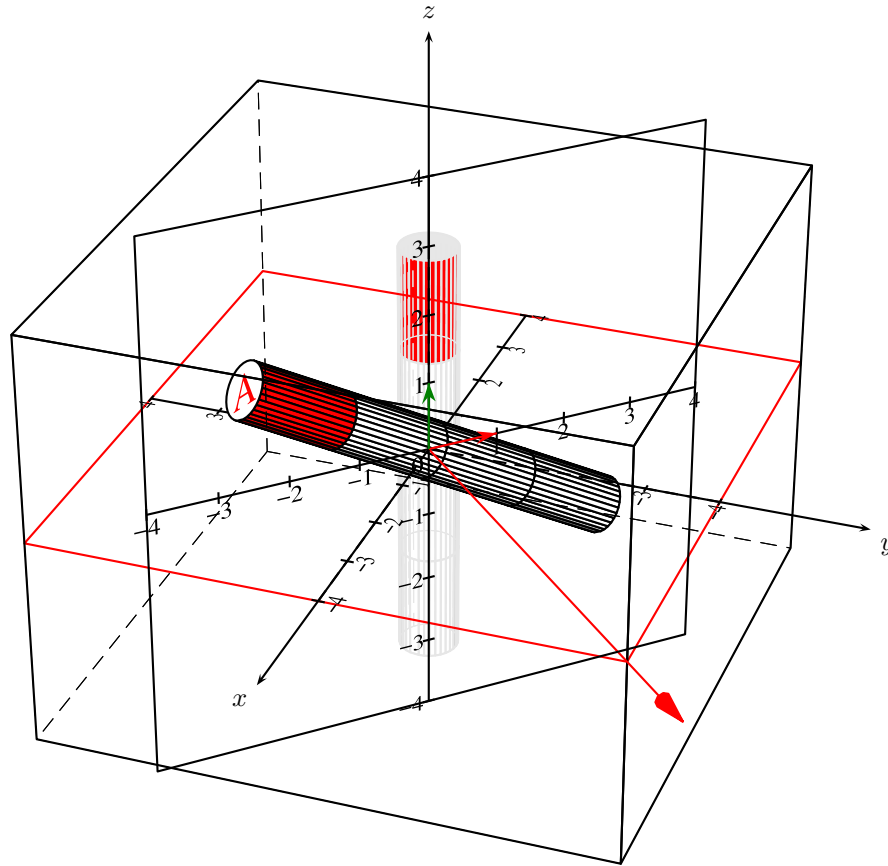


```

\def\axe{5 5 0 }
\begin{pspicture}(-6,-6)(6,6)
\psset{viewpoint=50 20 30 rtp2xyz,Decran=50,lightsrc=viewpoint}
\psRotQ[object=cylindre,h=6,r=0.4,name=A,
        fcol=1 1 33 { (rouge) } for,
        axe=\axe,
        cos=0.5,
        fillcolor=white,ngrid=4 32](0,0,-3)
\end{pspicture}

```



```

\psRotation[object=cylindre,h=6,r=0.4,name=A,
  fcol=1 1 33 { (rouge) } for,
  axe=\axe,
  cos=0.5,
  fillcolor=white,ngrid=4 32](0,0,-3)

```

