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Subject: Re: Plot colors

Posted by [David Fanning](#) on Thu, 20 Jun 2013 16:10:53 GMT

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David Fanning writes:

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>
> Mats Löfdahl writes:
>
>> OK, so you're no better than me... :o)
>
> Yes, that's what I'm saying. :-)
>
>> But I can't help thinking that there should be a better way. Something
>> like picking colors that are evenly distributed in some color space and
>> at the same distance from white? I don't know. I think I can handle
>> thinking about gray scale pretty well but colors are trickier.
>
> Well, I do tend to prefer the number 6 values in the Brewer color tables
> as plot colors (these are on the right-hand side of cgPickColorName, to
> the right of the column of beige colors, "red6", "pbg6", "ygb6" etc.).
> These are probably constructed from an HSV color scheme along the lines
> you suggest.
```

As you can see by the response to your question, there are only three people in the world who could give a flying fig about color in their graphics plots, and none of them work at ExelisVis, as you can tell from the hideous yellow that is used as the default color of the Surface function.

I'm just saying, you may have to look elsewhere for color advice. ;-)

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.")

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