Subject: Re: 3d plot help?

Posted by david on Tue, 17 Aug 1999 07:00:00 GMT

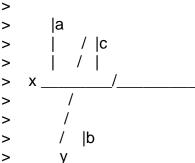
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Peter Clinch (p.j.clinch@dundee.ac.uk) writes:

- > 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...



- > 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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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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