Subject: Re: Stacking Map Projections for 3D depiction Posted by penteado on Wed, 09 Sep 2009 20:53:03 GMT

View Forum Message <> Reply to Message

On Sep 9, 5:42 pm, Katelynn <greer.katel...@gmail.com> wrote:

- > I have a series of stereographic SABER temperature plots (so 2D) on
- > different pressure surfaces and want to present them in a way such
- > that the vertical relationships between two different surfaces can
- > been seen. Up until now, I have been generating the pressure surfaces
- > (or as I call them slices) in IDL and then manipulating them
- > individually in Adobe Illustrator by using some shear commands that
- > make the slices appear that they are hovering over each other (like a
- > deck of cards with an inch of air between each card). This is time
- > consuming (especially for many such plots, not to mention being a
- > rather inelegant solution) and I have been trying to recreate the 3D
- > stacked map projections using IDL. I have looked on several forums
- > and on google for potential solutions in map projections and 3D
- > plotting, but seem unable to find what I need (I don't even know if
- > what I'm doing has a proper name). Do you have any ideas or solutions
- > for presenting data in this way?

>

> Any help/ideas are greatly appreciated.

Are the slices images or plots? If plots, are they contour plots? What are the approximate number of slices and their dimensions?

Subject: Re: Stacking Map Projections for 3D depiction Posted by penteado on Wed, 09 Sep 2009 23:59:34 GMT View Forum Message <> Reply to Message

On Sep 9, 5:42 pm, Katelynn <greer.katel...@gmail.com> wrote:

- > I have a series of stereographic SABER temperature plots (so 2D) on
- > different pressure surfaces and want to present them in a way such
- > that the vertical relationships between two different surfaces can
- > been seen. Up until now, I have been generating the pressure surfaces
- > (or as I call them slices) in IDL and then manipulating them
- > individually in Adobe Illustrator by using some shear commands that
- > make the slices appear that they are hovering over each other (like a
- > deck of cards with an inch of air between each card). This is time
- > consuming (especially for many such plots, not to mention being a
- > rather inelegant solution) and I have been trying to recreate the 3D
- > stacked map projections using IDL. I have looked on several forums
- > and on google for potential solutions in map projections and 3D
- > plotting, but seem unable to find what I need (I don't even know if
- > what I'm doing has a proper name). Do you have any ideas or solutions
- > for presenting data in this way?

>

> Any help/ideas are greatly appreciated.

Try running this sequence, and see if the result is what you are looking for:

iimage,dist(200),zvalue=0. iimage,dist(200),zvalue=200.,/over,rgb_table=1 icontour,dist(200),zvalue=100.,/over,color=[255,0,0] iplot,200*dindgen(20)/(19d0),100+100*cos(dindgen(20)*! dpi*4/19d0),replicate(300,20),/over,color=[0,255,0],thick=3.

Subject: Re: Stacking Map Projections for 3D depiction Posted by greer.katelynn on Thu, 10 Sep 2009 15:00:44 GMT View Forum Message <> Reply to Message

On Sep 9, 2:53 pm, pp <pp.pente...@gmail.com> wrote:

- > Are the slices images or plots? If plots, are they contour plots? What
- > are the approximate number of slices and their dimensions?

They are colored contour plots that I've put on a stereographic map projection. In terms of slices, right now I'm just dealing with two slices, but might add more depending on what I am trying to show. I figure that once I've got two slices figured out, it shouldn't be that difficult for me to add more. In terms of dimensions, are you asking about the data limits(lat=[40 90], lon [-180 180]), the number of pixels or?