
Subject: lego tiled image (how to make?)

Posted by [R.G.S.](#) on Wed, 22 Nov 2000 08:00:00 GMT

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Greetings all,

I have an satellite data image and I would like to plot it as a color image composed of small uniform shaded rectangles. i.e. sort of like IDL> tv, rebin(image, /sample)

This data does need the axis that a surface (or plot) command will give. So the rebin will not work in general, (or I suppose I could calculate the size of the output image, then create the axis appropriate for that) Also, I will want to plot this as a polar plot in the future, and the rebin function will not work for that.

What I (currently) do to plot this data is (surface; rotated to bird's eye view):

```
shade_surf, merged, lonbins, latbins, shade = bytscl(merged, /nan), $
    ax=90, az=0, ztickname = strarr(10)+ ' ', zticklen = 0.0001, /noerase
```

What I really want is to create a surface like surface, image, /lego and do the above shadesurf command.

What is the best way to create such a figure?

Should I write the code to draw and shade each polygon for each sample (ugh slow!), or is there already a way to do such a thing?

Cheers,
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