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Subject: Re: SMOOTH function for 3D

Posted by [David Fanning](#) on Mon, 21 Nov 2005 18:00:39 GMT

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IDLmastertobe writes:

> Hi, i'm working on smoothing 3D data. I can visualize a 3D object base on  
> the data and rotate it . I have used SMOOTH function before to smooth 2D  
> image and it worked fine. But now when I am using it for 3D as: result =  
> SMOOTH(3Darray); and then use the result as my new 3D data, I observe no  
> difference when I am visualizing it. It looked just like the original  
> unsmoothed function. Does anyone know why?

No, I don't know why. Lousy visualization method would be my first guess. :-)

Cheers,

David

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

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