
Subject: Re: multi-surfaces on shade_surf
Posted by [mirko_vukovic](#) on Fri, 30 Oct 1998 08:00:00 GMT
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In article <3639117f.118505341@news1.alterdial.uu.net>,

lbryanNOSPAM@arete-az.com (Lisa Bryan) wrote:

> Hello all,

>

> I've been trying to plot 2 surfaces on the same shade_surf plot and
> have not had success. My goal is to represent two (or more) surfaces
> with no connections between surfaces. I can produce two surfaces
> using David Fannings Scatter3d, but the resulting image is undesirably
> pixelated. The shade_surf result is more aesthetically pleasing for
> one surface, but I haven't been able to get two surfaces to work
> (I've been trying the noerase keyword). I'm probably missing
> something obvious (as usual) and would appreciate a kick in the right
> direction.

>

> IDL> surf1 = dist(100)

> IDL> surf2 = intarr(100,100)

> IDL> surf2(*) = 100

> IDL> shade_surf,surf1,zrange = [0,100]

> IDL> shade_surf,surf2,/noerase,zrange = [0,100]

>

> Thanks

>

> Lisa Bryan

>

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>

Struan (Grey?) has an absolutely great write-up on plotting multiple
surfaces. Sorry, but I don't have the www link to it anymore.

mirko

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