Subject: Re: 3D density plot?
Posted by Paul Sorenson on Tue, 14 May 2002 20:16:49 GMT
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Here is a way you could do the animation:

```
pro example, dd

d = dd
sz = size(d, /dimensions)
for i=0,sz[0]-1 do begin
   xvolume, d, /replace
   filename = 'img' + strcompress(i, /remove_all) + '.bmp'
;  xvolume_write_image, filename, 'bmp' ;you can feed these to
xinteranimate
   d = shift(d, 1, 0, 0)
   end

end

IDL> d=randomu(s,5,5,5)
IDL> d=bytscl(congrid(d,50,25,25))
IDL> xvolume,d ;set your isosurface etc.
IDL> example,d
```

-Paul Sorenson

"Bernard K." <bknaepen@'skip_this'mac.'and_this'com> wrote in message
news:13052002202044583 1%bknaepen@'skip_this'mac.'and_this'co m...
>
> Dear David,
> this is not what I have in mind. I browsed the web and found an example:
> http://www-fpc.stanford.edu/~bewley/movies/intro_25.25.html
> Note that I don't require the movie function (yet :-)). Each gray
> structure represents a region where the scalar quantity is bigger than
> a given level.
>
> I nevertheless downloaded FSC_Surface and the reuired dependencies
> and it works great. I do surface plots so it will be very handy for me.
>
> Thanks,
> Bernard.
>
> In article <MPG.17499b19c5f635a59898cc@news.frii.com>, David Fanning
> <david@dfanning.com> wrote:
>
>> Bernard K. (bknaepen@'skip_this'mac.'and_this'com) writes:
>>

>>> I have a 3D scalar field, say r(x,y,z), and I would like to produce a
3D
>>> plot which represents the locations (x,y,z) where r is greater than
>>> a given value.
>>
>> I had a similar requirement not too long ago. I hacked up
>> my FSC_Surface program (this seems to be the starting point
>> for a LOT of my subsequent programs!) to produce a sort of
>> 3D pin plot, where the color and length of the pin represented
>> the distance of a galaxy. It could be rotated in 3D space, etc.,
>> and was quite useful for visualizing this data.
>>
>> You can find a picture of the result here:
>>
>> http://www.dfanning.com/misc/pin_3d.jpg
>>
>> The FSC_Surface program is here:
>>
>> http://www.dfanning.com/programs/fsc_surface.pro
>>
>> Cheers,
>>
>> David