## Subject: Create curves

Posted by g.nacarts on Fri, 16 Oct 2015 13:41:02 GMT

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Hi

I created an ellipsoid shape as follows

```
NX=128
NY=128
Ellipxe = fltarr(NX,NY)

for i=0L, NX-1 do begin
   for j=0L, NY-1 do begin
        if (0.1*(j-50)^2.+0.23*(i-95)^2. LT 100) then begin
        Ellipse[i,j] = 10.
endif
endfor
endfor
tvscl, Ellipse
```

I wanted to change the direction of the ellipse to be diagonal (i.e. not plotted vertically). Does anyone knows how to do that?

Also I found that the bean curve in Cartesian coordinates has the following form:

```
(x^2+y^2)^2 = x^3+y^3
```

I tried the following but it doesn't work

```
NX=128
NY=128
Bean_curve = fltarr(NX,NY)

for i=0L, NX-1 do begin
  for j=0L, NY-1 do begin
    if ((0.1*(j)^2.+0.23*(i)^2.)^2. EQ (0.1*(j)^3.+0.23*(i)^3.)) then begin
    Bean_Curve[i,j] = 10.
endif
endfor
endfor
tvscl, bean_Curve
```

Can anyone help with this?

Subject: Re: Create curves
Posted by David Fanning on Fri, 16 Oct 2015 13:56:49 GMT

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g.nacarts@gmail.com writes:

```
> I created an ellipsoid shape as follows
> NX=128
> NY=128
> Ellipxe = fltarr(NX,NY)
> for i=0L, NX-1 do begin
   for j=0L, NY-1 do begin
>
       if (0.1*(j-50)^2.+0.23*(i-95)^2. LT 100) then begin
     Ellipse[i,i] = 10.
>
> endif
  endfor
> endfor
> tvscl, Ellipse
> I wanted to change the direction of the ellipse to be diagonal (i.e. not plotted vertically). Does
anyone knows how to do that?
```

I think I would use TVEllipse from the NASA Astronomy Library with the angle parameter set to 45 degrees.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.idlcoyote.com/

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

Subject: Re: Create curves

Posted by g.nacarts on Fri, 16 Oct 2015 14:13:08 GMT

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Other way beside the NASA Astronomy Library?

I don't want to use the TVEllipse because I want to create the ellipse as an array not just to display it.

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This is probably going to sound more complicated than it actually is. But all you need to do is the rotation matrix to rotate your coordinate system.

https://en.wikipedia.org/wiki/Rotation\_matrix

so if the center of your ellipse is at (xc,yc) then the coordinates of the new ellipse will be

```
theta=45.
s=sin(theta*!PI/180)
c=cos(theta*!PI/180.)
dx=x-xc
dy=y-yc
x = xc + c*dx+s*dy
v = vc - s*dx+c*dv
```

and now you use the definition of an ellipse:

```
r^2 = (x/a)^2 + (y/b)^2
```

This is all tvellipse does. If you don't want to use tvellipse, then just open it up and you'll see pretty much the same equations there. I didn't test this cause I didn't understand exactly what you want, so you'll need to work it over a bit (but it's the correct idea). I think I used a negative angle (when wiki uses a positive one) and used the fact that sin is an odd function.

```
On Friday, October 16, 2015 at 9:41:08 AM UTC-4, g.na...@gmail.com wrote:
> Hi
>
> I created an ellipsoid shape as follows
>
> NX=128
> NY=128
> Ellipxe = fltarr(NX,NY)
>
> for i=0L, NX-1 do begin
   for j=0L, NY-1 do begin
       if (0.1*(j-50)^2.+0.23*(j-95)^2. LT 100) then begin
>
    Ellipse[i,j] = 10.
>
 endif
   endfor
> endfor
```

```
> tvscl, Ellipse
>
> I wanted to change the direction of the ellipse to be diagonal (i.e. not plotted vertically). Does
anyone knows how to do that?
>
  Also I found that the bean curve in Cartesian coordinates has the following form:
 (x^2+y^2)^2 = x^3+y^3
>
  I tried the following but it doesn't work
>
> NX=128
> NY=128
> Bean_curve = fltarr(NX,NY)
>
> for i=0L, NX-1 do begin
   for j=0L, NY-1 do begin
>
       if ((0.1*(j)^2.+0.23*(i)^2.)^2. EQ (0.1*(j)^3.+0.23*(i)^3.)) then begin
>
     Bean Curve[i,j] = 10.
>
  endif
>
   endfor
 endfor
> tvscl, bean_Curve
> Can anyone help with this?
```

```
Subject: Re: Create curves
```

Posted by g.nacarts on Fri, 16 Oct 2015 15:56:59 GMT

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Yes, I found the TVEllipse document and I had a look on that one.

The problem is that I want to make an array with this ellipse and they way I did it I only got a black window when I display it. My code is shown below

```
xc=90. ;center in x-direction yc=50. ;center in y-direction theta=45. ;angle to rotate s=sin(theta*!pi/180.) c=cos(theta*!pi/180.) dx=xc dy=yc for x=0L, NX-1 do begin
```

```
for y=0L, NY-1 do begin
if ((xc + c*dx+s*dy)/2.)^2 + ((yc - s*dx+c*dy)/4.)^2 LT 100 then begin
 Ellipse[x,y] = 10.
endif
 endfor
endfor
tvscl, Ellipse
```