
Subject: Re: 3D plot of set of curves

Posted by [David Fanning](#) on Mon, 24 May 2004 23:33:34 GMT

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Timm Weitkamp writes:

> I have a set of curves -- say, the values are in a 2D array "Z" -- and
> would like to make a nice-looking graph something like this hand-drawn
> sketch:
>
> <http://tinyurl.com/36frg>
>
> (NB: On Sat-Sun 29-30 May it's probably useless trying this link -- they
> tell me our web server will be down. Sorry about that.)
>
> In what way exactly the "walls" are shaded is not crucial, but I
> definitely want the "base lines" (i.e., the lines at z=0) drawn, with
> hidden lines removed, as in the sketch figure referenced above.
>
> I looked into the help for SURFACE and SHADE_SURF, but did not find what I
> need. The HORIZONTAL keyword to SURFACE goes in the right direction, but
> does only does a disappointingly small part of the job.
>
> Is there a not-too-cumbersome way in IDL to do what I want?

I'm not too sure what "not-too-cumbersome" means in this context. Is there a built-in IDL routine to do it? I don't think so. I've never seen one. Can I imagine writing such a routine? Yes. I'd definitely do it in object graphics, because the 3D part of it will be much easier, and you will be able to rotate it, which will make it easier for the user to see different parts of it.

It will involve some interesting programming. Some people consider that cumbersome, but no one on this newsgroup. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
