## LIC algorithm

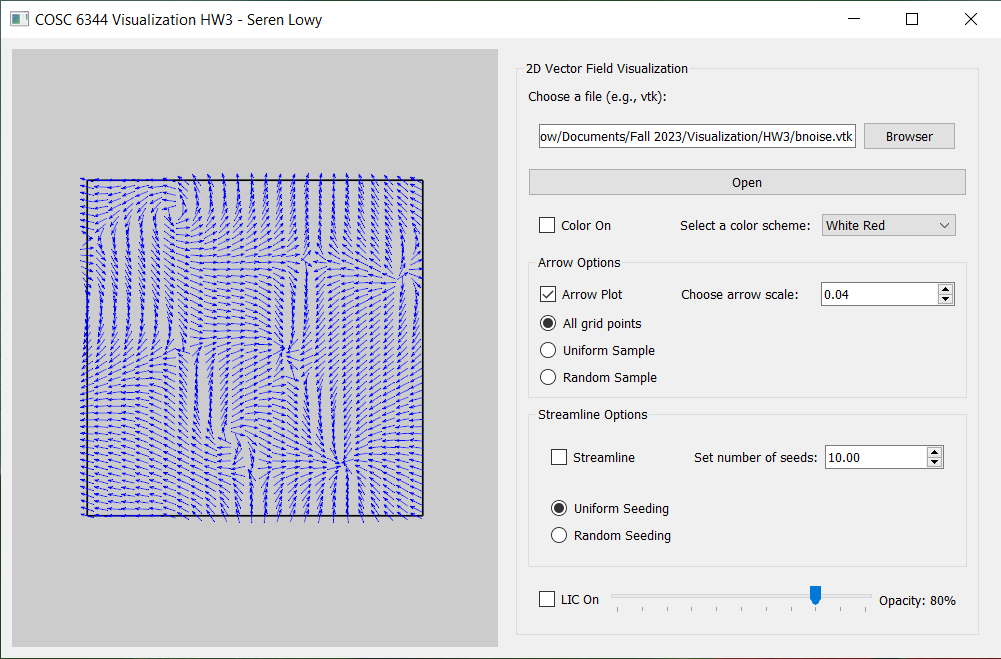
…

## Placing streamlines

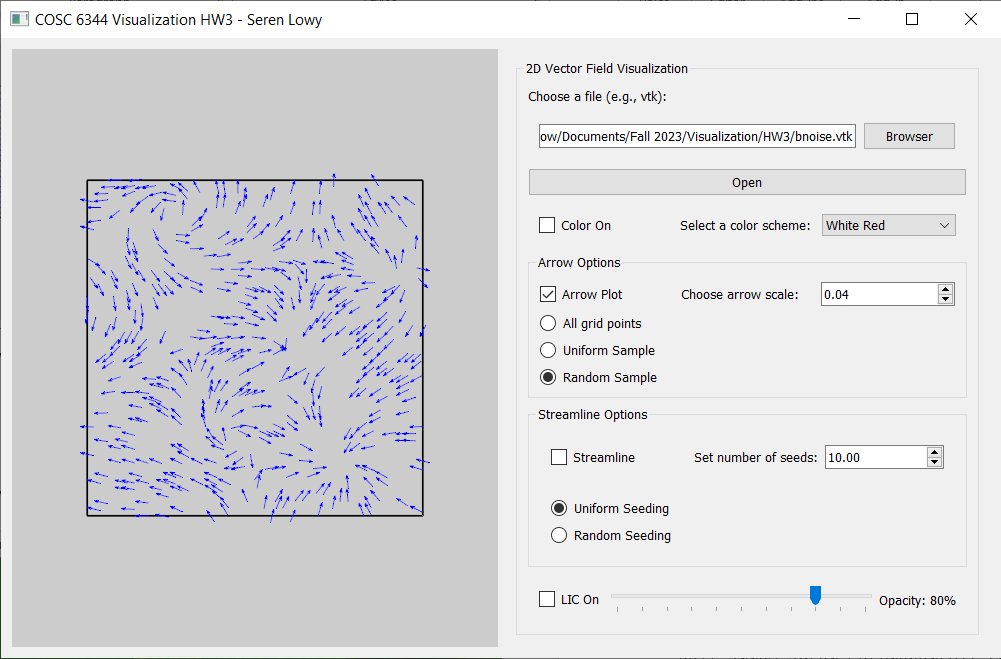
…

## 2. Arrow plots

### bnoise.vtk

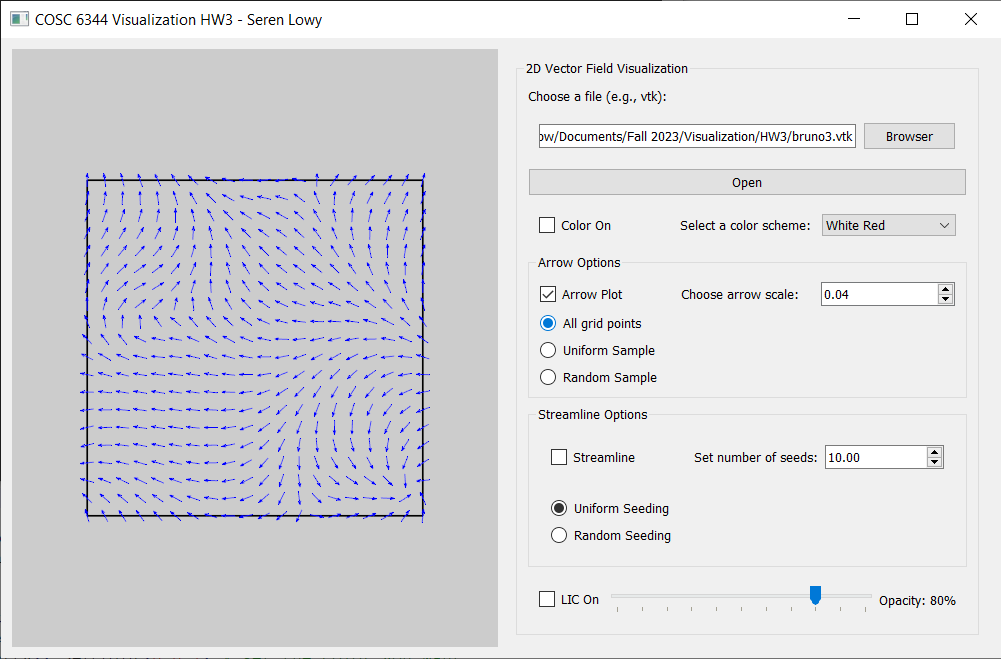


All arrows

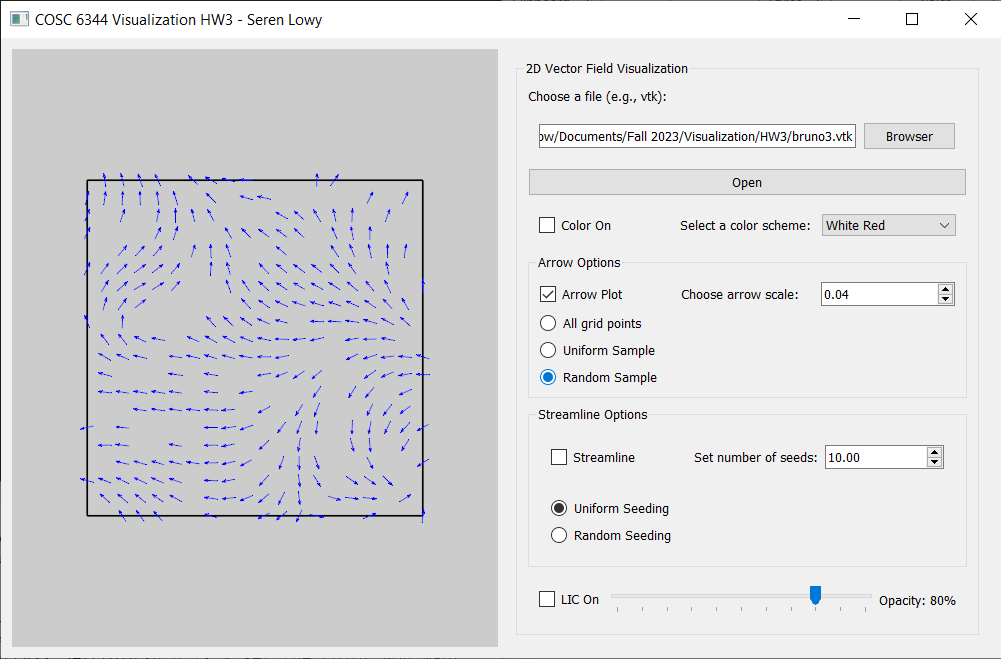


Random down sample (500 arrows)

### bruno3.vtk

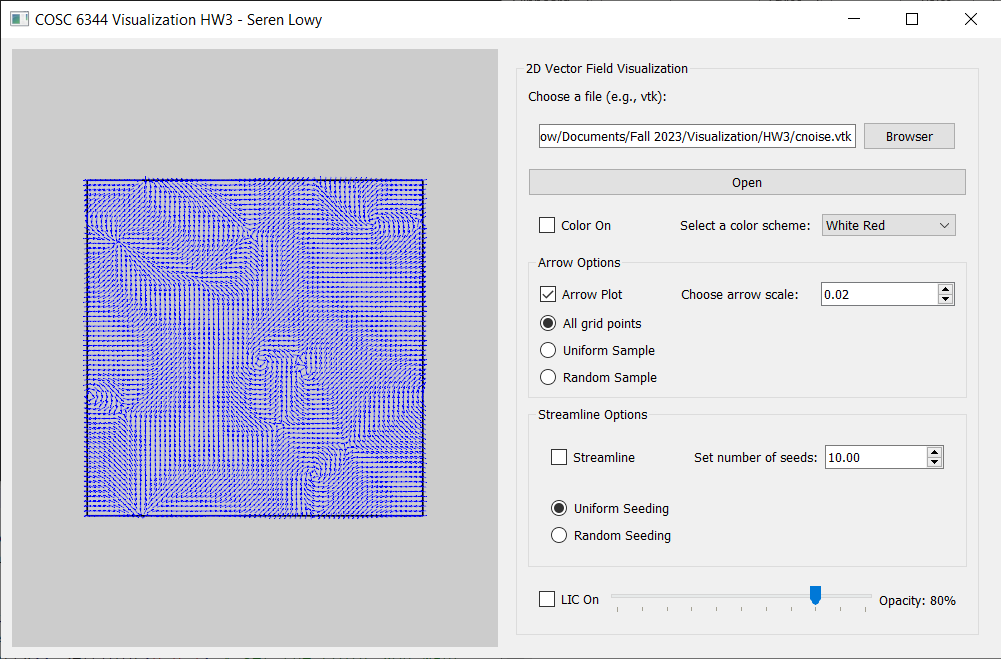


All arrows

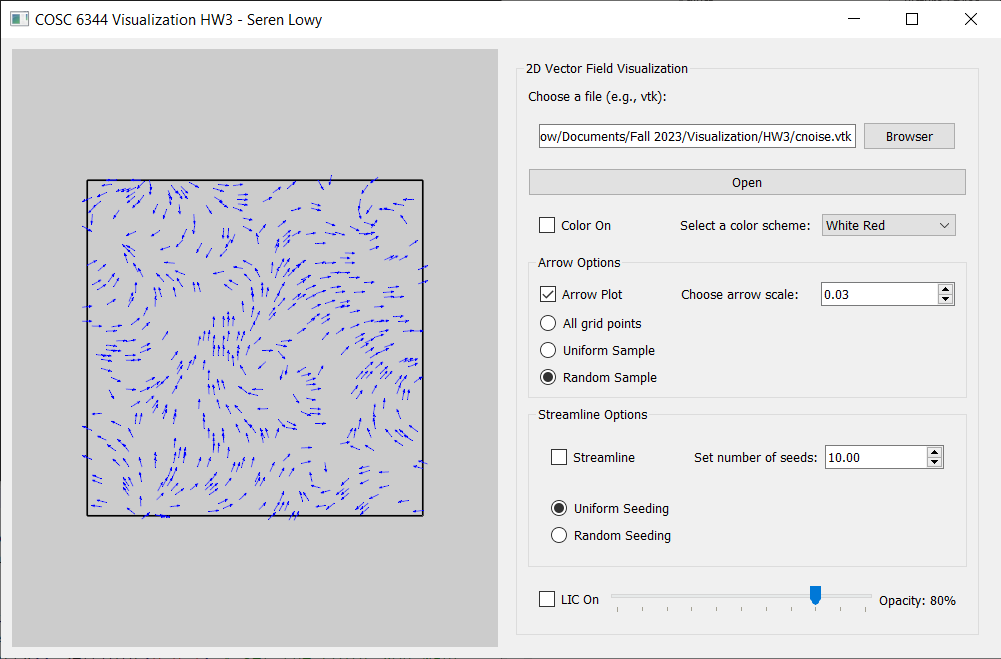


Random down sample (500 arrows)

### cnoise.vtk

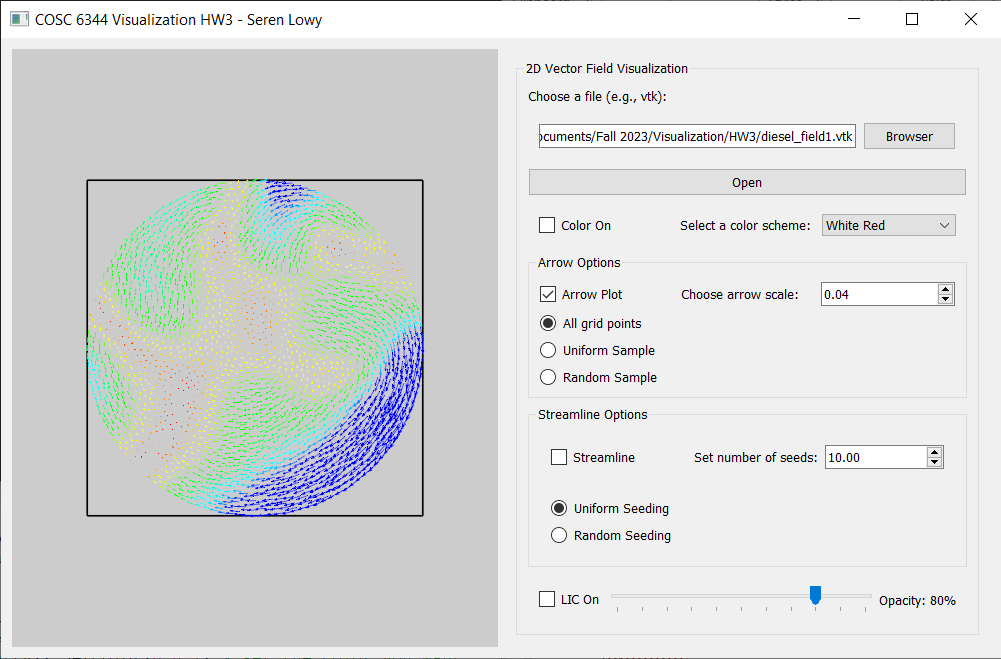


All arrows

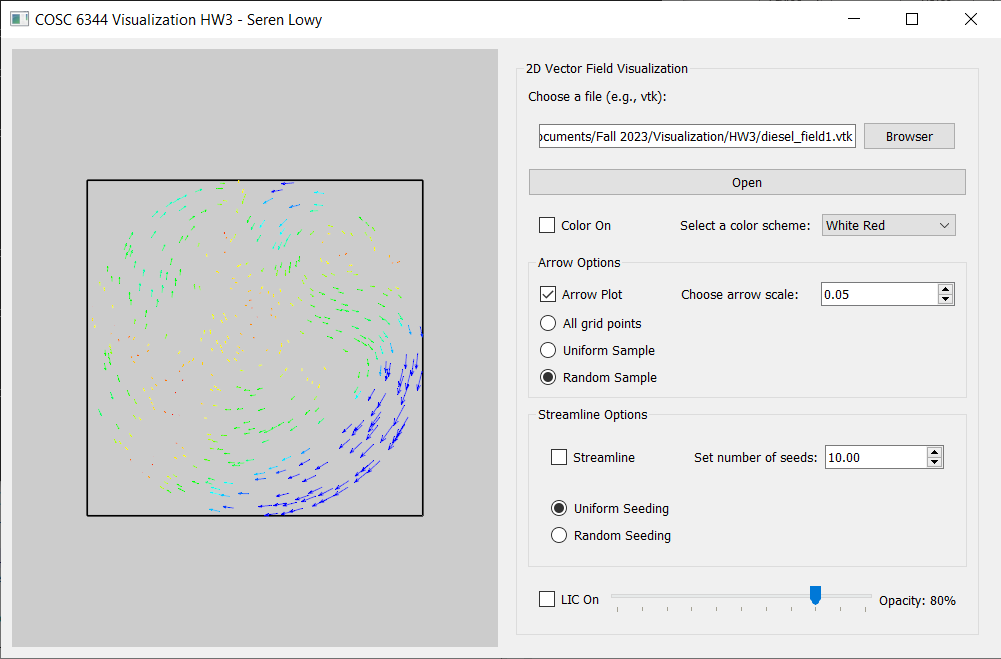


Random down sample (500 arrows)

### diesel\_field1.vtk

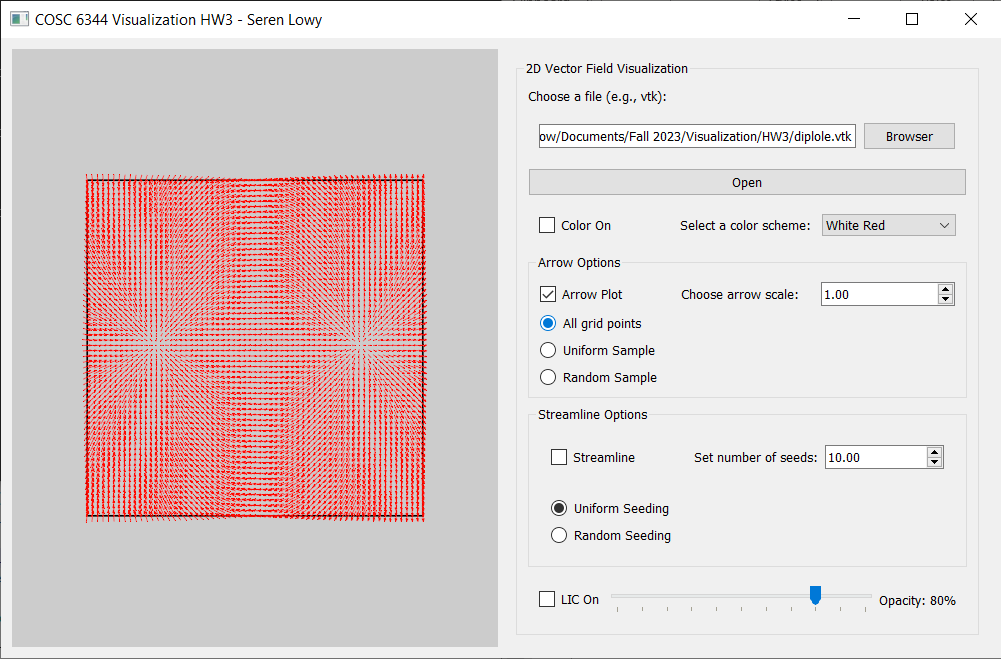


All arrows. The diesel\_field1 dataset appears to have vectors with different magnitudes.

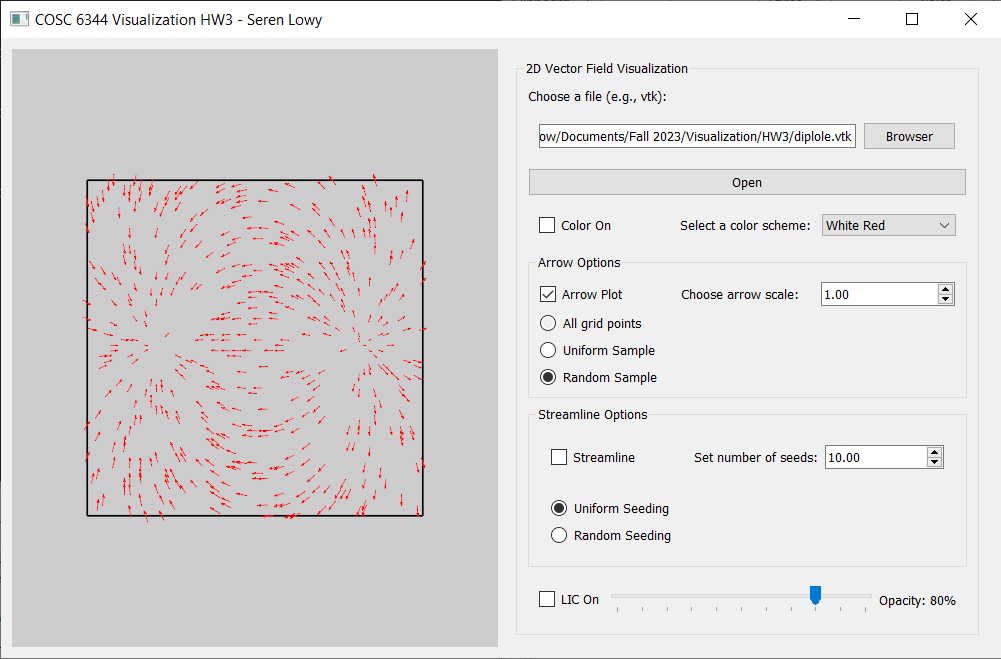


Random down sample (500 arrows)

### diplole.vtk

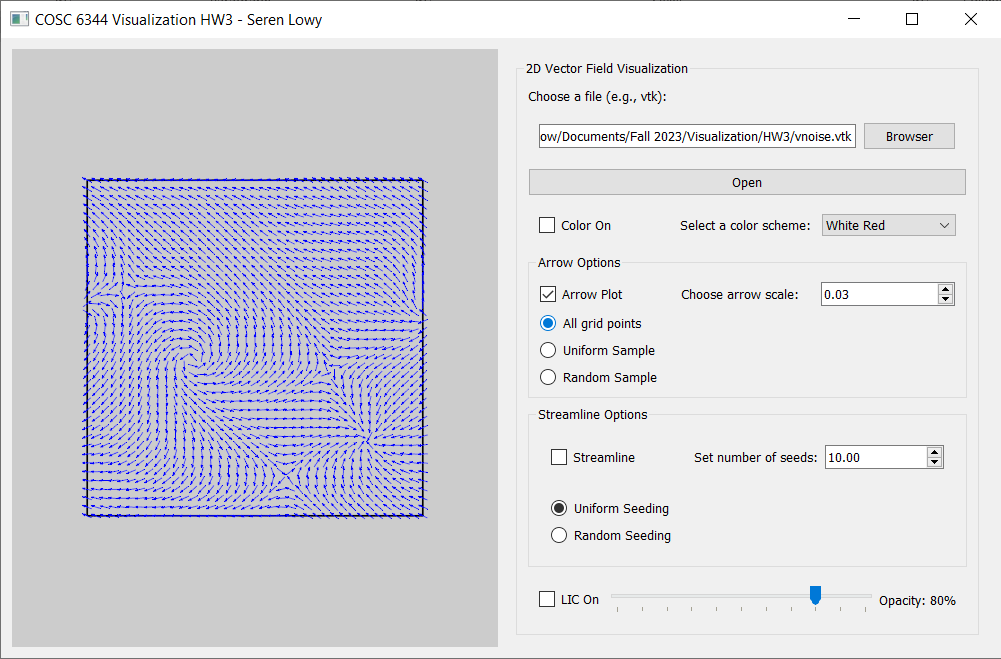


All arrows. The “diplole.vtk” dataset appears to have vectors with very low magnitudes. The arrow scale factor was set to 1.00 (much higher than other datasets) to make the arrows visible.

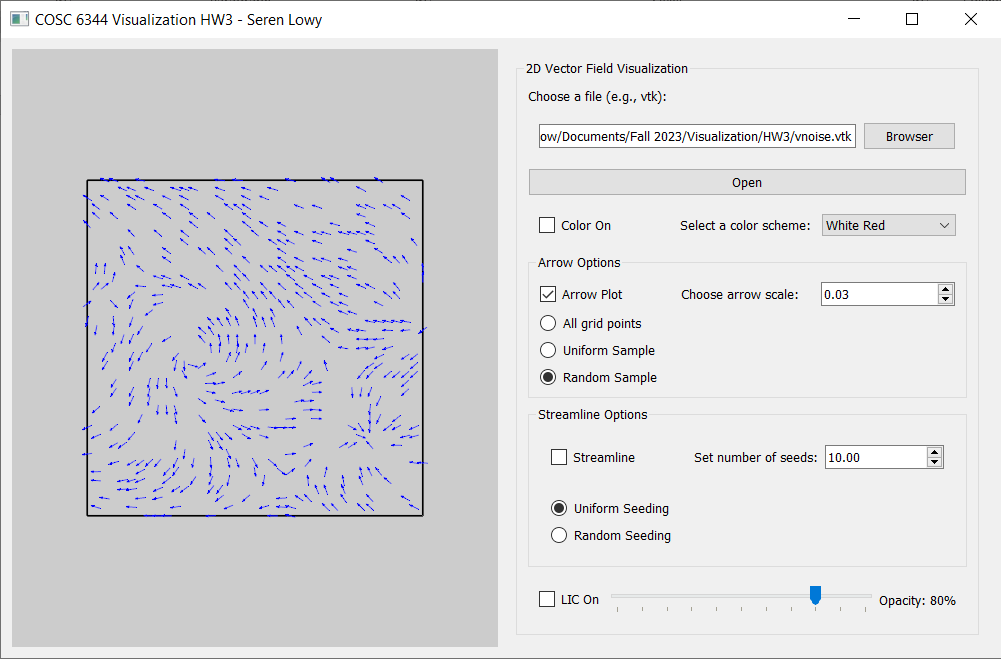


Random down sample (500 arrows)

### 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: