
Subject: Re: 3D Scatter Plot

Posted by [Jim Pendleton](#) on Fri, 29 Aug 2014 03:39:04 GMT

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On Thursday, August 28, 2014 3:38:34 PM UTC-6, Paul van Delst wrote:

> 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
```

The orb object can be scaled anisotropically to turn it into an ellipsoid, without modifying the orb class itself.

```
IDL> o = orb()  
IDL> o.scale, 1., 1.5, 1.  
IDL> xobjview, o
```
