
Subject: Re: shading/outlining on surface plot
Posted by [David Fanning](#) on Thu, 17 Jan 2013 18:09:38 GMT
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Bob Plano writes:

> Sorry if this is a dumb question, but....
>
> I'd like to make a surface or shade_surf plot, and outline areas on
> the surface. The basic idea is here:
>
>
>
> make_2d_gaussian,arr,xx,yy ;xx and yy are 2D
> grid point arrays
>
> shade_surf, arr,xx,yy,shades=whatever
>
> keep=where(arr gt .5*max(arr) and arr lt .7*max(arr))
>
> sub_outline_procedure,arr(keep),xx(keep),yy(keep) ??????????????????
>
>
>
> Is there a relatively easy way to do this?

No, there are no easy ways to do this, I don't believe, although maybe this is a case where function graphics can come to the rescue. One problem is writing on the surface. It is very difficult to know, unfortunately, where the actual surface *is*, due to round-off errors, mostly.

You might try drawing a contour line on top of an image, then using that to drape over the surface, but I don't expect good results. :-(

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
