Subject: Re: How do you color contour levels/ranges in a PLOT which uses the functions CONTOUR and SURFACE?
Posted by Amit Ghosh on Tue, 20 Oct 1998 07:00:00 GMT
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> I am trying to fill in different contour levels of a 3D plot. I have 10
> levels of contours, which are defined by using the following commands.
>
> surfr
> vals=[-200,-190, -180, -170,-160,-150,-140,-130,-120,-110,-100]
> contour, Array1, /follow, levels=vals, /T3D, /overplot
> surface, Array1, /noerase
>
> Array1 is the 2 D array of data with values running between -200 and
> -100. What I would like to
> display is a 3D plot with the colors for each level (ex -200 to -190,
> -190 to -180, etc) as a distinct color
> filled in. the data is kind of like a topographical map with peaks and
> valleys. What I am trying to do is
> to shade a given "altitude range" with the same color.

Robert, I think I know what you are trying to do: You want a shaded contour plot, so that a circular peak would appear as a `bulls-eye', with sharp transitions between levels. One way to get this effect is create a `quantized' dataset. So for instance you set all the values between -200 and -191 to one value (say -200), then you set all the values from -190 to -181 to another value (say -190) etc. You can then plot the image of that dataset with an appropriate colormap (using bytscl etc). You can even choose arbitrary colors for the levels by setting the `value' for each level to be the byte value for the color you desire.

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