
Subject: Re: 3D Curve Fitting
Posted by [jaz](#) on Thu, 02 Oct 2008 09:59:06 GMT
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Hi - thanks for all your replies.

What i've ended up doing, is using the curve fitting program in iplot, to fit a polynomial (quintic) to my points in the x and y plane, and then in the new x and z plane. This seems to have the desired effect.

Thanks
