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Features

Imaging maths – Inside the Klein bottle



Lawson–Klein bottle in S^3

This model is large and may take a longer time to load.

JavaView Controls

<i>Left–Mouse</i>	Drag to rotate
<i>s</i>	Drag to scale
<i>t</i>	Drag to translate
<i>r</i>	Switch to reset
<i>w</i>	Enable auto–rotation
<i>q</i>	Stop auto–rotation
<i>Right–Mouse</i>	Show popup menu
<i>Shift–s</i>	Enable smooth drawing

Advanced [JavaView Help](#)

This is a projection of the Lawson–Klein bottle to 3–dimensional Euclidean space. The top region is clipped to provide better insight how the red and green Möbius band meet along the inner circle.

In fact, the surface is fully available and the degree of clipping may be interactively adjusted by varying the maximal scene bound in z–direction.

Open the camera inspector and adjust the maximal scene bound using

- ◇ Right–mouse click, select Control Panel
- ◇ Menu INSPECTOR→CAMERA
- ◇ In the region Clipping, enable the Scene and Z checkbox
- ◇ Adjust the Z–Max slider

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Interaction with the display can be accelerated by switching of the Texture and Transparency in the Material inspector, and the Z-Buffer in the Display inspector.

[Back to the article](#)



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