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Subject: SMOOTH function for 3D

Posted by [IDLmastertobe](#) on Mon, 21 Nov 2005 09:13:51 GMT

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Hi, i'm working on smoothing 3D data. I can visualize a 3D object base on the data and rotate it . I have used SMOOTH function before to smooth 2D image and it worked fine. But now when I am using it for 3D as: result = SMOOTH(3Darray); and then use the result as my new 3D data, I observe no difference when I am visualizing it. It looked just like the original unsmoothed function. Does anyone know why? Thank you.

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