

- **patternCustom** (from the Antenna Toolbox): Generate customized radiation patterns.
- Custom plotting using basic MATLAB functions like plot3, meshgrid, and surf.

In this guide, we focus on a custom approach using meshgrid and surf for flexibility and control.

Step-by-Step Guide to Create 3D Radiation Pattern in MATLAB

1. Define the Radiation Pattern Function

The first step is to define the mathematical model of your antenna's radiation pattern. For example, a simple dipole antenna has a characteristic pattern proportional to $\sin(\theta)$.

```
```matlab

% Define the angular ranges

theta = linspace(0, pi, 180); % Elevation angle from 0 to pi

phi = linspace(0, 2pi, 360); % Azimuth angle from 0 to 2pi

% Create a grid

[Theta, Phi] = meshgrid(theta, phi);

% Define the radiation pattern function

% Example: a simple dipole pattern

R = abs(sin(Theta));

```
```

This code creates a basic dipole pattern, which is strongest perpendicular to the antenna axis.

2. Convert Spherical Coordinates to Cartesian Coordinates

To plot in 3D, convert the spherical pattern to Cartesian coordinates.

```
```matlab

% Convert to Cartesian coordinates
```



This code produces a visually appealing 3D plot where the color indicates the radiation intensity.

## Advanced Techniques for Realistic Patterns

### Using Antenna Toolbox Patterns

MATLAB's Antenna Toolbox offers predefined functions to generate realistic radiation patterns based on actual antenna types.

```
```matlab

% Example: Define a patch antenna pattern

pattern = patternCustom('Patch', 'PatternType', 'E-plane');

% Plot the pattern

pattern.plot(3); % 3D pattern plot

```
```

### Incorporating Gain and Directivity

Modify the pattern by including gain factors, beamwidths, or other parameters to match real-world data.

```
```matlab

% Example: Adding a gain factor

gain = 10; % in dBi

R_gain = R * 10^(gain/20);

```
```

## Tips for Effective 3D Antenna Pattern Visualization in MATLAB

- Use `axis equal` to ensure the plot proportions are accurate.
- Adjust the `view` angle for better perspective.



































