Subject: Re: plotting a vector field in 3d
Posted by manodeep@gmail.com on Mon, 24 Jun 2013 01:23:16 GMT
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Some of the most stunning flow renderings I have seen come are here:

http://skysrv.pha.jhu.edu/~miguel/videos.html

In particular, I would love to know how to re-create "Interactive visualization of the Cosmic Web" video (even if without the interactive part). Any ideas? If I remember correctly, that video was made with LIC that Mike wrote about in his vector flow plot.

And apologies to Petros for not having a solution and posting (hopefully) a teaser.

Cheers,
Manodeep

On Friday, June 21, 2013 11:34:23 AM UTC-5, David Fanning wrote:
> Michael Galloy writes:
>
>
>
>> Check out this post:
>
>>
>
>> http://michaelgalloy.com/2008/03/19/overview-of-flow-visuali zation-in-idl.html
>
>
>
> I agree the Flow3 example in the documentation sucks (sigh...), but it's
>
> pretty easy to put axes around the flow:
>
>
>
> vx = RANDOMU(seed, 5, 5, 5)
>
> vy = RANDOMU(seed, 5, 5, 5)
>
> vz = RANDOMU(seed, 5, 5, 5)
>
>
>
> ; Set up the 3D scaling system:
>

```
> cgSurf, dist(30), xr=[-1,5], yr=[-1,5], zr = [-1,5], $
>
>    /nodata, xst=1, yst=1
>
>
>
> ; Plot the vector field:
>
> !P.Color=cgColor('black')
>
> FLOW3, vx, vy, vz
>
>
>
> Now that I look at it, Flow3 sucks, too. :-)
>
>
>
> There is probably a good Ph.D. thesis in here for someone who wants to
>
> develop some useable software.
>
>
>
> Cheers,
>
>
>
> David
>
>
>
> --
>
> 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.")
```