
Subject: Re: Need help in IDLgrSurface and vertical exaggeration

Posted by [Rick Towler](#) on Wed, 22 Mar 2006 16:14:54 GMT

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David Streutker wrote:

- > I'm not sure about the depth perception/perspective issue, but my
- > (possibly incomplete) understanding of the vertical exaggeration is as
- > follows:
- >
- > The scaling factor is set by the [XYZ]COORD_CONV keywords. Right now,
- > your horizontal scaling is:
- >
- > $1.0/(800*25) = 0.00005$ (in inverse meters)
- >
- > while your vertical scaling is:
- >
- > $1.0/3500 = 0.00029$
- >
- > The ratio of these two is about 5.7, which should be your vertical
- > exaggeration. In order to remove the exaggeration, the second element
- > of the [XYZ]COORD_CONV keywords needs to be consistent for all
- > dimensions.

Chintan,

Was this the issue? I've been so busy that I only glanced at your code and I thought that your *COORD_CONV values might be at fault. I've said this before, but I try hard to avoid using *COORD_CONV. I always screw something up if I do...

-Rick
