

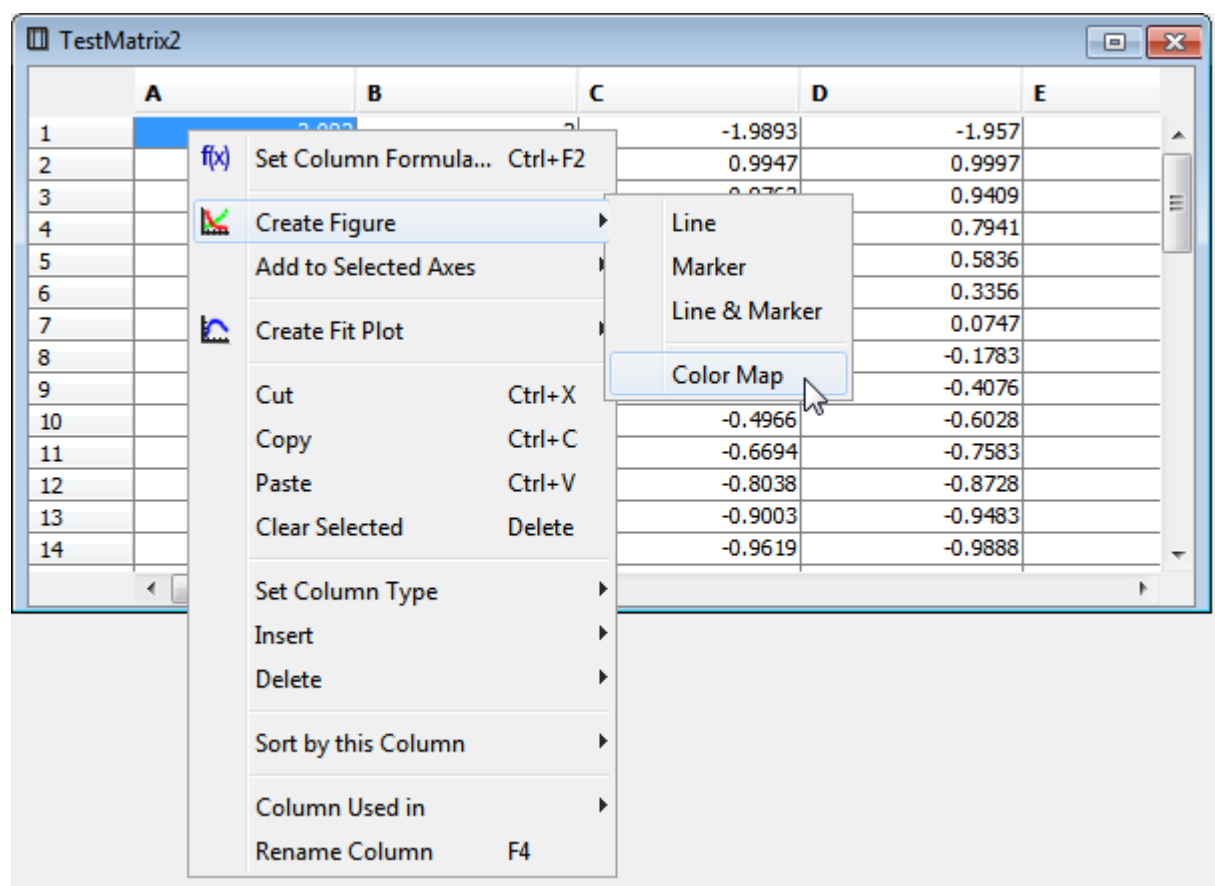
Table of Contents

Color Map Plots	1
<i>Specifying X/Y Data of Color Map Plot</i>	1
<i>Exporting of Vector Image</i>	2
<i>Color Interpolation</i>	2
<i>Spatial Image Interpolation</i>	2
<i>Bicubic Interpolation Algorithm</i>	2

Color Map Plots

To create color map plot, open table with matrix data, open context menu and select Create Figure → Color Map or use Create Figure button on toolbar. Selection in table is ignored, the whole table is used for plotting.

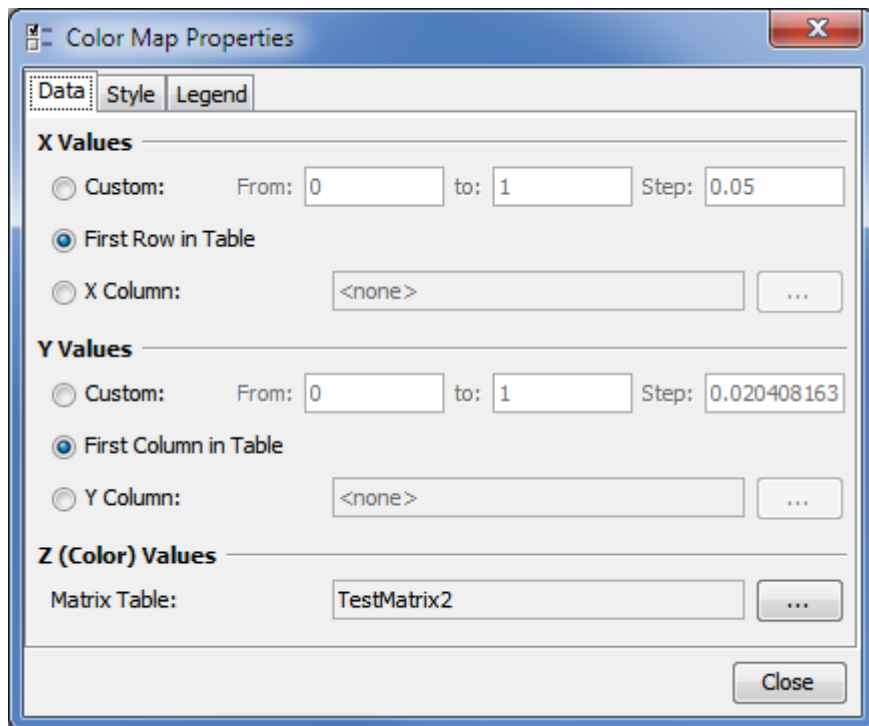
Color Map can be configured in Properties dialog which can be opened by double click of using context menu.



Specifying X/Y Data of Color Map Plot

MagicPlot supports 3 alternatives for X and Y data for plotting matrix:

1. Manual range
2. Values from first row and column
3. Columns from another table



Exporting of Vector Image

MagicPlot renders color map plots as a high-resolution raster image which is included into vector image file (eps, pdf, svg, emf). Therefore file size does not depend on data matrix dimensions. The resolution of color map image is set by DPI value in Canvas tab of Figure properties dialog.

Color Interpolation

MagicPlot interpolates colors in sRGB color space.

Spatial Image Interpolation

MagicPlot supports 3 color map interpolation modes: nearest neighbor (off), bilinear and bicubic.

Bicubic Interpolation Algorithm

MagicPlot performs bicubic interpolation of data using [cubic Hermite spline](#) which supports non-uniform data. For uniform (equally spaced) x and y values this method is equal to the conventional bicubic interpolation algorithm (which is widely used for image resizing) with coefficient $a = -0.5$.

From:

<https://magicplot.com/wiki/> - **MagicPlot Manual**

Permanent link:

<https://magicplot.com/wiki/colormap?rev=1467135859>

Last update: **Tue Jun 28 20:44:50 2016**

