

# User Manual 3.3 Infinite right circular cylinder

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### Definition

Infinite Right Circular Cylinders are defined in a 3D space by their axis (a line or two equivalent vectors origin and direction) and their radius :



### Implementation

The Infinite Right Circular Cylinder object in the SIRIUS library implements [the infinite cylinder interface](#). Please refer to the [Javadoc](#) for a complete list of public methods.

### Instantiation

The object is built from two vectors (Vector3D) and a double :

```
Vector3D origin = new Vector3D(1.0, 1.0, 1.0);  
Vector3D direction = new Vector3D(2.0, 0.0, 0.0);  
double radius = 2.0;  
InfiniteRightCircularCylinder cylinder = new  
InfiniteRightCircularCylinder(origin, direction , radius);
```

Or directly from a Line and a double :

```
Line axis = new Line(origin, direction);  
double radius = 2.0;  
InfiniteRightCircularCylinder cylinder = new  
InfiniteRightCircularCylinder(axis, radius);
```

### Usage

Please refer to the [MAT\_GEO\_Home#HInteractions Interactions with other geometrical objects section] for methods inherited from the Shape interface.

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