

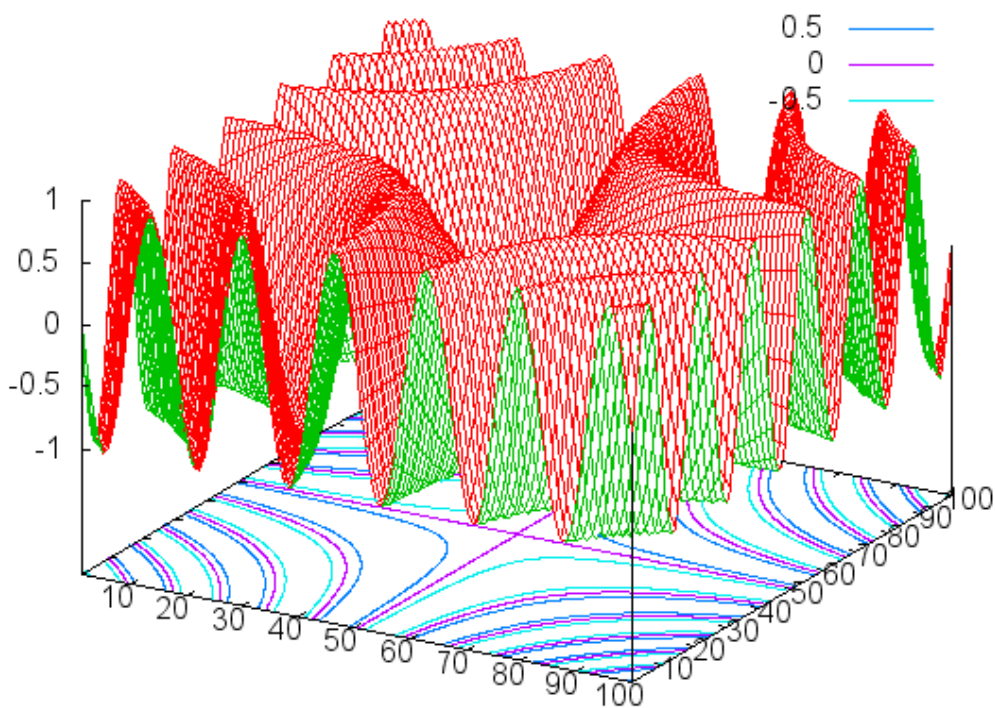
Plotting 3D Surfaces

Surface plotting creates a 3D surface plot of a given matrix `z`. Entries of `z` are used as height values. It is also possible to specify `x` and `y` locations corresponding to each point in `z`. If a terminal with interactive capabilities is being used by `Gnuplot` backend (like `x11` or `wxt` or `qt`), then rotating, zooming is also possible.

`gnuplot.splot(z)`

Plot surface `z` in 3D.

```
x = torch.linspace(-1,1)
xx = torch.Tensor(x:size(1),x:size(1)):zero():addr(1,x,x)
xx = xx*math.pi*6
gnuplot.splot(torch.sin(xx))
```



It is also possible to specify the `x` and `y` locations of each point in `z` by `gnuplot.splot(x,y,z)`. In this `x` and `y` has to be the same shape as `z`.

One can also display multiple surfaces at a time.

```
x = torch.linspace(-1,1)
xx = torch.Tensor(x:size(1),x:size(1)):zero():addr(1,x,x)
xx = xx*math.pi*2
gnuplot.splot({torch.sin(xx)},{torch.sin(xx)+2})
```

