Subject: Re: Weird error with SURFACE and log axes.
Posted by K. Bowman on Wed, 07 Apr 2004 21:21:34 GMT

In article <c51p43hrq1@news.nems.noaa.gov>,
 Paul Van Delst <paul.vandelst@noaa.gov> wrote:

> http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic.gif

This seems vaguely familiar. I think it may have to do with hidden-line
removal for high-resolution wire meshes. Have you tried rotating the
plot in XSURFACE or using a rendered surface instead of wiremesh?

Ken Bowman

Subject: Re: Weird error with SURFACE and log axes.
Posted by Paul Van Delst[1] on Thu, 08 Apr 2004 17:17:43 GMT

Kenneth Bowman wrote:
> In article <c51p43hrq1@news.nems.noaa.gov>,
> Paul Van Delst <paul.vandelst@noaa.gov> wrote:
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>
>> http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic.gif
>
>
> This seems vaguely familiar. I think it may have to do with hidden-line
> removal for high-resolution wire meshes. Have you tried rotating the
> plot in XSURFACE or using a rendered surface instead of wiremesh?

Hello,

This is what I get when I use SHADE_SURF instead of SURFACE:

   http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_shade_surf .gif

Pretty crappy looking. Going back to the wire mesh, if I rotate around the Z axis by 50
degrees I get the following:

   http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_az50.gif

Yuck. IDL apparently cannot handle logarithmic axes for its surfacing procedures at all.

Would this be considered a bug in the hidden-line removal algorithm, or an oversight?

paulv