Subject: Re: multi-surfaces on shade_surf
Posted by Struan Gray on Mon, 02 Nov 1998 08:00:00 GMT
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In article <71d982mpe1@nnrp1.dejanews.com> ,
mirko_vukovic@notes.mrc.sony.com writes:

> Struan (Grey?) has an absolutely great write-up on
> plotting multiple surfaces. Sorry, but I don't
> have the www link to it anymore.

   http://www.sljus.lu.se/stm/IDL/Surf_Tips/

   Thanks for the plug. The tutorial is still only for direct
graphics, but I hope to update it reasonably soon to include some
object graphics too. These days I prefer to use object graphics
because of the consistent way it handles colour and because displaying
multiple surfaces with user-editable display styles is much, much
easier. That said, combining mesh and shaded/coloured plots to show
surface curvature is *still* tricky because of the limited number of
display styles for polygons in object graphics. Plus ca change...

Struan (Gray)