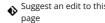
blotly Graphing Libraries (https://plotly.com/)(/graphing-libraries/)

cutm_campaign=studio_cloud_launch&utm_content=sidebar)



Python (/python) > Scientific Charts (/python/scientific-charts) > Streamline Plots



Suggest an edit to this (https://github.com/plotly/plotly.py/edit/docprod/doc/python/streamline-plots.md)

Streamline Plots in Python

How to make a streamline plot in Python. A streamline plot displays vector field data.

Plotly Studio: Transform any dataset into an interactive data application in minutes with Al. Sign up for early access now. (https://plotly.com/studio/? utm_medium=graphing_libraries&utm_campaign=studio_early_access&utm_content=sidebar)

A Streamline plot is a representation based on a 2-D vector field interpreted as a velocity field, consisting of closed curves tangent to the velocity field. In the case of a stationary velocity field, streamlines coincide with trajectories (see also the Wikipedia page on streamlines, streaklines and pathlines (https://en.wikipedia.org/wiki/Streamlines, streaklines, and pathlines)).

For the streamline figure factory (/python/figure-factories/), one needs to provide

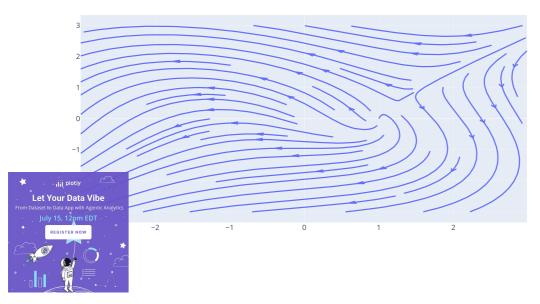
- uniformly spaced ranges of x and y values (1D)
- 2-D velocity values u and v defined on the cross-product (np.meshgrid(x, y)) of x and y.

Velocity values are interpolated when determining the streamlines. Streamlines are initialized on the boundary of the x-y domain.

Basic Streamline Plot

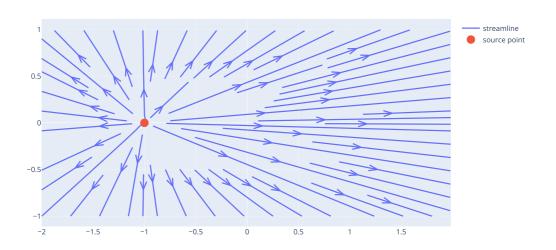
Streamline plots can be made with a figure factory (/python/figure-factories/) as detailed in this page.

```
import plotly.figure_factory as ff
import numpy as np
x = np.linspace(-3, 3, 100)
y = np.linspace(-3, 3, 100)
Y, X = np.meshgrid(x, y)
u = -1 - X^{**}2 + Y
v = 1 + X - Y^{**}2
# Create streamline figure
fig = ff.create_streamline(x, y, u, v, arrow_scale=.1)
fig.show()
```



Streamline and Source Point Plot

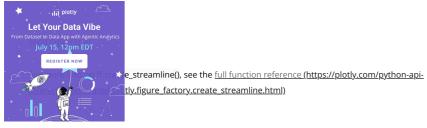
```
import plotly.figure_factory as ff
import plotly.graph_objects as go
import numpy as np
N = 50
x_start, x_end = -2.0, 2.0
y_start, y_end = -1.0, 1.0
x = np.linspace(x_start, x_end, N)
y = np.linspace(y_start, y_end, N)
X, Y = np.meshgrid(x, y)
source_strength = 5.0
x_source, y_source = -1.0, 0.0
# Compute the velocity field on the mesh grid
u = (source_strength/(2*np.pi) *
    (X - x_source)/((X - x_source)**2 + (Y - y_source)**2))
v = (source_strength/(2*np.pi) *
    (Y - y_source)/((X - x_source)**2 + (Y - y_source)**2))
# Create streamline figure
fig = ff.create_streamline(x, y, u, v,
                        name='streamline')
# Add source point
mode='markers',
                        marker_size=14,
                        name='source point'))
fig.show()
```



See also

For a 3D version of streamlines, use the trace go. Streamtube documented $\underline{\text{here (/python/streamtube-plot/)}}.$

For representing the 2-D vector field as arrows, see the <u>quiver plot tutorial (/python/quiver-plots/)</u>.



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).

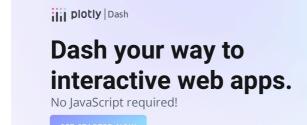
Everywhere in this page that you see fig.show(), you can display the same figure in a Dash application by passing it to the figure argument of the <u>Graph component</u> (https://dash.plot.ly/dash-core-components/graph) from the built-in dash_core_components package like this:

```
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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