Subject: Programming style
Posted by pford on Fri, 15 May 1998 07:00:00 GMT
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I have a general style/algorithm question.

I want to plot in a 3-D array an ellipsoid within an in ellipsoid where the voxels between the boundaries are non-zero and else where zero.

The general function is (x/a)^2 + (y/b)^2 + (z/c)^2 = 1.0

I have already done this using for loops and conditional statements but it occurred to me that there may be some IDL matrix-boolean logic combination that could accomplish this in a faster and more 'elegant' fashion.

I am now open for suggestions?

Thanks in advance.

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