Subject: projecting a PLOT onto wall of SURACE Posted by noymer on Mon, 13 Nov 2000 08:00:00 GMT

View Forum Message <> Reply to Message

Dear C.I.i-p,

I'm using 5.3 Direct Graphics to plot a SURFACE. On this, I superimpose (in a blank region!!) a 2-D PLOT that clarifies one covered-up aspect of the surface.

It's a little bit cluttered, but not half as bad as it sounds, and I have a constraint on number of figs I can include with the article.

It would look slightly better if I could /T3D the PLOT such that it lies in the XZ plane in the "back" of the surface. Things would just "line up" better visually if I could rotrate the supplementary plot. How to do this? Just doing /T3D makes the graph wind up IN the XY plane of the surface, which doesn't work.

If this does not make any sense, then another way to explain what I want is to compare it to the CONTOURS lying above or below a SURFACE, which we see in so many examples (e.g. David's book, or "Using IDL"), except that I want the graph to lie in the BACK XZ plane, not the top XY plane, and in addition what I want to plot is not a contour but some other data. In fact all I want is the proper projection matrices to use with /T3d, because I specifically DON'T want the graph to take up the entire back panel --- I already have it sized OK I just need to get a way to get the right matrix.

TIA, Andrew

Sent via Deja.com http://www.deja.com/ Before you buy.