
Subject: Re: Draped Contours?

Posted by [JDS](#) on Thu, 10 Dec 2009 17:06:47 GMT

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On Dec 9, 5:40 pm, David Fanning <n...@dfanning.com> wrote:

> JD Smith writes:

>> I was playing with iSurface (shocking, I know), and found very useful
>> the ability to "drape" contours interactively on top of the surface,
>> similar to raised relief maps with contour lines. It occurs to me I
>> have no idea how to do this; probably some object graphics thing.
>> Does anyone have a short example of forming such a draped contour? I
>> did consider using the SHADES keyword for shade_surf to color various
>> levels black, but I prefer lighting-based shading, and (ideally)
>> vector contours for output.

>

> Can you give us a picture of what you mean, or at least
> describe what you did with iSurface? I have an example
> of a contour plot cutting through a surface at any
> level. I have a feeling that program can be easily
> adapted if I had a better idea of what you had in mind.

This PDF shows such an example, in Fig. 8:

http://www.ittvis.com/portals/0/tutorials/idl/Contours_and_Surfaces.pdf

Here's another example:

http://tir.astro.utoledo.edu/idl/draped_contours.png

I did notice that even when exporting to EPS, the contours are bitmaps, so my SHADES idea might be a reasonable analog. Creating contours and dropping each one individually to the appropriate height on top of the surface must be doable with object graphics, but it's not immediately obvious to me.

Thanks.

P.S. Any OSX/XQuartz users recognize this error?

IDLITWINDOW::DOHITTEST: Failure to acquire window rendering context.
error: xp_attach_gl_context returned: 2

I get it off and on with iTools and must restart IDL.
