Subject: multi-surfaces on shade_surf
Posted by lbryanNOSPAM on Fri, 30 Oct 1998 08:00:00 GMT

Hello all,

I've been trying to plot 2 surfaces on the same shade_surf plot and
have not had success. My goal is to represent two (or more) surfaces
with no connections between surfaces. I can produce two surfaces
using David Fannings Scatter3d, but the resulting image is undesirably
pixelated. The shade_surf result is more aestetically pleasing for
one surface, but I haven't been able to get two surfaces to work
(I've been trying the noerase keyword). I'm probably missing
something obvious (as usual) and would appreciate a kick in the right
direction.

```
IDL> surf1 = dist(100)
IDL> surf2 = intarr(100,100)
IDL> surf2(*) = 100
IDL> shade_surf,surf1,zrange = [0,100]
IDL> shade_surf,surf2,/noerase,zrange = [0,100]
```

Thanks

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