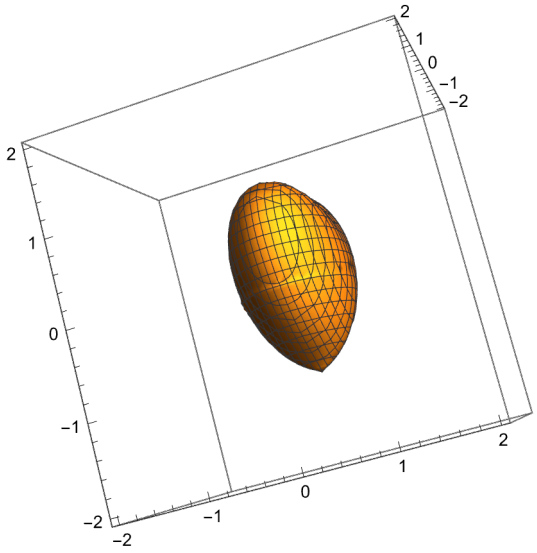
ContourPlot3D

In[ ]:= `ContourPlot3D[(x^2 + 9/4 y^2 + z^2 - 1)^3 - x^2 z^3 - 9/80 y^2 z^3 == 0, {x, -2, 2}, {y, -2, 2}, {z, -2, 2}]`

三维等高线

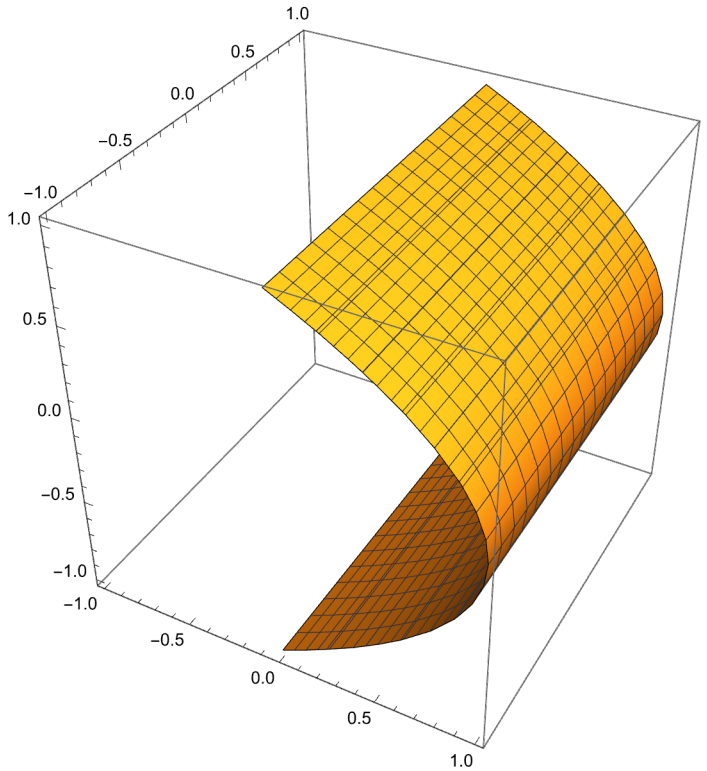
Out[ ]=



In[ ]:= `ContourPlot3D[x + z^2 == 1, {x, -1, 1}, {y, -1, 1}, {z, -1, 1}]`

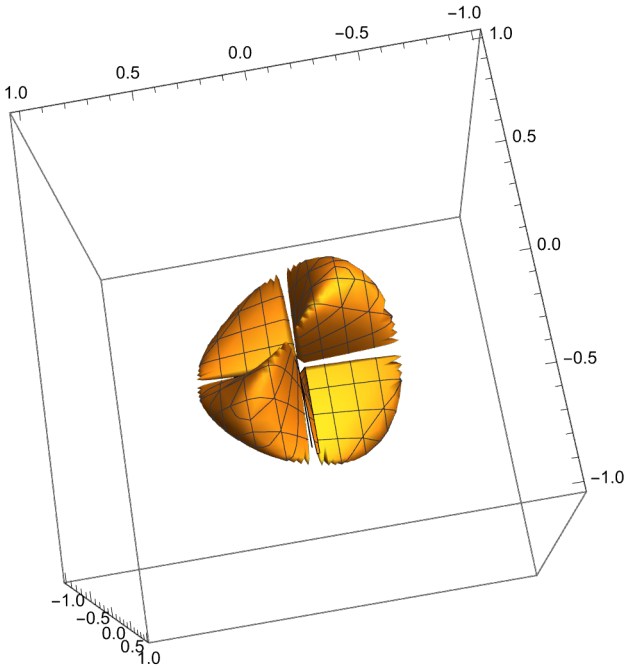
三维等高线

Out[ ]=



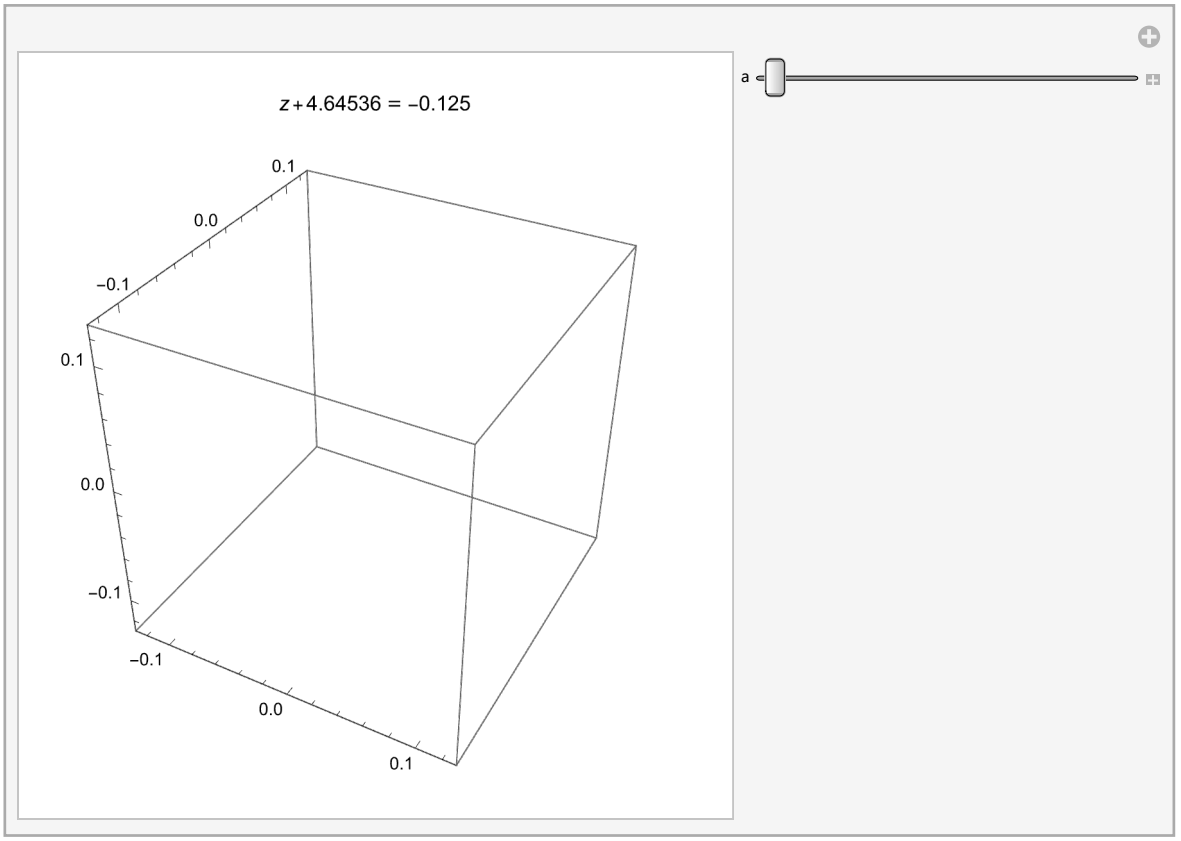
In[ ]:=
```
r = 1;
ContourPlot3D[x^2 y^2 + y^2 z^2 + z^2 x^2 == r^2 x y z, {x, -r, r}, {y, -r, r}, {z, -r, r}]
```
三维等高线

Out[ ]=



In[ ]:=
```
r = 1;
Manipulate[
 ContourPlot3D[Abs[x]^a + Abs[y]^a + Abs[z]^a == r^a,
  {x, -r, r}, {y, -r, r}, {z, -r, r}, PlotLabel → x^a + y^a + z^a == r^a],
 {a, 1, 10, 1}]
```
交互式操作
三维等高线
绘图标签

Out[ ]=



In[ ]:=
```
ContourPlot3D[x^x + y^y + z^z == 2.3, {x, 0, 1.1},
 {y, 0, 1.1}, {z, 0, 1.1}, RotationAction → "Clip",
 Boxed → False, Axes → False, Mesh → None,
 ColorFunction → Function[{x, y, z}, Hue[x + y + z]]
]
```
三维等高线 旋转操作 剪切 边界框 假 坐标轴 假 网格 无 颜色函数 纯函数 色相

Out[ ]=