
Subject: Visualize 3d function with SurfaceCtrl

Posted by [busiek](#) on Wed, 25 Sep 2024 11:30:32 GMT

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Hi all,

I am discovering awesome packages like SurfaceCtrl. I would like to visualize a function of two variables $f(x, y)$. I am noob in OpenGL and inspecting the possibilities of Surface and SurfaceCtrl is very time consuming since it is too overwhelming for me.

I kindly ask whether can someone provide the minimal example how to do it?

I suspect you construct a grid of points $(x, y, f(x,y))$ and build a surface with that? I really don't know what are the first steps :(

Best regards,
Kuba
