Subject: Re: slicer3 for a series of plots
Posted by David Jackson on Fri, 08 Apr 2005 12:47:40 GMT

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Hi all,

I received a few responses to my question suggesting that perhaps I wasn't completely clear in my original post. Let me try to be a little clearer.

Let's assume I have data for a 3-D trajectory in space and I use xplot3d to look at this space curve. Now assume I have several hundred of these trajectories and I use xplot3d to look at them. The result is a very nice 3-D plot that I can manipulate but because there are so many trajectories, it is somewhat difficult to see what's going on. Thus, I would LIKE to be able to essentially use a slicer type program to see where these trajectories intersect a moveable plane.

The best I've been able to do is to use the plot command to make 2-D images for each of the separate planes and then animate them as if the slice was being "moved up the cube". This works really well but I would prefer that I have an actual cube with a slice that I can manipulate so that it demonstrates that these are really slices from a 3-D volume.

David