

MIT OpenCourseWare  
<http://ocw.mit.edu>

12.010 Computational Methods of Scientific Programming  
Fall 2008

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.

# 12.010 Computational Methods of Scientific Programming

Lecturers

Thomas A Herring

Chris Hill

# Overview Today

- Examine image and 3-D graphics in Matlab

# Simple 3-D graphics

- Simple line and scatter plots use `plot3` which takes 3 vectors as arguments and plots them much like 2-D plot.

```
t = linspace(0,10*pi);
```

```
figure(1); clf;
```

```
plot3(sin(t),cos(t),t)
```

# Mesh plots

```
[X,Y,Z] = peaks(30); % 30x30 version of Gaussians  
mesh(X,Y,Z)  
xlabel('X-axis'), ylabel('Y-axis'), zlabel('Z-axis')  
colorbar;daspect([1 1 2.5]);  
title('Lec 19.2: Mesh Plot of Peaks')
```

# Transparency control

```
[X,Y,Z]=sphere(12);  
subplot(1,2,1)  
mesh(X,Y,Z), title('Lec 3a: Opaque')  
hidden on  
axis square off  
subplot(1,2,2)  
mesh(X,Y,Z), title('Lec 3b: Transparent')  
hidden off  
axis square off
```

# Mesh with contour

- `meshc(X,Y,Z)` % mesh plot with underlying contour plot

# Surface plots

- Surface plots are like mesh except that the surface is filled
- The appearance of these plots depends on the method of shading and how they are light.
- The commands here are:
  - surf -- surface plot
    - shading flat has flat faceted look
    - shading interp interpolates the surface and looks smoother
  - surfc -- surface plot with contours (like meshc)
  - surfli -- surface with lighting
  - surfnorm -- surface with normal plotted
- Following figures give example of these commands using the peaks(30) data set.
- We can look at these plots in Matlab and change colormap and view angles

# Standard surf

- Generated using `surf[X,Y,Z]`

# Surf with shading flat

- The command shading flat added

# Surf with shading interp

- Command shading interp used

# Surfl used

- Command `surfl` is surface with lighting; here the colormap is changed to pink to enhance effect

# Surfnorm to add normals

- Generated on a 15 grid to keep down clutter.

# Working with irregular data

- Previous figures were generated using a regular grid of X and Y values from which Z values can be computed.
- Routine `griddata` takes irregularly spaced x y data with associated z values and fits a surface to a regularly specified grid of values. `Mesh surf` etc can be used to plot results
- Routines `trimesh` and `trisurf` form Delaunay triangles to irregular data and plot based on these faceted surfaces.

# Griddata example

# Trisurf example

# Vertical view of each figure

# Inside 3-D objects

- Matlab has methods for visualization of 3-D volumes
- These are figure generated to display some quantity which is a function of X Y and Z coordinates. Examples would be temperature is a 3-D body
- Functions slice and contourslice are used to see inside the body. Slice can be along coordinate planes or a surface shape can be specified.
- Isosurface renders the shape of the volume at a particular value. (Equivalent to a 3-D contour map with just one contour shown).

# Slice along coordinate axes

```
slice(X,Y,Z,V,[0 3],[5 15],[-3 5])
```

x cut 0 & 3; y cut 5 & 15, z cut -3 & 5

# Slice with contours added

```
contourslice(X,Y,Z,V,3,[5 15],[])
```

# Oscillating sinusoidal surface

# Isosurface viewing

- Previous cut at level 2 using isosurface

# Example with outer volume filled

- Added called to isocaps

# Examples using Matlab flow function

# Matlab flow example

- This example needs to be viewed in 3-D in Matlab.
- Here color map shows fine structure.

# Making AVI Movies

```
hf = figure('Position',[50 50 797 634]);
set(fig,'DoubleBuffer','on');
set(gca,'Visible','off','Position',[0 0 1 1],'NextPlot','replace');
mov = avifile('YibalTotalANC.avi','FPS',1);
for n = 2:35
    f = sprintf('TotalANC%3.3d.jpg',n);
    Im = imread(f,'JPG');
    hi = image(Im);
    Fr = getframe;
    mov = addframe(mov,Fr);
end
```

# Viewing real data

- Example of reading a geo-tiff file and displaying it on a Northing/Easting grid
- Main feature here is using `imfinfo` to retrieve information about the contents of an image file and then `imread` to read the image data
- `imagesc` used to display image with coordinates:  
`imagesc([UTMR(1:2)],[UTMR(3:4)], Def)`

# Figure generated imagesc

# Summary

- Matlab has many 3-D view methods and functions available
- There are many options to many of these and sometime experimentation is needed to find out what works best.
- Demo example in Matlab can yield good ideas on how to solve specific problems.