
Subject: Re: 3d plot help?

Posted by [davidf](#) on Tue, 17 Aug 1999 07:00:00 GMT

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Peter Clinch (p.j.clinch@dundee.ac.uk) writes:

> I have a 3d data set I want to graph, but the manuals are going in one
> eye and out the other after a day's programming to actually get the data
> in the first place... any help would thus be appreciated!

>

> The basic data consists of discrete points which will plot somewhere in
> a circular field to show where each point goes. The value of the data
> will be represented by a vertical bar, so in dodgy ASCII art, summat
> like this...

>

> |a
> | / |c
> | / |
> x _____/
> /
> /
> / |b
> y

>

> so point a is value 3 in the -ve x, +ve y quadrant, b is value 1 in the
> +ve x, -ve y quadrant, point c is value 2 in the x,y +ve quadrant, and
> so on.

>

> The points are discrete, so surface/contour plotting isn't applicable.
> Any pointers?

I think you want something like a 3D scatterplot with
the axes going through the origin. You can probably
figure it out faster than I can write it from these
two articles:

<http://www.dfanning.com/tips/scatter3d.html>

http://www.dfanning.com/tips/surface_axes_origin.html

Cheers,

David

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