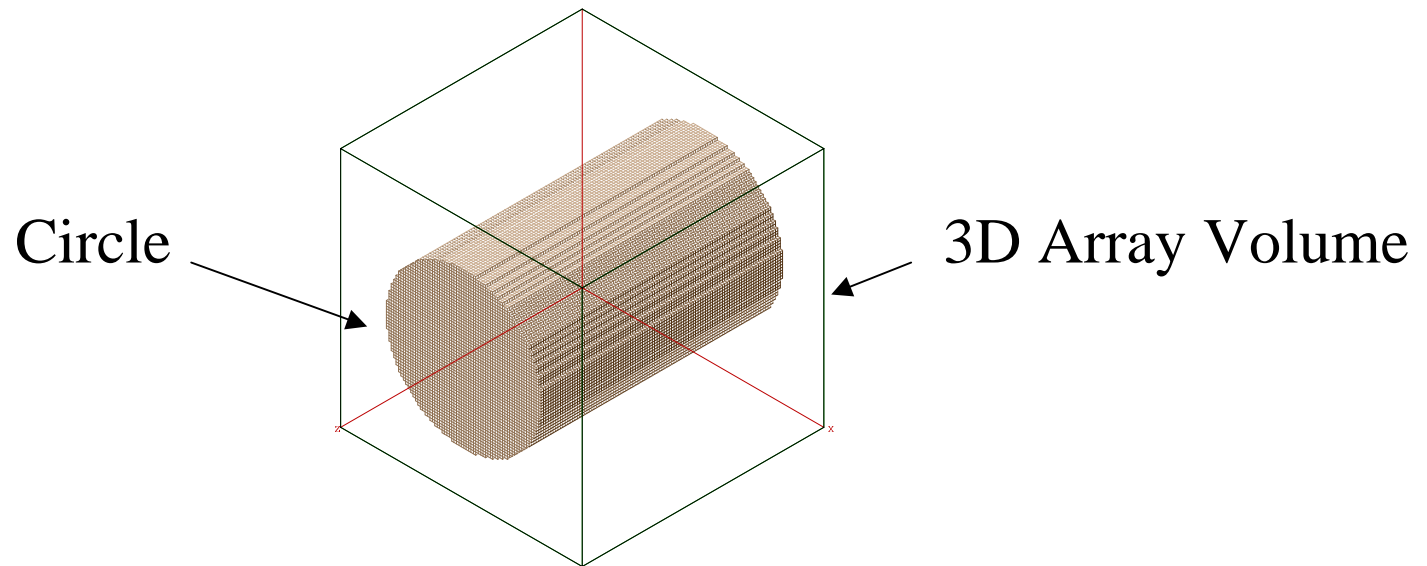


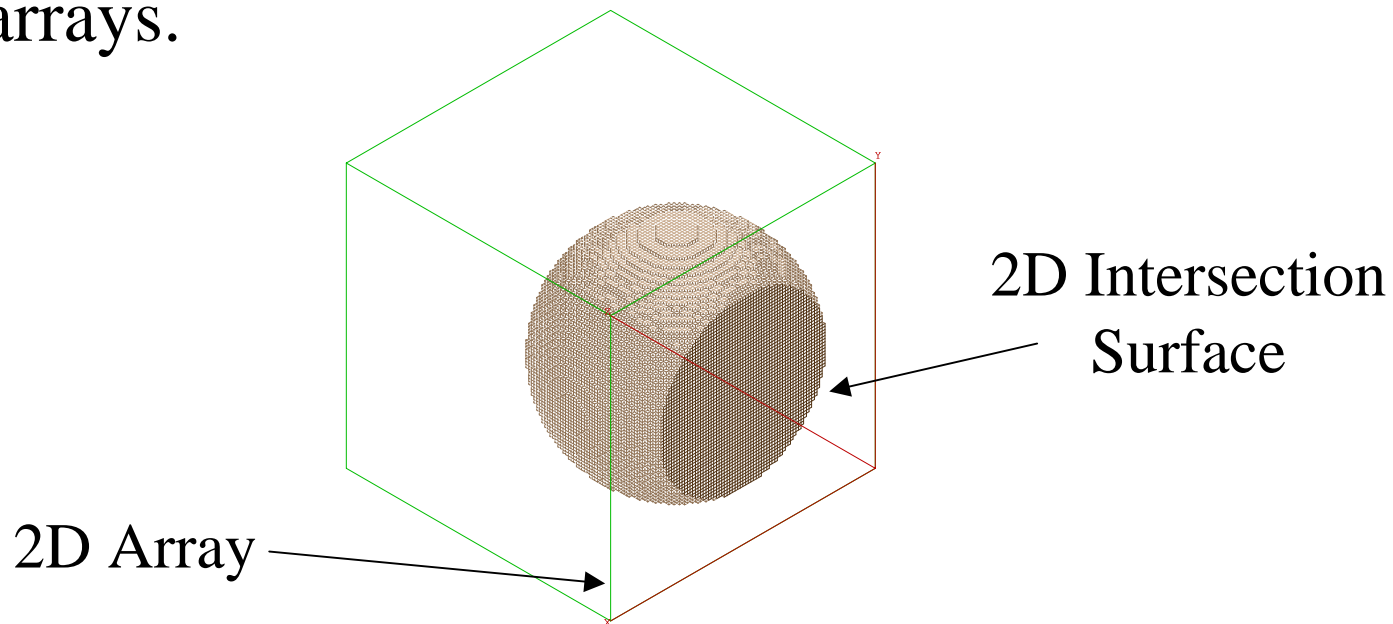
# 5. 2D and 3D Projection

- All 2D shape commands (e.g. box and circle) are defined in x and y and have a  $\pm 10^6$  extent in the z direction when applied to 3D arrays.



# 2D and 3D Projection

- All 3D shape commands (e.g. sphere) have their 2D intersection area ( $z = 0$ ) when applied to 2D arrays.



# 5. 2D and 3D Labs

- Explore scaling and locating
- Project a 2D geometry file into a 2D array
- Project a 2D geometry file into a 3D array
- Modify a geometry file for a 3D array

