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

Posted by [David Fanning](#) on Mon, 10 Oct 2011 00:57:38 GMT

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Robin Wilson writes:

> 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.

I would try a 3D scatter plot first. Depending on how many points you have, the code here might be pretty slow. There might be some ways to speed it up, if we knew more about the problem.

<http://www.idlcoyote.com/tips/scatter3d.html>

Cheers,

David

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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