
Subject: Re: Put a 2d plot and an image into a 3D coordinate system

Posted by [David Fanning](#) on Fri, 26 Aug 2011 12:02:10 GMT

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Jim writes:

- > I am trying to make a series of images with IDL for my simulations.
- > After exploring the new IDL graphics system and the coyote graphics
- > for over 3 hours, I still don't get a good concept of how to do it.
- >
- > So, here is a sketch of what I am after:
- > <http://dl.dropbox.com/u/38390926/idl.jpg>
- >
- > In the sketch, the simulation is basically a color-scale image
- > of current density in the 2D simulation plane, which moves
- > along the z-axis as the simulation goes.
- >
- > Can anyone help me with this, please? I really appreciate it.

Well, I wouldn't do this with Coyote Graphics, because you want something 3D. And, as far as I know, it is impossible to build a new tool in Function Graphics. So unless one of the already-built tools does this (I guess there is a slim possibility), then I think you are hosed there.

So, I would say you have to build this in object graphics. I would start with something like Surf_Contour, where your simulation is similar to the way the contour plot moves in this program. You will have to automate the movement, but that's the trivial part of the program. ;-)

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

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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