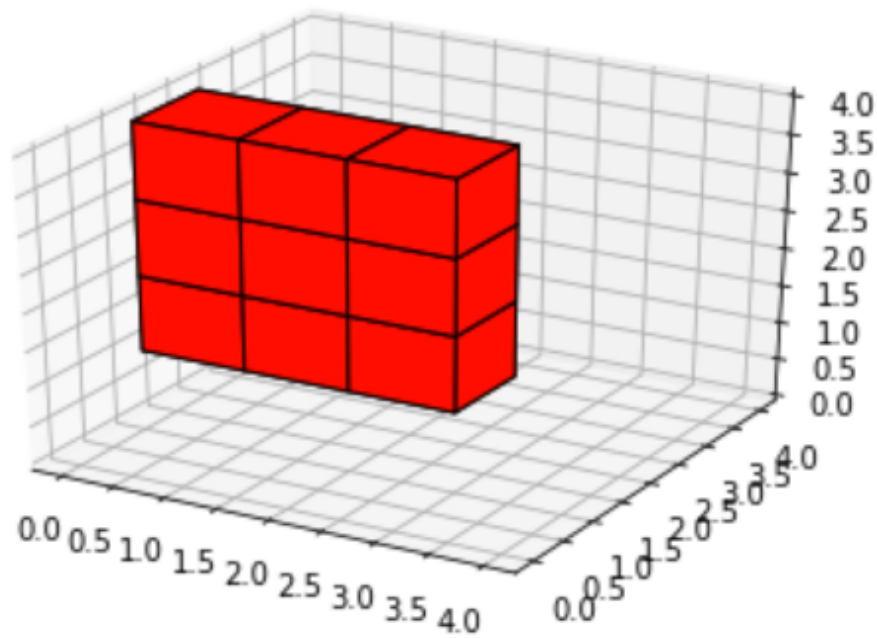


```

import matplotlib.pyplot as plt
import numpy as np
from mpl_toolkits.mplot3d import Axes3D
# prepare some coordinates
x, y, z = np.indices((4, 4, 4))
cube1 = (x < 3)&(x>=0) & (y>0) & (y < 2) & (z>0)&(z < 4)
voxels = cube1
# set the colors of each object
colors = np.empty(voxels.shape, dtype=object)
colors[cube1] = 'red'
fig = plt.figure()
ax = fig.gca(projection='3d')
ax.voxels(voxels, facecolors=colors, edgecolor='k')
plt.show()

```



```

[[[False False False False]
  [False True True True]
  [False False False False]
  [False False False False]]

 [[False False False False]
  [False True True True]
  [False False False False]
  [False False False False]]

 [[False False False False]
  [False True True True]
  [False False False False]]

```

```
[False False False False]]
```

```
[[False False False False]  
 [False False False False]  
 [False False False False]  
 [False False False False]]]
```