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Subject: Image transformation retaining pixelation  
Posted by [nolan](#) on Wed, 03 Jul 1996 07:00:00 GMT  
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I have a 2-D array of values, and X and Y coordinates for each one. I'd like to plot these as an image, but squashed to the correct X and Y values. The topology is still rectangular, so I tried using  
`shade_surf, array, x, y, ax=90, ay=0, shades=bytescl(array)`  
to get a "map view".

That worked OK, but it interpolates, and I'd like to see the pixel boundaries (or at least some semblance of them), so as not to fool myself. Is there a way to do that, either using `shade_surf` or another way?

Any help would be appreciated.

-Mike

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