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Subject: moving axes around in 3D plots

Posted by vek on Tue, 28 Feb 1995 20:07:41 GMT

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I want to plot some surfaces from various angles but still have the axes be visible. The IDL manual suggests using reverse to move the surface viewing angle without altering the axes (usually by reversing the direction of one or more axes), but I prefer to rotate the image to the desired angle and then change the position of the axes without changing the directions of the axes. How do I do this?

Ex: Change (A) to (B) by moving the y and z axes to the other side of the x.

(A)                      (B)

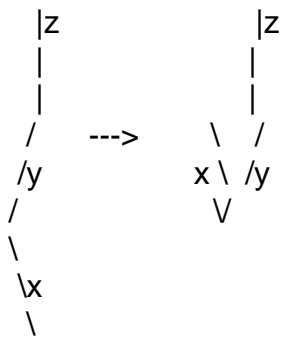


Diagram illustrating the transformation of 3D axes from (A) to (B). In (A), the z-axis is vertical, the y-axis is diagonal down-left, and the x-axis is diagonal down-right. In (B), the z-axis is vertical, the y-axis is diagonal up-right, and the x-axis is diagonal down-left. An arrow points from (A) to (B).

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Vincent Kargatis -- Space Physics & | "Must be Texans. Lowest form  
Astronomy, Rice U., Houston, TX | of White Man there is."  
[vek@spacsun.rice.edu] | -- Robert Duvall's character in  
[http://spacsun.rice.edu/~vek/vek.html] | GERONIMO: AN AMERICAN LEGEND

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