blotly | Graphing Libraries (https://plotly.com/)(/graphing-libraries/)

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Trisurf Plots in Python

How to make tri-surf plots in Python with Plotly. Trisurfs are formed by replacing the boundaries of a compact surface by touching triangles.

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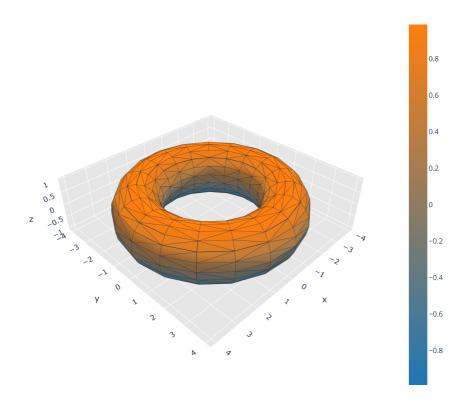
Trisurf plots can be made using a figure factory (/python/figure-factories/) as detailed in this page.

Torus



```
import plotly.figure_factory as ff
import numpy as np
from scipy.spatial import Delaunay
u = np.linspace(0, 2*np.pi, 20)
v = np.linspace(0, 2*np.pi, 20)
u,v = np.meshgrid(u,v)
u = u.flatten()
v = v.flatten()
x = (3 + (np.cos(v)))*np.cos(u)
y = (3 + (np.cos(v)))*np.sin(u)
z = np.sin(v)
points2D = np.vstack([u,v]).T
tri = Delaunay(points2D)
simplices = tri.simplices
fig = ff.create_trisurf(x=x, y=y, z=z,
                        simplices=simplices,
                         \label{title-dict(text="Torus"), aspectratio=dict(x=1, y=1, z=0.3))} \\
fig.show()
```

Torus

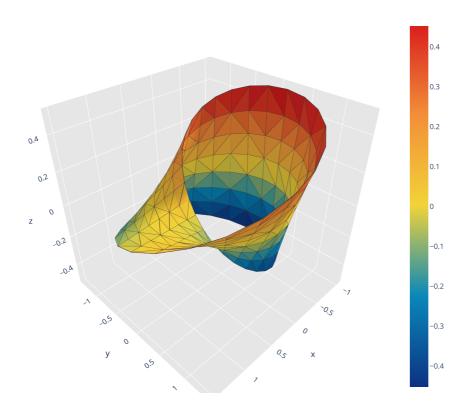


Mobius Band



```
import plotly.figure_factory as ff
import numpy as np
from scipy.spatial import Delaunay
u = np.linspace(0, 2*np.pi, 24)
v = np.linspace(-1, 1, 8)
u,v = np.meshgrid(u,v)
u = u.flatten()
v = v.flatten()
tp = 1 + 0.5*v*np.cos(u/2.)
x = tp*np.cos(u)
y = tp*np.sin(u)
z = 0.5*v*np.sin(u/2.)
points2D = np.vstack([u,v]).T
tri = Delaunay(points2D)
simplices = tri.simplices
\label{fig} \mbox{ = ff.create\_trisurf(x=x, y=y, z=z,} \\
                         colormap="Portland",
                          simplices = simplices,
                          title=dict(text="Mobius Band"))
fig.show()
```

Mobius Band

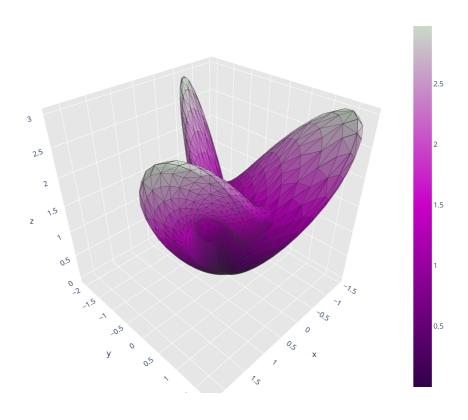


Boy's Surface



```
{\tt import\ plotly.figure\_factory\ as\ ff}
import numpy as np
from scipy.spatial import Delaunay
u=np.linspace(-np.pi/2, np.pi/2, 60)
v=np.linspace(0, np.pi, 60)
u,v=np.meshgrid(u,v)
u=u.flatten()
v=v.flatten()
x = (np.sqrt(2)*(np.cos(v)*np.cos(v))*np.cos(2*u) + np.cos(u)*np.sin(2*v))/(2 - np.sqrt(2)*np.sin(3*u)*np.sin(2*v))
y = (np.sqrt(2)*(np.cos(v)*np.cos(v))*np.sin(2*u) - np.sin(2*v))/(2 - np.sqrt(2)*np.sin(3*u)*np.sin(2*v)) + (2*v) + 
z = (3*(np.cos(v)*np.cos(v)))/(2 - np.sqrt(2)*np.sin(3*u)*np.sin(2*v))
points2D = np.vstack([u, v]).T
tri = Delaunay(points2D)
simplices = tri.simplices
fig = ff.create_trisurf(x=x, y=y, z=z,
                                                                                       colormap=['rgb(50, 0, 75)', 'rgb(200, 0, 200)', '#c8dcc8'],
                                                                                       show_colorbar=True,
                                                                                       simplices=simplices,
                                                                                       title=dict(text="Boy's Surface"))
fig.show()
```

Boy's Surface



Reference

For more info on ff create_trisurf(), see the full function reference (https://plotly.com/python-api-reference/generated/plotly.figure_factory.create_trisurf.html)



https://plotly.com/python/trisurf/

What About Dash?

<u>Dash (https://dash.plot.ly/)</u> is an open-source framework for building analytical applications, with no Javascript required, and it is tightly integrated with the Plotly graphing library.

Learn about how to install Dash at https://dash.plot.ly/installation (https://dash.plot.ly/installation).

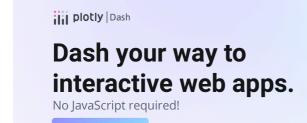
Everywhere in this page that you see fig.show(), you can display the same figure in a Dash application by passing it to the figure argument of the <u>Graph component</u> (https://dash.plot.ly/dash-core-components/graph) from the built-in dash_core_components package like this:

```
import plotly.graph_objects as go # or plotly.express as px
fig = go.Figure() # or any Plotly Express function e.g. px.bar(...)
# fig.add_trace( ... )
# fig.update_layout( ... )

from dash import Dash, dcc, html

app = Dash()
app.layout = html.Div([
    dcc.Graph(figure=fig)
])

app.run(debug=True, use_reloader=False) # Turn off reloader if inside Jupyter
```





(https://dash.plotly.com/tutorial?utm_medium=graphing_libraries&utm_content=python_footer)

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