

19/10/2020

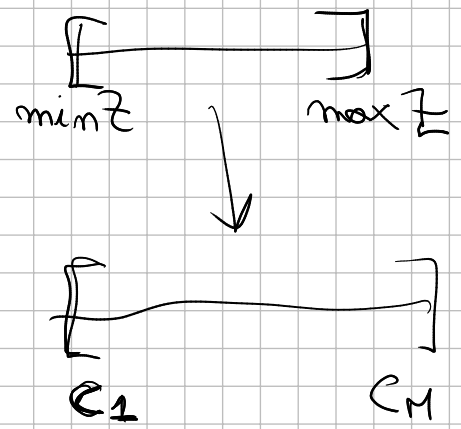
COLORMAP

È un vettore di trene RGB



$$\begin{bmatrix} R_1 & G_1 & B_1 \\ R_2 & G_2 & B_2 \\ \vdots & \vdots & \vdots \\ R_M & G_M & B_M \end{bmatrix} = C$$

$Z \rightarrow \begin{matrix} \min Z \\ \max Z \end{matrix}$

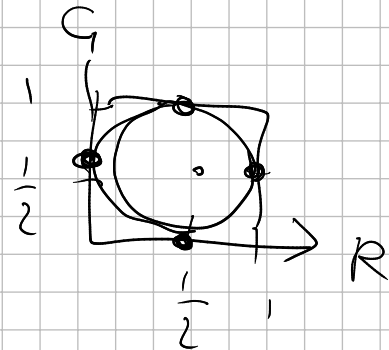
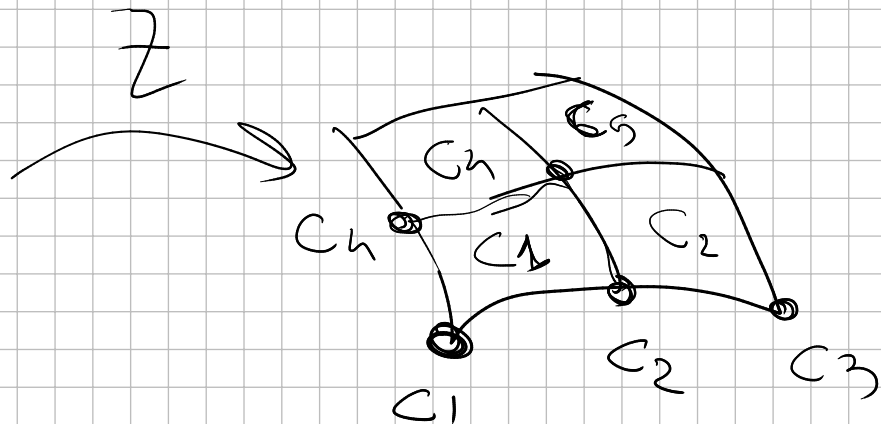
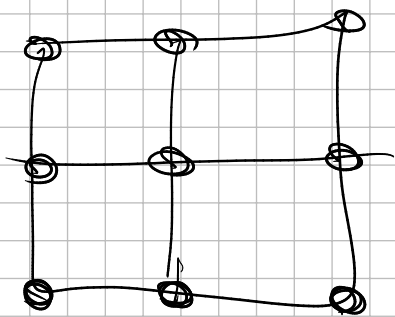
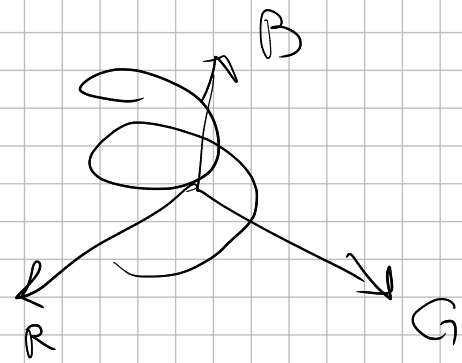


Una colormap è una proprietà degli oggetti figure, axes,

$$R(t) = \frac{1}{2} + \frac{1}{2} \cos(2\pi t)$$

$$G(t) = \frac{1}{2} + \frac{1}{2} \sin(2\pi t)$$

$$B(t) = t$$



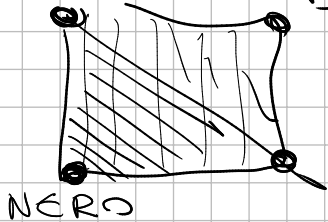
Proprietà degli oggetti surface

EdgeColor → colore della maglia ('none' lo elimina)

FaceColor → tipo di shading delle facce ('flat', 'interp')

BIANCO

BIANCO



BIANCO

$$\rightarrow ax + by + cz + d$$

Face Lighting → modelli di illuminazione ('none', 'flat', 'smooth')



light oggetto per definire una luce (posizione, colore, tipo  )

Image → se CData è in RGB

Image(I)

ImageSC(I) → scala i valori sulla colormap