs = Get["ElephantVertices.m"];
{{x0, y0, z0}, {x1, y1, z1}} =
  {Min /@ Transpose[vs] - 0.1, Max /@ Transpose[vs] + 0.1};
vs1 = vs;
Do[
  j = RandomInteger[{1, k}];
  If[j ≠ k, vs1[{{k, j}}] = vs1[{{j, k}}]],
  {k, Length[vs], 2, -1}
];
Graphics3D[Sphere[#, 0.1] & /@ vs, Axes → True, AxesLabel → {x, y, z}] // Rasterize
```



```
Graphics3D[Sphere[#, 0.1] & /@ vs, ViewPoint -> {0, -∞, 0}] // Rasterize
```




```
ColorData /@ {"VisibleSpectrum", "BlackbodySpectrum", "Rainbow"}
```

ColorData:note: BlackbodySpectrum is not a known entity, class, or tag for ColorData. Use ColorData[] for a list of entities. >>

```
{ColorDataFunction[{380, 750}, ],  
ColorData[BlackbodySpectrum], ColorDataFunction[{0, 1}, ]}
```

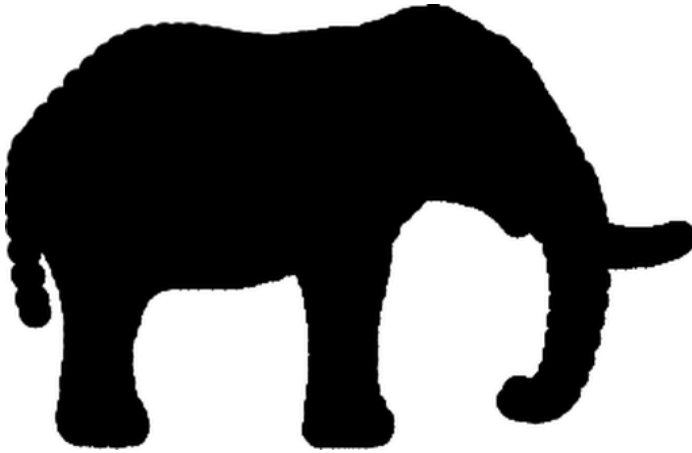
```
c = ColorData["Rainbow"]
```

```
ColorDataFunction[{0, 1}, ]
```

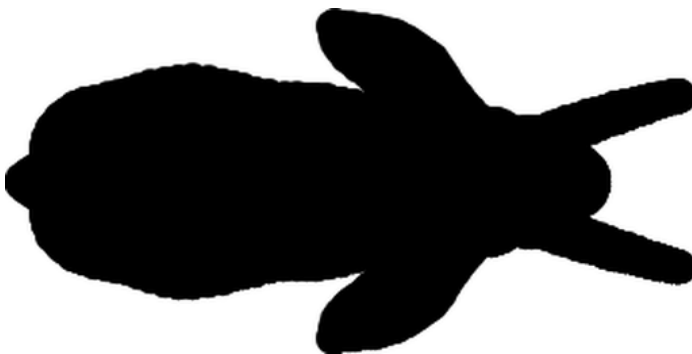
```
c[0.3]
```

```
RGBColor[0.29796, 0.565793, 0.752239]
```

```
MakeImage["BlackElephant-X",  
Graphics[vs /. {x_, y_, z_} => Disk[{-y, z}, 0.1]],  
ImageSize -> {512}  
]
```



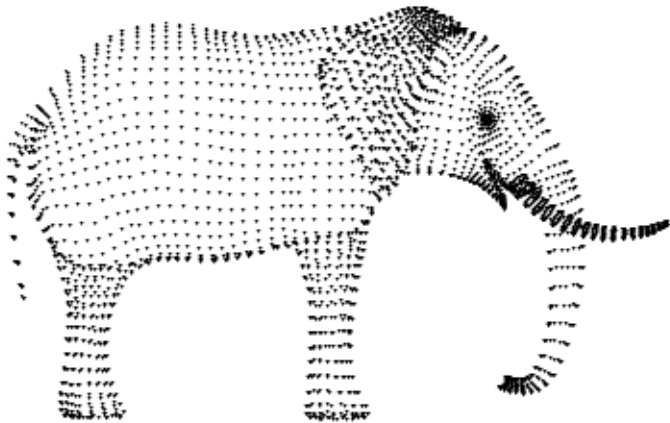
```
MakeImage["BlackElephant-Z",  
Graphics[vs /. {x_, y_, z_} => Disk[{-y, x}, 0.1]],  
ImageSize -> {512}  
]
```



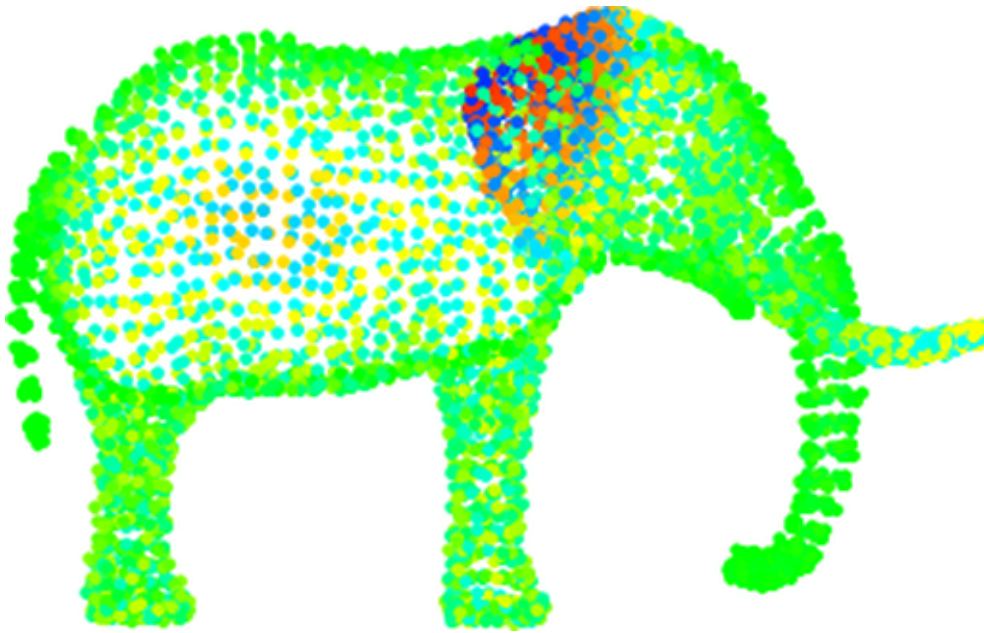
```
MakeImage["BlackElephant-Y",  
Graphics[vs /. {x_, y_, z_} => Disk[{x, z}, 0.1]],  
ImageSize -> {512}  
]
```



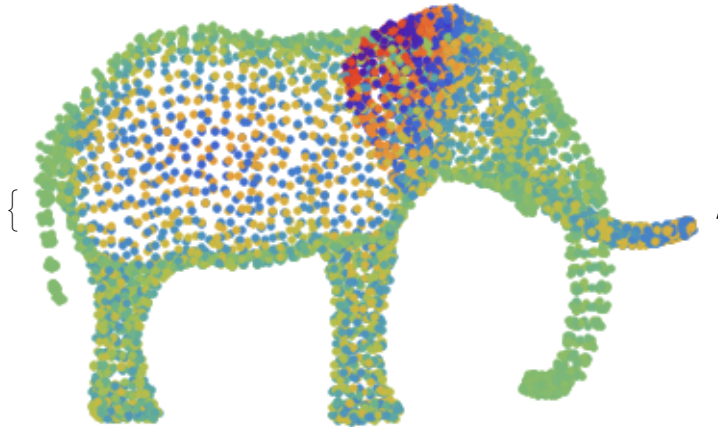
```
Graphics[vs /. {x_, y_, z_} => Disk[{-y, z}, 0.01]] // Rasterize
```



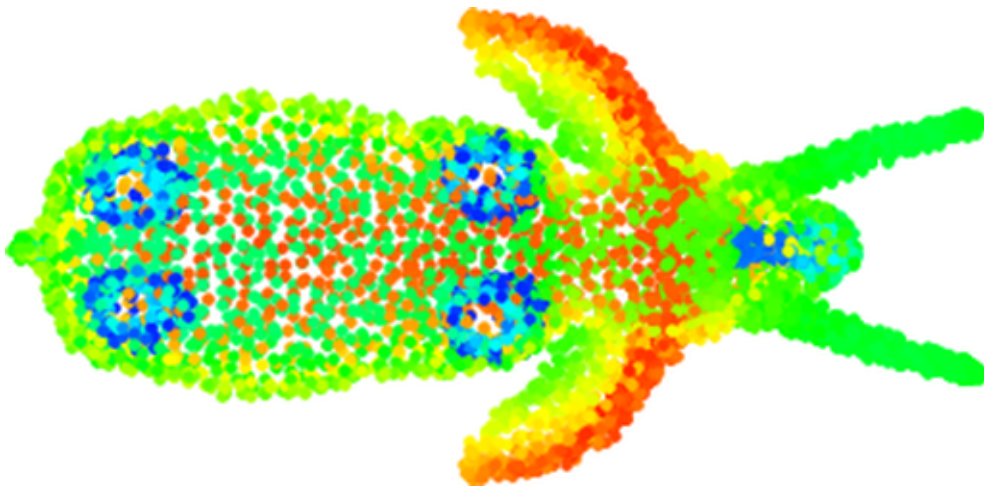
```
MakeImage["ColourDotElephant-X", Graphics[vs1 /. {x_, y_, z_} =>
  {Hue[ $\frac{2(x_1 - x)}{3(x_1 - x_0)}$ ], Disk[{-y, z} + 0.03 RandomReal[{-1, 1}, 2], 0.03]}],
  ImageSize -> {512}
]
```



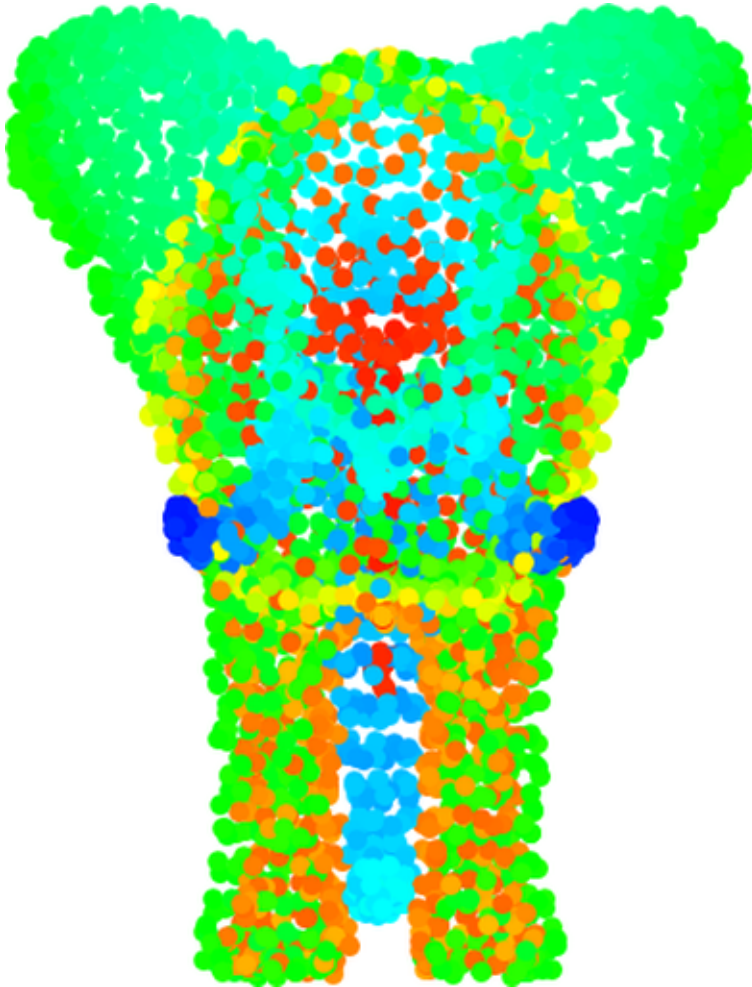
```
(c = ColorData[#]; Graphics[vs1 /. {x_, y_, z_} =>
  {c[ $\frac{(x1 - x)}{(x1 - x0)}$ ], Disk[{-y, z} + 0.03 RandomReal[{-1, 1}, 2], 0.03]}] //
  Rasterize) & /@ {"Rainbow", "Pastel"}
```



```
MakeImage["ColourDotElephant-Z",  
Graphics[vs1 /. {x_, y_, z_} :->  
  {Hue[ $\frac{2}{3} \frac{(z1 - z)}{(z1 - z0)}$ ], Disk[{-y, x} + 0.03 RandomReal[{-1, 1}, 2], 0.03]}],  
ImageSize -> {512}  
]
```



```
MakeImage["ColourDotElephant-Y",  
Graphics[vs1 /. {x_, y_, z_}  $\Rightarrow$   
  {Hue[ $\frac{2}{3} \frac{(y1 - y)}{(y1 - y0)}$ ], Disk[{x, z} + 0.03 RandomReal[{-1, 1}, 2], 0.03]}],  
ImageSize  $\rightarrow$  {512}  
]
```





```
Graphics[vs1 /. {x_, y_, z_} => {Hue[ $\frac{2}{3} \frac{(y - y0)}{(y1 - y0)}$ ],  
  Disk[{x, z] + 0.03 RandomReal[{-1, 1}, 2], 0.03]}] // Rasterize
```

