
Subject: Re: Draped Contours?

Posted by [David Fanning](#) on Wed, 09 Dec 2009 22:40:23 GMT

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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.

http://www.dfanning.com/misc/surf_contour.pro

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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