## LIC algorithm

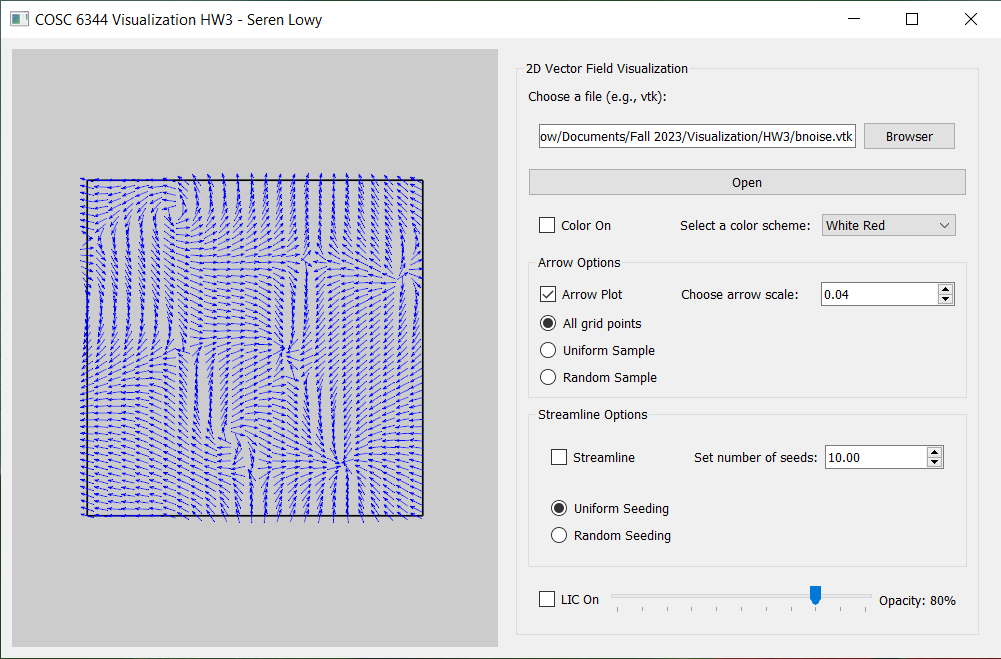
…

## Placing streamlines

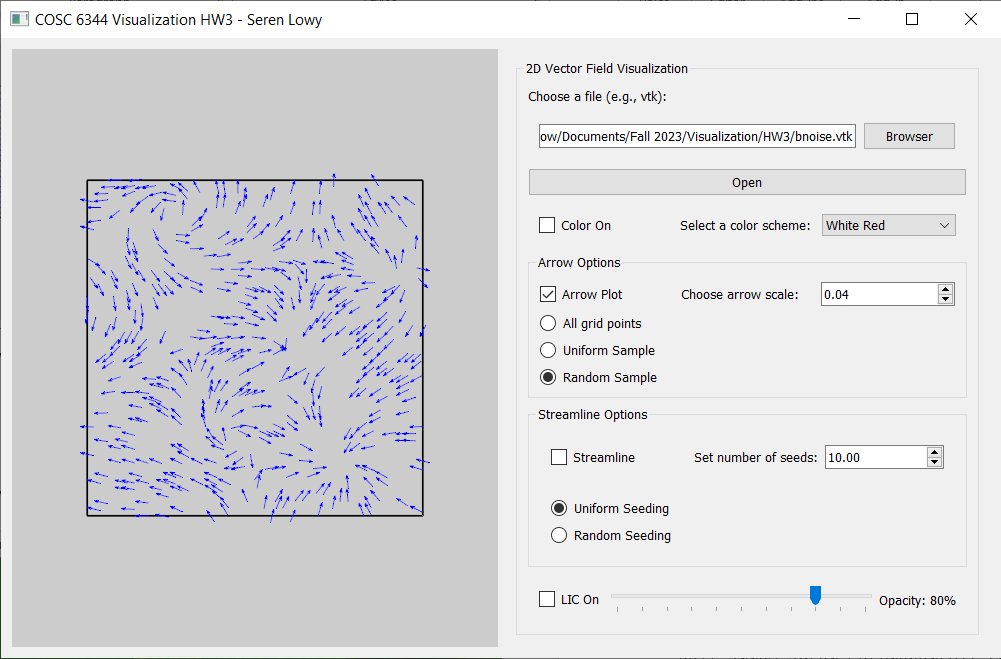
…

## 2. Arrow plots

### bnoise.vtk



All arrows



Random down sample (500 arrows)

### bruno3.vtk

All arrows

Random down sample (500 arrows)

### cnoise.vtk

All arrows

Random down sample (500 arrows)

### diesel\_field1.vtk

All arrows

Random down sample (500 arrows)

### diplole.vtk

All arrows

Random down sample (500 arrows)

### vnoise.vtk

All arrows

Random down sample (500 arrows)

## 3. Streamline plots

### bnoise.vtk

Uniform seed placement

Random seed placement

### bruno3.vtk

Uniform seed placement

Random seed placement

### cnoise.vtk

Uniform seed placement

Random seed placement

### diesel\_field1.vtk

Uniform seed placement

Random seed placement

### diplole.vtk

Uniform seed placement

Random seed placement

### vnoise.vtk

Uniform seed placement

Random seed placement

## 4. LIC textures

### bnoise.vtk

Parameters:

### bruno3.vtk

Parameters:

### cnoise.vtk

Parameters:

### diesel\_field1.vtk

Parameters:

### diplole.vtk

Parameters:

### vnoise.vtk

Parameters: