
Subject: Re: Interpolation on a sphere
Posted by [todd](#) on Fri, 07 Oct 1994 05:02:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 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
