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 dont 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

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