
Subject: Re: how to draw three-dimension graph using IDL

Posted by [lixiaoyao](#) on Tue, 19 Apr 2005 15:11:59 GMT

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thank you so much,you are so powerful.

Paolo Grigis wrote:

> for a surface, you could try:

>

> x=4!*pi*findgen(101)/100

> y=4!*pi*findgen(101)/100

>

> xx=rebin(x,n_elements(x),n_elements(y))

> yy=rebin(transpose(y),n_elements(x),n_elements(y))

why does there need to transpose? I am a little bit confuse.

>

> shade_surf,sin(xx)*sin(yy),xx,yy

also,how to draw thw contour and how to change the view angel?

Thanks a billion!

>

> --Paolo

>

> lixiaoyao wrote:

>> hello all

>> for example,how to draw $z=\sin(x)*\sin(y)$

>> also,if you have a three column file,and how draw three dimension

>> graph from the data.

>> Thanks a lot

>>
