
Subject: Rendering 3D surfaces
Posted by [sjh654](#) on Wed, 12 Apr 1995 07:00:00 GMT
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Hello,

I am currently trying to write a visualisation routine for magnetic field lines around a pulsar. The problem is set up in such a way that one obtains an infinite number of lines which together form a surface. My code integrates some of these lines and plots them in 3d using the plots routine. The problem with this procedure is that the surface structure is often not very clear, which defeats the whole purpose of visualisation as a tool.

What I really want is to plot the interpolated surface with hidden surfaces removed. But how?

I thought of using `shade_volume`, but there is no function which is constant on the magnetic surfaces... What I want is a routine that plots a surface that can be defined parametrically. I know mathematica can do it, I think matlab can, but I'm in to idl at the moment, so I would like to stick with it.

While I'm at it, is there a repository for user contrib code on the internet that is not in the idl distribution?

Many thanks.

Stephen Hardy
