Subject: Re: Vector Graphics in IDL?
Posted by R.Bauer on Wed, 27 Mar 2002 18:49:36 GMT
View Forum Message <> Reply to Message

David Fanning wrote:
>
> Sean Davis (sdavis@nis.lanl.gov) writes:
>
>> Ok... time for an "I'm lost ... " question. I'm trying to submit some
>> plots to a journal
>>
>> that claims to require "Vector Graphics", which it suggests should be made
>> in a program like Adobe Illustrator
>>
>> (which I, of course, don't have). However, it says that the "Vector
>> Graphics" should be .eps file created by
>>
>> Illustrator. I know that IDL can create .eps files, so the question is,
>> does IDL create "Vector Graphics" when
>>
>> a .eps file is created?
>
> I think the answer is "probably yes". :-)
>
> I'm not sure the output is equivalent to what you can
> produce with Illustrator, but you can certainly scale,
> resize, etc. the vectors IDL puts out in, for example,
> a line plot.
>
> I guess it is a question of whether the journal wants its
> graphics artists to "tweak" the graphics output, or whether
> it just wants to be sure your graphic will fit into the
> space in the journal allocated for it. If the latter, I
> think you are fine creating an encapsulated PostScript
> file in IDL.
>

I aggree with "probably yes" but in some cases we have
had problems with indices numbers like H!I2!NO.
They were not read well by AI but not bad enough.

But the more important problem is thats for our publications
they require AI format and CMYK Color. And the color is the
bigger problem. A feature request about this gots high level
by RSI but is at the moment not developed.

In Adobe illustrator it's only a click. So it should be a very simple

function in AI but unfortunately isn't it Open Source.

You can get from them www.adobe.com a ten day trial version of
the AI for windows.

regards
Reimar

--
Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-I)
Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de
---------- -------
a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml
========== =======