

---

Subject: Re: 3D plot w/ rotation in faster way?

Posted by [David Fanning](#) on Thu, 31 Aug 2006 20:48:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

adisn123@yahoo.com writes:

- > I posted a questions below in "xplot3d rotation with "hide""
- >
- > Instead of hide, I just simply let xplot3d does not draw any events in
- > motion\_event while rotating and draw after rotation in mouse up button
- > events.
- >
- > But, that was not a problem.
- >
- > When I have about 300,000 events, I can easily rotate and zoom in/out
- > in xplot3d IF I display the data as they are connected in lines instead
- > of using symbols.
- >
- > But, for the purpose of my project, I want scattered data, not
- > line-connected data points.
- >
- > Rotating was not the first problem. Even just displaying in the begging
- > takes forever (with symbols)!!

Suppose we take as an acceptable standard the time it takes to draw 300,000 lines. Now we want these as symbols. Take a simple symbol, a triangle. That in itself boosts the number of line segments we have to draw to 900,000. If it is a circle, we probably have 36 line segments per circle, or 10.8 million line segments. It starts to add up.

Have you tried dots as symbols? Those might not take as long to render and a couple of thousand of them might even render at different locations in your window. (Depending, of course, at how big your display window is.)

- > Does it mean that I should try other 3D plotting tool besides this?

I think it means you might want to re-think what it means to display 300,000 of anything in a graphics window. :-)

- > If there any, could anyone recommend for me??

Not me. I think you are just 10 years before your time. You need that Big Bertha display that Sony

is developing with each pixel the height and width  
of a human hair. With that kind of resolution,  
and with the machines of 10 years from now  $2^{10}$  times  
as fast, you should be set.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui.

(Opata Indian saying, meaning "Perhaps thou speakest truth.")

---