
Subject: Re: 3d-polar
Posted by [davidf](#) on Thu, 28 Oct 1999 07:00:00 GMT
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David Miller (millerdo@erols.com) writes:

- > I have a dataset collected using a scanning lidar (laser radar) looking up
- > from the ground. The scan is conical. The data is in a 2-D array (x-time,
- > y-range) and I want to 'overlay' the data on a 3-D cone to show how the data
- > is in reality.
- >
- > Any suggestions on how to do this (using IDL of course)?

I think I would do this in object graphics by creating the 3D cone as a polygon object. You could easily (one command) drape the 2D array onto the polygon object as a texture map. With object graphics you will have the added capability of rotating the object interactively in 3D space.

Cheers,

David

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