Subject: Re: Displaying Cartesian coordinate data on a sphere
Posted by David Fanning on Tue, 11 Dec 2012 14:17:43 GMT
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David Platten writes:

> I have an array of several hundred thousand data points, each with an (x,y,z) coordinate. The coordinates of every point lies somewhere on the surface of a sphere. Each point represents the position and energy of an x-ray photon that has left my Monte Carlo simulation geometry.
>
> I would like to be able to view the data as a texture map overlaid onto a spherical object. I have managed to do this, but I think that the resulting mapping is distorted. I'm not sure how I should configure GRIDDATA so that the resulting grid can be mapped onto the sphere. Should I be using a different command to make the grid? Any help that you can offer would be greatly appreciated. x, y, z and energy are vectors containing the coordinates and energy of the photons:

I'm going to guess that you see some clumping in your output.
Have you read this article:

http://www.idlcoyote.com/math_tips/randomsurface.html

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")