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Subject: Re: 4D visualization

Posted by [greg michael](#) on Mon, 02 Oct 2006 20:44:49 GMT

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So do you have  $a+b+c=\text{const}$ ? I think you need that for a ternary plot.  
If so, I've got some old (and probably ugly - it was one of the first things I did with IDL) code I could dig out for you which does this.  
Actually, I want to use it again soon, so it might even get renewed.

The problem with a 3D scatter is that you have to animate it to get any idea what it's showing. Unless you can put some depth effect into it - maybe fog, or perspective, or a stereo anaglyph (Mike Galloy published some nice code for that).

Greg

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