Subject: Re: 3D Scatterplot code

Posted by plonski on Sat, 19 Jan 1991 20:59:40 GMT

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3D Scatter plots in IDL are easy. I typically use a "surface /nodata ..." call to set up the t3d matrix based on user specified rotations, scales etc. Then one can use the "plots /t3d PSYM= ..." command with the x,y,z values. A simple version of the above would only take two lines of code. I typically assign different colors to each data set being plotted. I don't have a way to interactively rotate. For the data set I use, I wrote a short routine which does the above and then I call it repeatedly until I get the perspective that looks best. The code assumes a lot about the data which is passed in structures so it would not be useful to others.

Subject: Re: 3D Scatterplot code
Posted by churchill on Mon, 21 Jan 1991 00:34:43 GMT
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BSD@psuvm.psu.edu (Scott Dickson) writes:

- > Yesterday I posted looking for an X based code to do 3D scatter plots,
- > but I want to extend my search somewhat. I am thinking that someone
- > must have done this with PV-Wave or with apE, both of which I have.

>

- > So, if you have or know of a code or method to do 3D scatter plots under
- > X or apE or PV-Wave that can do interactive rotation, translation,
- > etc. of the plot, *please* let me know.

Please let me know too. I was about to start to write PV-Wave code to do interactive rotation of 3D scatter plots. If it has been done already then I won't re-invent wheels.

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