Subject: Re: visualizing data in 3-D
Posted by tbowers0 on Mon, 13 Aug 2001 17:41:50 GMT
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Craig Markwardt <craigmnet@cow.physics.wisc.edu> wrote in message news:<onelql2b44.fsf@cow.physics.wisc.edu>...
> Hi Patrick--
>
> I am not sure if you have gotten any responses to your question. I
> think your question is specialized enough that it may be difficult for
> us to understand it.
[SNIP}
>
> Hopefully from there you can decide if you need more precision,
> faster, etc. You can also look at code like TABINV in the IDL
> Astronomy Library, which does tabular interpolation.
>
> Craig

I *think* he's just trying to get a true 3D field outta discrete x,y,z data, which requires either 1) 'stacked' 2D interpolations/gridding or 2) a 3D interpol./gridding.

Search IDL help on triangulate and trigrid. But, I'll warn you in advance, IDL's solution to 3D gridding is... how should i put this; poor? It'd be educational to you to do a search for posts on '3D interpolation', 3D gridding', 'trigrid' stuff like that and see the frustration evolve.

Luck,
todd