Subject: Re: 3D plot with correct aspect ratio
Posted by David Fanning on Thu, 26 Sep 2002 15:49:20 GMT
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Kristian =?iso-8859-1?Q?Kj=E6r?= (Kristian.Kjaer@Risoe.DK) writes:

> I set up a 3D coordinate system and a projection with
>
>
> range=3D[-7.,7] & az=3D40 & ax=3D35 ;, say
> surface,dist(4),/nodata,/save,xran=3Drange,yran=3Drange,zran =3Drange,$
> ax=3Dax, az=3Daz, $
> xstyle=3D1+4,ystyle=3D1+4,zstyle=3D1+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?

I don't know the answer to this, exactly, without doing some research, but I *do* know the answer is NOT to pursue this any further with direct graphics. Direct graphics uses as 2.5D graphic representation (you notice the Z axis is always vertical no matter what rotations you do). I think the only way to make this happen is to use a true 3D graphics system, which in IDL exists only in the object graphics system.

Cheers,

David
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