
Subject: Re: Plotting 3D array as a 'cloud'

Posted by [Michael Galloy](#) on Mon, 10 Oct 2011 04:10:24 GMT

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Robin Wilson <robin@rtwilson.com> wrote:

> Hi all,
>
> I've got a 3D array in IDL that contains a model of a cloud - that is,
> each cell is either 0 (not cloud) or 1 (cloud). I'd like to plot this in
> a 3D way, so that it looks like a cloud. I'm not quite sure how else to
> describe it - but I'd like to be able to see the cloud as a 3D model - so
> it just looks like a cloud shaped 'blob' - if possible one that can be rotated.
>
> I'm not quite sure how to go about this. I don't want to do a surface
> plot - because I want all sides of the cloud not just the top surface. I
> guess some sort of 3D point plot would be ok, but I want to see the cloud
> as a solid blob, not as points with gaps between them.
>
> I'm a little confused by the range of IDL procedures which can be used to
> plot things like this, and am not really sure which is best to try and use.
>
> Any suggestions?

I would suggest using ISOSURFACE to get vertices and connectivity. Then create an IDLgrPolygon from that (or use function graphics). Use XOBJVIEW to display if you don't want to create your own object graphics hierarchy.

Mike

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