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Subject: Re: using cgSurface to produce a scatter 3D plot with 4th dimension

Posted by [David Fanning](#) on Fri, 09 Mar 2012 13:25:13 GMT

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Sebastian Schäfer writes:

- > I did - but Scatter\_Surface only accepts 3 dimensions (e.g. x,y and a
- > value for each point: z). Unfortunately, I have 4 dimensions: 3
- > coordinates (x,y,z) and one value for each of these points. What is
- > missing is the option to use the color of the symbols plotted to
- > visualize the 4th dimension (like I did with cgSurf) or am I
- > overlooking something?

That simple program does "elevation shading" (i.e., in the Z direction) by default, just like in your example.

Cheers,

David

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

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

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