
Subject: Re: what is the best way to do a surface (or 2D) interpolation?

Posted by [Brian Larsen](#) on Tue, 23 Sep 2008 17:25:46 GMT

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> Here's a way to get verts:

>

> sz = size(array)

> nx = sz[0]

> ny = sz[1]

> nz = sz[2]

> ns = sz[sz[0]+2]

> verts = findgen(ns)

> verts = transpose([[verts mod nx], [verts/nx mod ny], [verts/nx/

> ny]])

>

> BTW, I'd like to find a faster way, if there is one.

This looks like the right thing but doesn't seem to give the right answer (or am I using it wrong?)

;; this is my data

array=findgen(15,3)

;; and get the verts

sz = size(array)

nx = sz[0]

ny = sz[1]

nz = sz[2]

ns = sz[sz[0]+2]

verts = findgen(ns)

verts = transpose([[verts mod nx], [verts/nx mod ny], [verts/nx/
ny]])

IDL> print, verts

0.00000	0.00000	0.00000
1.00000	0.500000	0.0333333
0.00000	1.00000	0.0666667
1.00000	1.50000	0.100000
0.00000	2.00000	0.133333
1.00000	2.50000	0.166667

The z values that are here are not in my original array...

Sorry to hijack your post Paula,

Brian

Brian Larsen

