
Subject: isotropic keyword for surface?

Posted by [anand](#) on Thu, 23 Sep 2010 07:45:53 GMT

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Hi,

I am using the SURFACE procedure to define the axes. I want to plot a unit sphere, and an array of data points. I am faced with two issues, which although are not stopping me from going ahead with my task, are important if I have to make the plot look neat.

1) Like the ISOTROPIC keyword for PLOT command, is there a corresponding command for SURFACE that would force equal scaling for all the 3 axes? This is really necessary, because otherwise the sphere of unit radius extends well beyond 1.0 along at least 2 axes at a time. More importantly, is it just an issue with the scaling, or am I missing something here.

2) I have the array Vsph0[3,251001] for the sphere and I am using following command to draw it:

plots, Vsph0, psym=3, /t3d

I earlier tried using the SHADE_SURF command. However, instead of a smooth sphere, I get a figure which looks like a distorted trumpet.

I would appreciate any help in solving any or both of the problems given above.

Anand.
