
Subject: 3D graphing

Posted by [orangelubee](#) on Mon, 18 Aug 2008 20:55:10 GMT

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Hello all,

I've been trying to make a very simple 3D graph for days now and I'm completely stumped because I know nothing about this. My data is gridded data of temperatures at different levels of the atmosphere over Antarctica and I have nice plots using `map_set` and `contour` for each level separately but I would really like to have a 3D version of just one temperature contour throughout the entire atmosphere. Is there a way to get a z-axis added to a map and contour at each level? I've tried using `T3D` but I'm not understanding how it applies to contour and plot or really how it works at all. I've also tried to use the `isosurface`, `scale3` and then `polyshade` to view a certain temperature surface but I keep running into this error: POLYSHADE: Vertex 0: X,Y,Z location out of range. which I don't know how to fix.

Is there an easy way to do this or am I way off track?

Thanks,

Stephanie

Subject: Re: 3D graphing

Posted by [David Fanning](#) on Tue, 19 Aug 2008 18:50:09 GMT

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orangelubee writes:

> Thanks for the help. I hope this doesn't show how computer illiterate
> I am (I'm a novice IDLer) but I don't know what the difference between
> direct graphics and object graphics.

Oh, dear. Well, don't worry about it. You are doing direct graphics. Don't even **attempt** object graphics unless you have Ronn Kling's book, *IDL Power Graphics*, right next to you. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
