
Subject: map_set and shade_surf

Posted by [Andy Loughe](#) on Tue, 04 Feb 1997 08:00:00 GMT

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I would like to draw a cylindrical map then place a 3-D shaded surface over top of that map, or maybe draw the shaded surface and then add continental outlines on top of that surface.

Either goal is worthy, I just wonder if someone has a sample procedure I can use to get me started.

Thanks!

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Andrew F. Loughe |
afl@cdc.noaa.gov
University of Colorado, CIRES Box 449 |
http://cdc.noaa.gov/~afl
Boulder, CO 80309-0449 | phn:(303)492-0707
fax:(303)497-7013

"I do not feel obliged to believe that the same God who has endowed us with sense, reason, and intellect has intended us to forego their use."
-Galileo
