
Subject: Re: 3D graphing

Posted by [David Fanning](#) on Mon, 18 Aug 2008 21:40:54 GMT

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orangelubee writes:

- > I've been trying to make a very simple 3D graph for days now and I'm
- > completely stumped because I know nothing about this. My data is
- > gridded data of temperatures at different levels of the atmosphere
- > over Antarctica and I have nice plots using map_set and contour for
- > each level separately but I would really like to have a 3D version of
- > just one temperature contour throughout the entire atmosphere. Is
- > there a way to get a z-axis added to a map and contour at each level?
- > I've tried using T3D but I'm not understanding how it applies to
- > contour and plot or really how it works at all. I've also tried to
- > use the isosurface, scale3 and then polyshade to view a certain
- > temperature surface but I keep running into this error: POLYSHADE:
- > Vertex 0: X,Y,Z location out of range. which I don't know how to fix.
- >
- > Is there an easy way to do this or am I way off track?

There is no easy way to do this. And you are probably slightly off track. :-)

Here is an article that describes how to set up a 3D coordinate system, and use it with a map. PLOT and CONTOUR can be drawn in this 3D system by setting the T3D keyword.

<http://www.dfanning.com/tips/scatter3d.html>

Direct graphics is probably the **worst** way to do this, but object graphics is even harder. **Far** harder. But is the only way to get professional looking results, I would guess.

Cheers,

David

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Coyote's Guide to IDL Programming (www.dfanning.com)

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