Subject: Re: Interpolation on a sphere
Posted by dan on Fri, 07 Oct 1994 15:29:35 GMT
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In article <372kp6$54d@news.mic.ucla.edu>, todd@artemis.ess.ucla.edu (Todd Ratcliff) writes:
|> Dan,
|>
|> If you just want to see your data wrapped onto a sphere you can
|> simply interpolate your data into a 180X360 array using whatever
|> interpolation that you normally use, generate a

Using this method, a data value at longitude=0 latitude=89 will have
very little influence on the interpolated value at longitude=180 latitude=89,
but in reality, these points are right next to each other. I'm not so interested
in viewing my data as I am in doing a good interpolation on the surface of
a sphere.

|> spherical polygon (PV~Wave has Poly_Sphere and I've seen an IDL
|> routine called Mesh_Obj by Dan Carr which can do the same thing)
|> with 180 polygons around equator and 360 polygons around the
|> meridian then use polyshade with the Shades=Bytscl(your_array)
|> keyword.
|>
|> You'll have your data on sphere.
|>
|>
|> Todd
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 ** ***
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