Subject: Re: shaded surface
Posted by davidf on Fri, 14 Mar 1997 08:00:00 GMT
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Achim Hein <hein@nv.et-inf.uni-siegen.de> writes:

> Here is my problem:
> I have got two files, one contains the surface backscattering data, the
> other file contains the corresponding height information. Both files
> are floating point arrays of dimension 6000 x 28000 pixel.
> If I want to print these files fully resoluted - means every pixel will
> be printed - I can do it by printing in *.pcl or *.ps format.
> Any image compression ruins the information in the picture - so it is
> forbidden to compress anyway.
> But what is the way to get similar resolutions in shaded surface
> interpretation?

Surely your joking, Mr. Hein! :-)

David

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Subject: Re: shaded surface
Posted by anton on Fri, 14 Mar 1997 08:00:00 GMT
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Achim,
  I'm having almost the same problem - overlaying some data on the topography.
I figured that the best way is the following sequence :

shade_surf, topo, shades = data,.... // place your favortie angles of view etc
surface, topo, /noerase, ...

Additional parameters to both surface routines must be the same. First one
plots shaded surface with topography colored with your data and second
statement overplots topography grid, to make it visible.

Maybe this helps.

Anton

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Anton Ivanov

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