Subject: Re: 3D plot with correct aspect ratio
Posted by Kristian Kjaer on Fri, 27 Sep 2002 08:13:57 GMT
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Thanks for the comments.
In this case I don't mind that the z axis will always be vertical.
What I do want is that, for the chosen viewing angle (ax,az), the
postscript will be (apart from a - preferably known - scale factor) a
correct projection parallel to the line (ax,az) on a plane orthogonal to
the line (ax,az). Maybe I have to work out the transformation
(projection) myself, and use IDL 2D DG to plot it ...
- Kristian

David Fanning wrote:
> Well, almost everything except rotate freely in 3D space.
> But, if you can live with that... :-)

> RichardW (rmw092001@yahoo.com) writes:
>> However, for making good 3D postscript plots on paper - no animations,
>> widgets, interactivity wanted - direct graphics will do almost
>> everything...

Kristian Kjær wrote:
> I set up a 3D coordinate system and a projection with
>
> range=[-7.,7] & az=40 & ax=35 ;, say
> surface,dist(4),/nodata,/save,xran=range,yran=range,zran=ran ge,$
> ax=ax, az=az, $
> xstyle=1+4,ystyle=1+4,zstyle=1+4
>
> and then I plot in it with plotS.
> The x, y and z axes are equivalent and in the same units,
> (say, meters) so I want the resulting postscript to be a
> true projection (with a known scale factor) of this 3D field.
> How do I achieve that?
>
> Thanks for any pointers,
> Kristian Kjær, Risø National Laboratory, Denmark