
Subject: surface vs. shade_surf

Posted by [paulartcoelho](#) on Mon, 23 Apr 2007 18:55:12 GMT

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hello there,

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?

thank you a lot
paula
