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Subject: Re: Draped Contours?

Posted by [penteado](#) on Thu, 10 Dec 2009 18:23:58 GMT

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On Dec 10, 3:48 pm, mgalloy <[mgal...@gmail.com](mailto:mgal...@gmail.com)> wrote:

> Like this?  
>  
> z = randomu(seed, 50, 50)  
> for i = 0, 4 do z = smooth(z, 5, /edge\_truncate)  
>  
> view = obj\_new('IDLgrView')  
>  
> model = obj\_new('IDLgrModel')  
> view->add, model  
>  
> dem = obj\_new('IDLgrSurface', z, style=2, color=[200, 200, 0],  
> depth\_offset=1)  
> model->add, dem  
>  
> contours = obj\_new('IDLgrContour', z, n\_levels=15)  
> model->add, contours  
>  
> lightModel = obj\_new('IDLgrModel')  
> view->add, lightModel  
>  
> light = obj\_new('IDLgrLight', type=2, location=[-1, 1, 1])  
> lightModel->add, light  
>  
> ambientLight = obj\_new('IDLgrLight', type=0, intensity=0.4)  
> lightModel->add, ambientLight  
>  
> dem->getProperty, xrange=xr, yrangle=yr, zrange=zr  
> xc = norm\_coord(xr)  
> xc[0] -= 0.5  
> yc = norm\_coord(yr)  
> yc[0] -= 0.5  
> zc = norm\_coord(zr)  
> zc[0] -= 0.5  
> dem->setProperty, xcoord\_conv=xc, ycoord\_conv=yc, zcoord\_conv=zc  
> contours->setProperty, xcoord\_conv=xc, ycoord\_conv=yc, zcoord\_conv=zc  
>  
> model->rotate, [1, 0, 0], -90  
> model->rotate, [0, 1, 0], -30  
> model->rotate, [1, 0, 0], 45  
>  
> clipboard = obj\_new('IDLgrClipboard', dimensions=[400, 400])  
> clipboard->draw, view, /postscript, /vector, filename='draped\_surface.eps'  
>

```
> win = obj_new('IDLgrWindow', dimensions=[400, 400], graphics_tree=view)
> win->draw
>
> end
>
```

A similar result could be obtained with

```
z = randomu(seed, 50, 50)
for i = 0, 4 do z = smooth(z, 5, /edge_truncate)
isurface,z
icontour,z,/over,planar=0,n_levels=15
isave,'draped_surface.eps'
```

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