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Subject: Re: Producing a 'Bumpy Orb' ?

Posted by [Rick Towler](#) on Mon, 21 Apr 2003 17:56:55 GMT

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"George Millward" wrote...

- > I have global atmospheric data (temperature, density etc.) and I would
- > like to plot this in object graphics as a bumpy orb - i.e., basically
- > a globe but with up and down bumps of height (and colour) related to
- > the parameter.

Take a look at the "Advanced Meshing" example under "Working with Mesh Objects and Routines" which is under "New Examples" in the "What's new in IDL 5.5" pdf file. The example is pretty much exactly what you are looking for. If you don't have 5.5 I can dig up the code.

I have played around with this to mixed results. While the example code is a fine brute force approach, the issue is presentation. It is difficult to balance "resolution" and rendering speed.

-Rick

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