
Subject: Vertical profiles

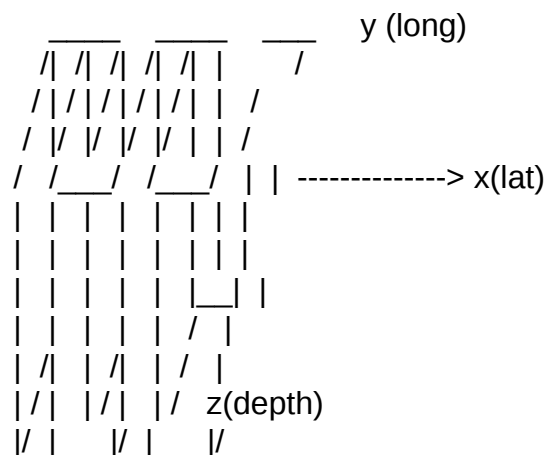
Posted by [sgsmatpa](#) on Fri, 04 Mar 1994 18:04:26 GMT

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Hello!

Another plea for help here.

I have some oceanographic data that I would like to display using Pwwave but I'm not having much success. The data basically consists of a series of almost parallel, vertical slices through the ocean :-



Data is in the form of x, y, z, temperature. I want to be able to display the 3D data and rotate it around the z axis to look from different angles and to contour or shade the surface with the temperature values. Later on I want to interpolate the data to give a full 3D volume but thats a different problem!

SHADE_SURF doesnt seem to be able to cope with this kind of 'vertical' surface. I can cheat and map longitude to z and depth to y but this means I can't rotate the data around the depth axis.

Any suggestions as to alternative ways of displaying it? Can I convert it to a volume and make most of the volume transparent except where I have data points? And if I do that can I still display axis etc?

Also is there a 'null' value for data points (e.g. -9999.000) ?

Help! All advice very welcome.

thanks

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