On 08/28/14 17:29, Paul van Delst wrote:
> On 08/27/14 18:40, sjone7 wrote:
>> How might one add error bars to a 3d scatter plot?
>
> How about plotting the data as semi-transparent orbs where the
> dimensions of the orbs represent the error bar extents?
>
> See David Fanning's example code at:
>   http://www.idlcoyote.com/tip_examples/scatter_surface.pro
> The original article is at:
>   http://www.idlcoyote.com/tips/scatter3d.html

I forgot to mention that you will have to define your own non-spherical
orb object (the one that comes with the IDL example code is spherical).

I guess it would be an "ellipsoid" object. Modifying the orb object
shouldn't be too hard (he says!) since it's the degenerate case where
the principal axes are all the same.

It will be a interesting programming exercise.

I wonder how fast it would render for, say, 10000 points?

cheers,

paulv