
Subject: Re: surface vs. shade_surf

Posted by [David Fanning](#) on Mon, 23 Apr 2007 19:54:27 GMT

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paulartcoelho@gmail.com writes:

- > i' trying my first attempt with 3D plots.
- >
- > i like the way the procedure SURFACE produces stacked histogram-style
- > plots with the /LEGO keyword. but i like the way SHADE_SURF produces a
- > "real surface" (instead of a wire-mesh).
- >
- > is there a way to combine both features?

In direct graphics? No.

In object graphics? Maybe. Try this:

```
FSC_SURFACE, dist(10), /ELEVATION_SHADING
```

Then go to the STYLE menu and select "Solid Lego".

The program is here:

```
http://www.dfanning.com/programs/fsc\_surface.pro
```

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
