## LIC algorithm

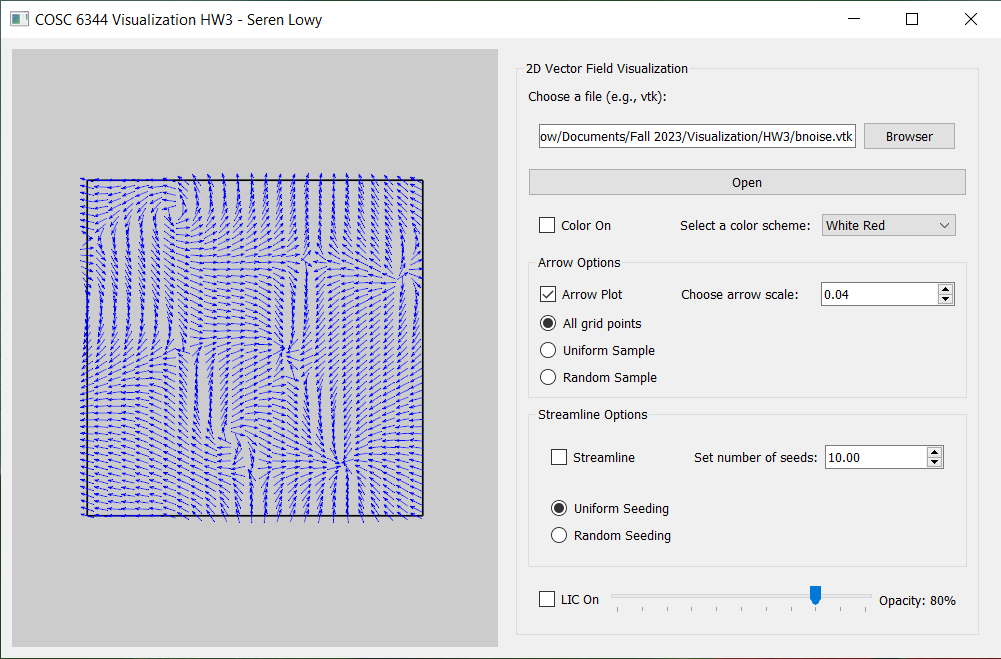
…

## Placing streamlines

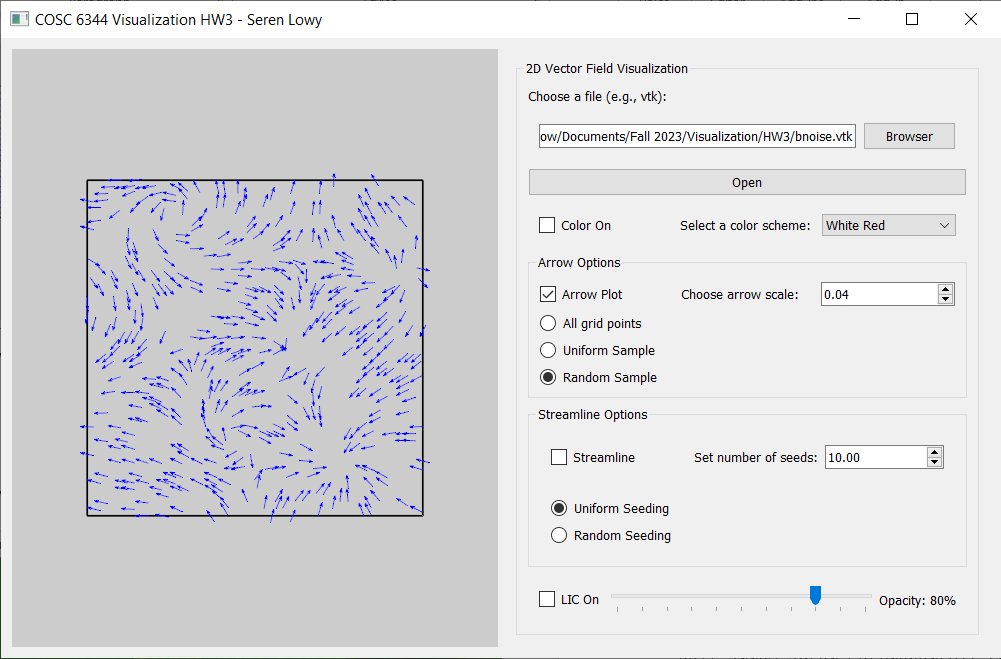
…

## 2. Arrow plots

### bnoise.vtk

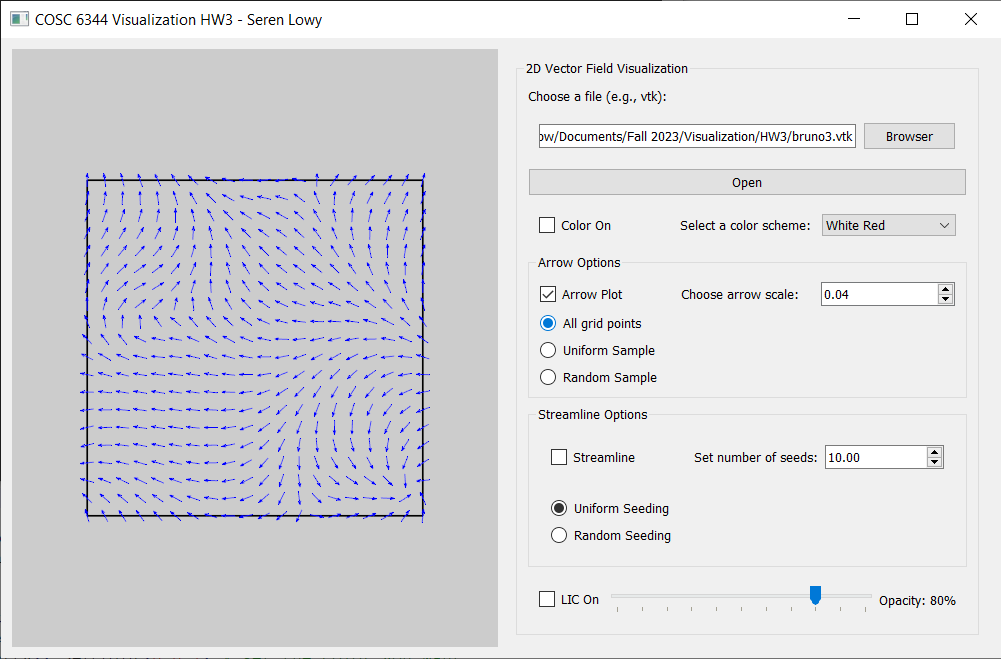


All arrows

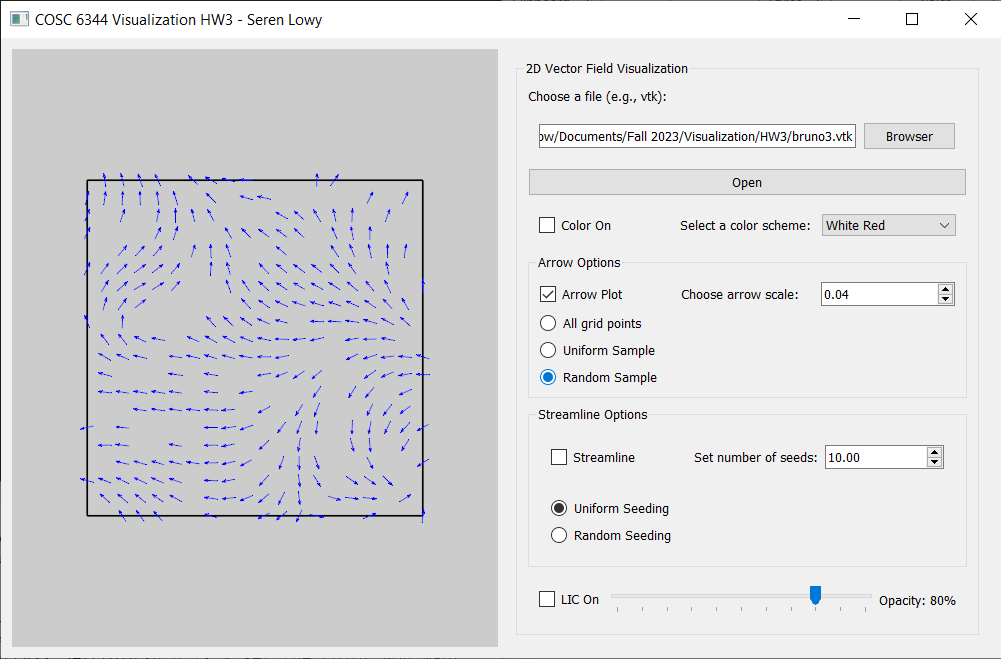


Random down sample (500 arrows)

### bruno3.vtk

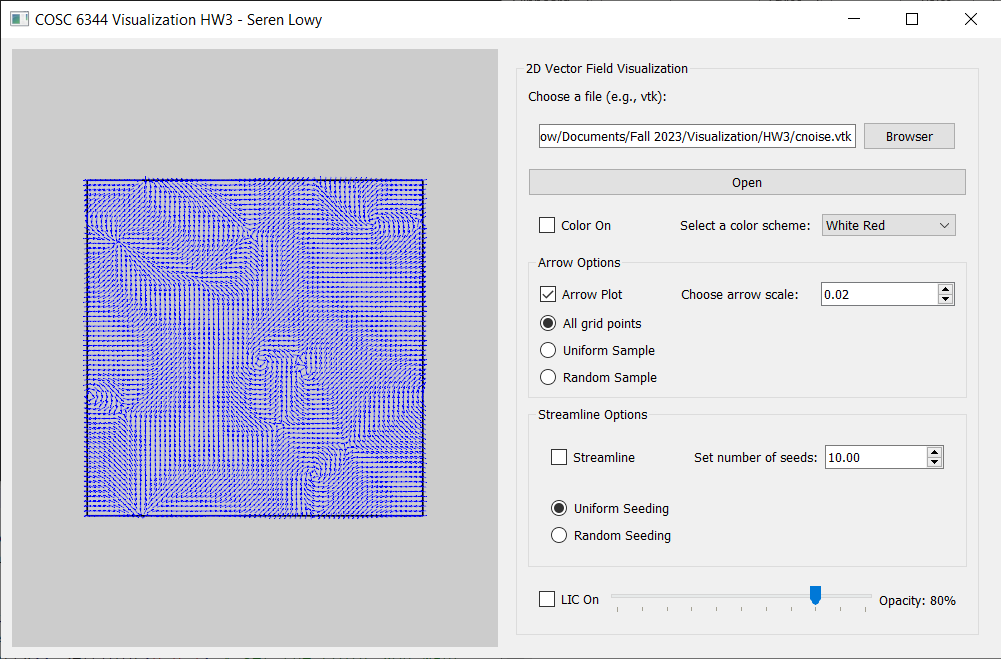


All arrows

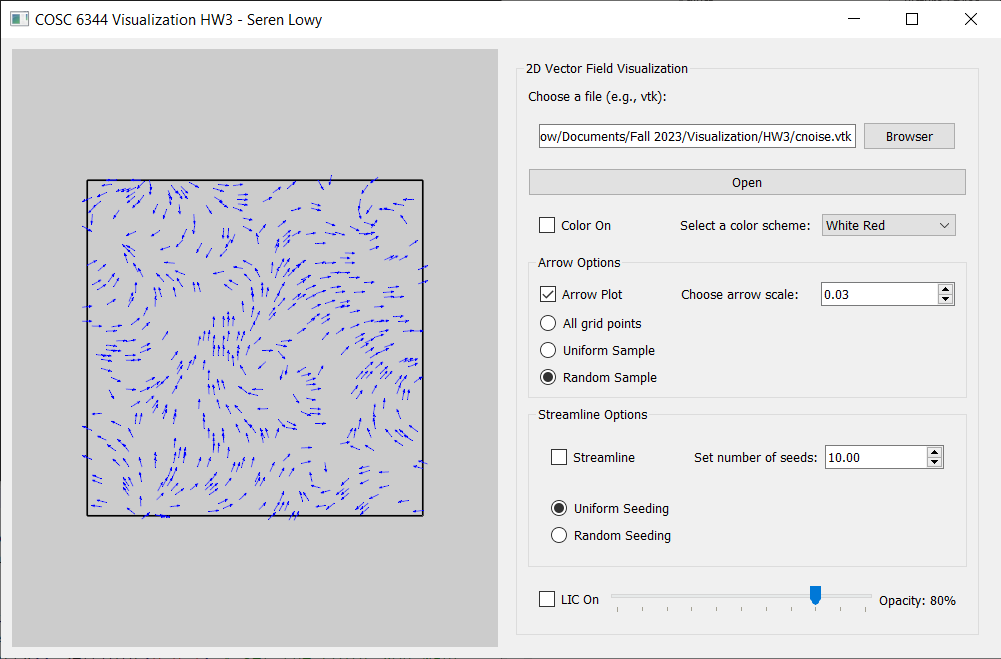


Random down sample (500 arrows)

### cnoise.vtk

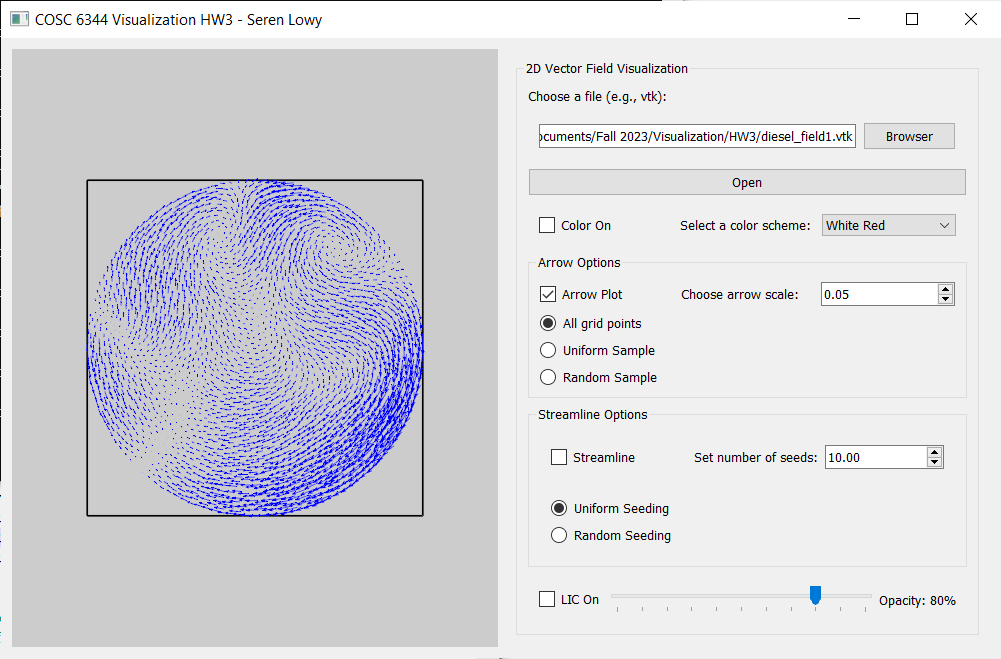


All arrows

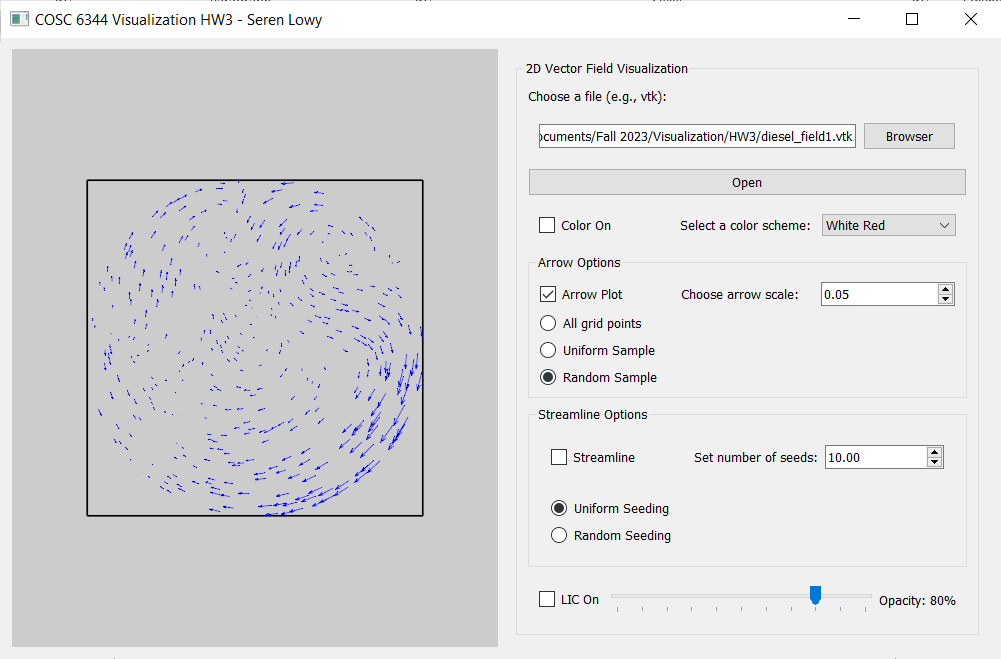


Random down sample (500 arrows)

### diesel\_field1.vtk

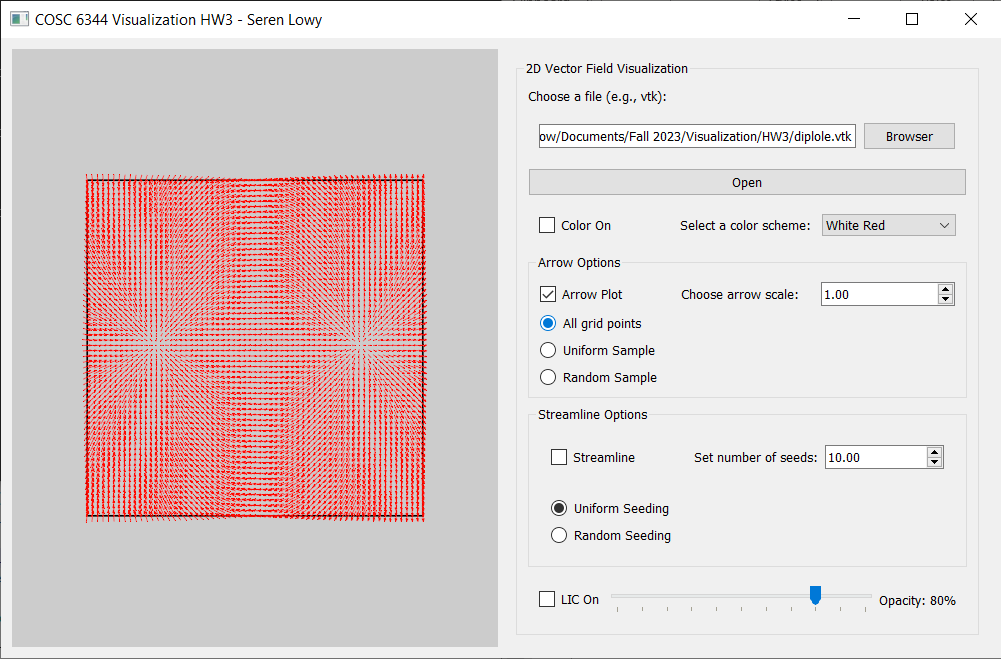


All arrows. The diesel\_field1 dataset appears to have vectors with different magnitudes.

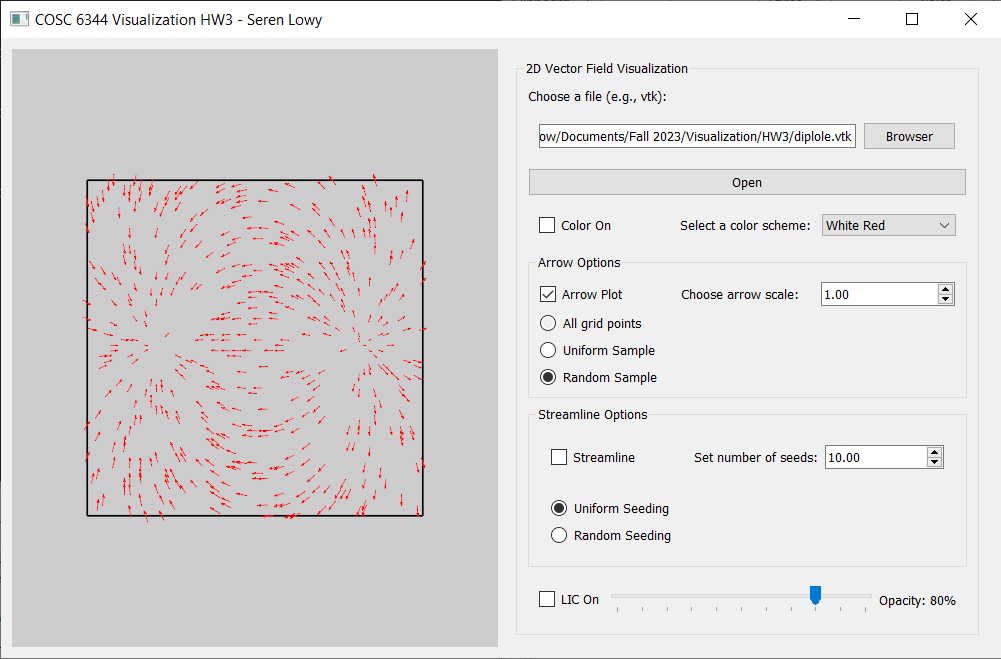


Random down sample (500 arrows)

### diplole.vtk

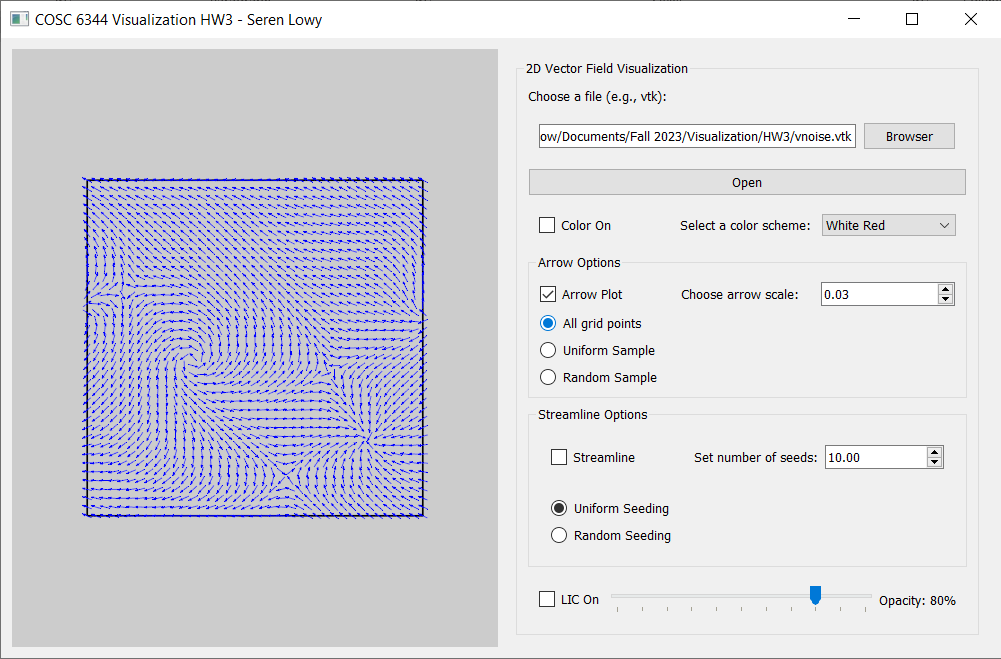


All arrows. The “diplole.vtk” dataset appears to have vectors with very low magnitudes. The arrow scale factor was set to 1.00 (much higher than other datasets) to make the arrows visible.

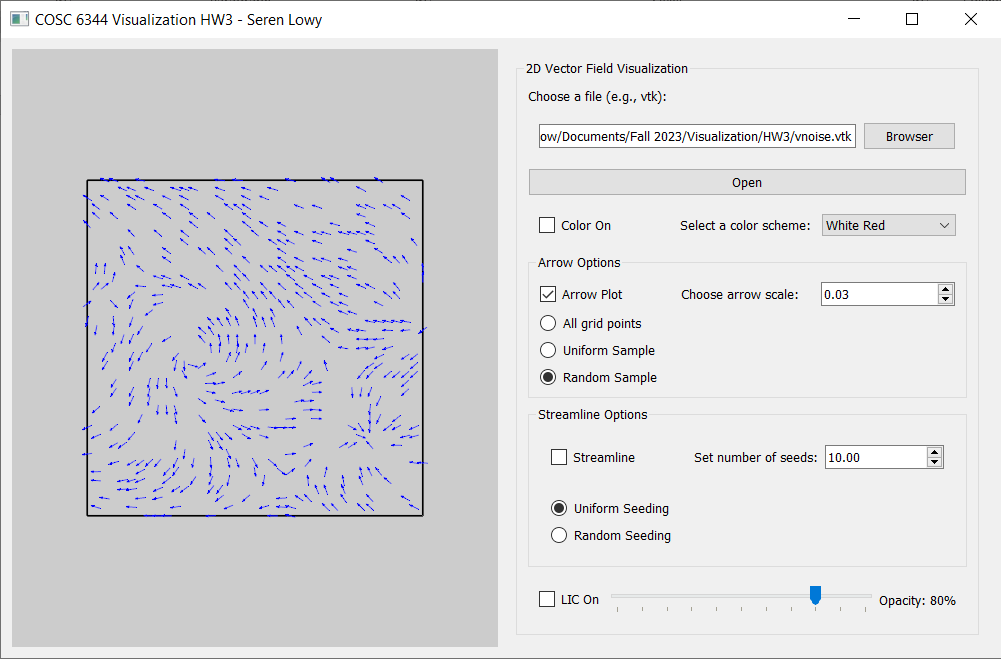


Random down sample (500 arrows)

### vnoise.vtk



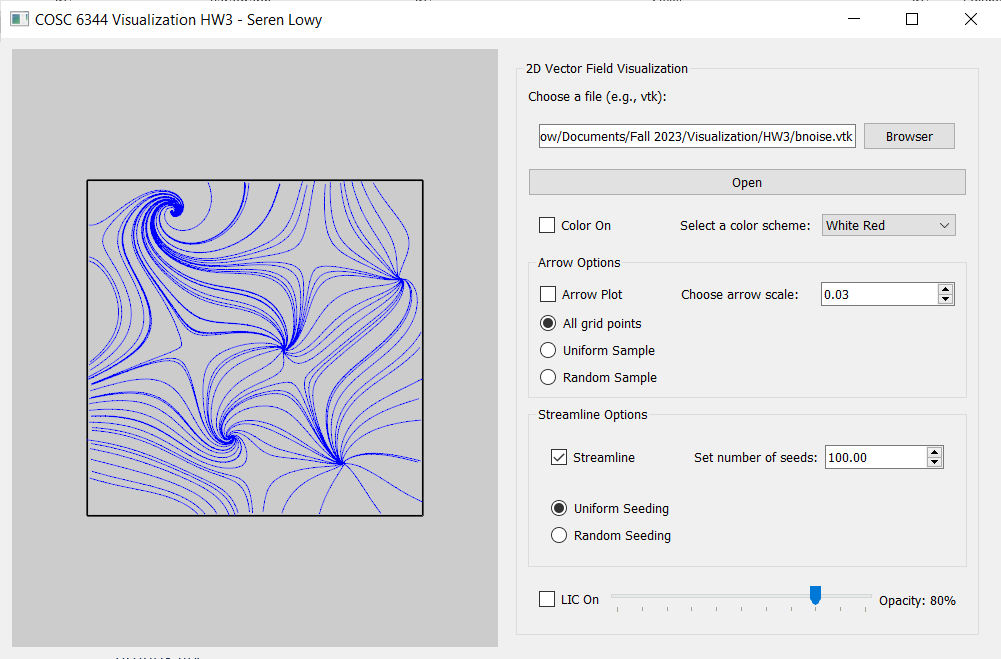
All arrows



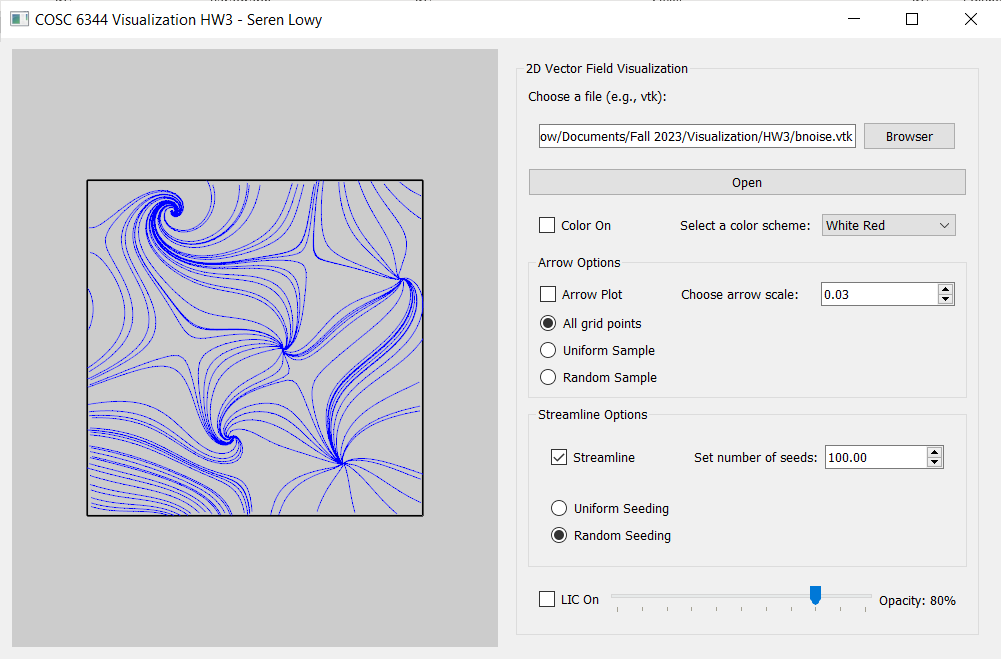
Random down sample (500 arrows)

## 3. Streamline plots

### bnoise.vtk

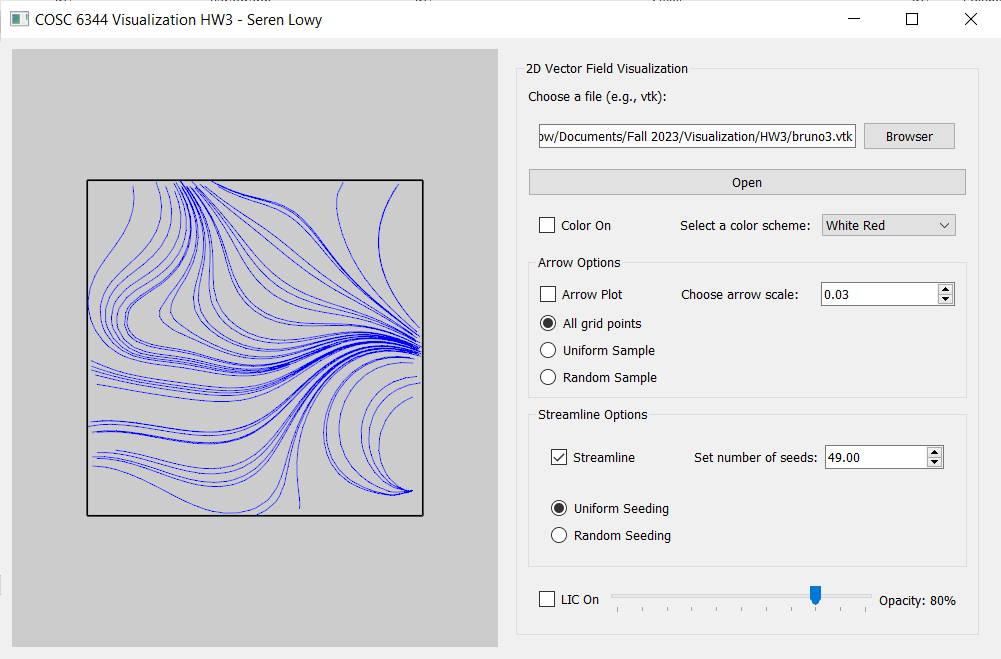


Uniform seed placement (100 seeds)

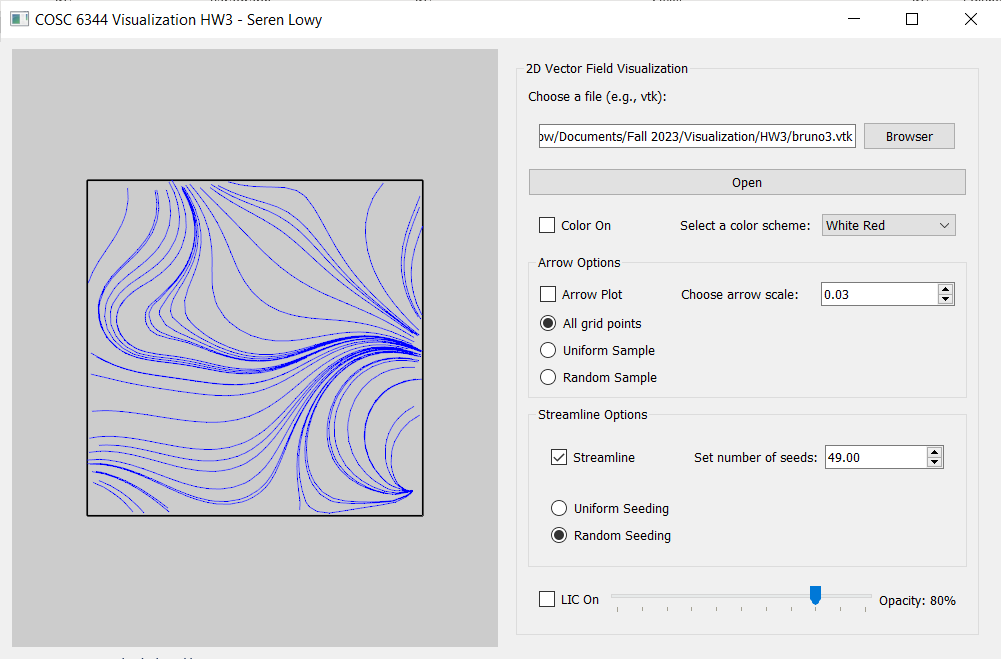


Random seed placement (100 seeds)

### bruno3.vtk

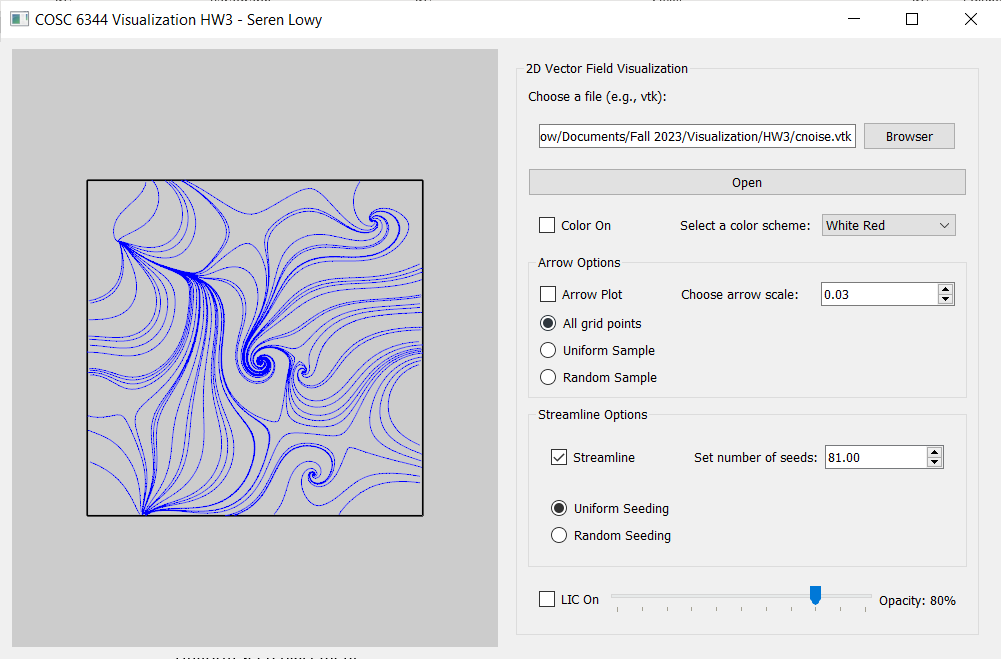


Uniform seed placement (49 seeds)

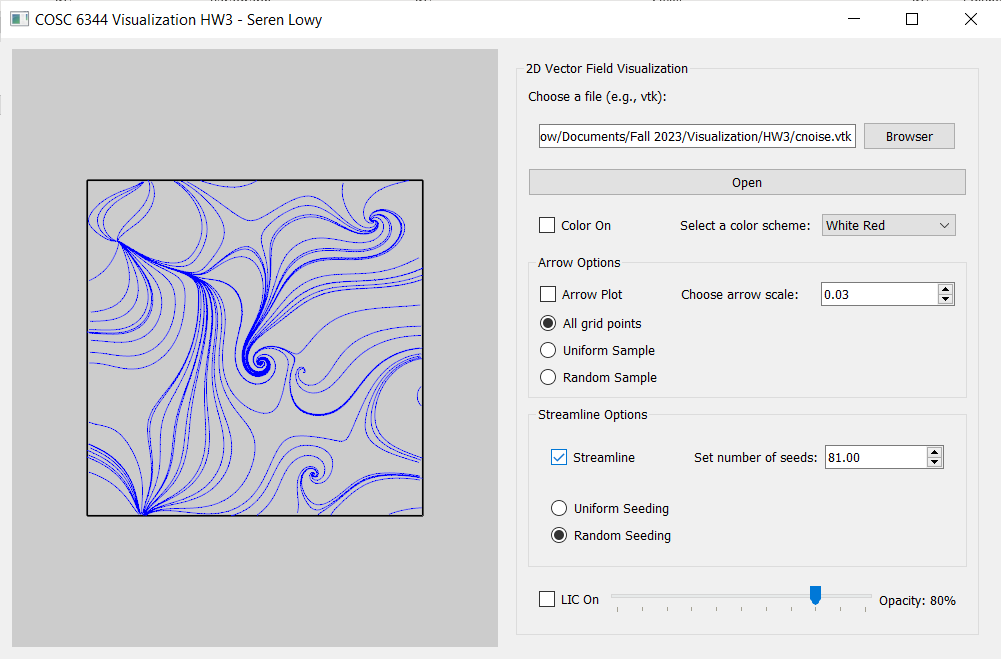


Random seed placement (49 seeds)

### cnoise.vtk

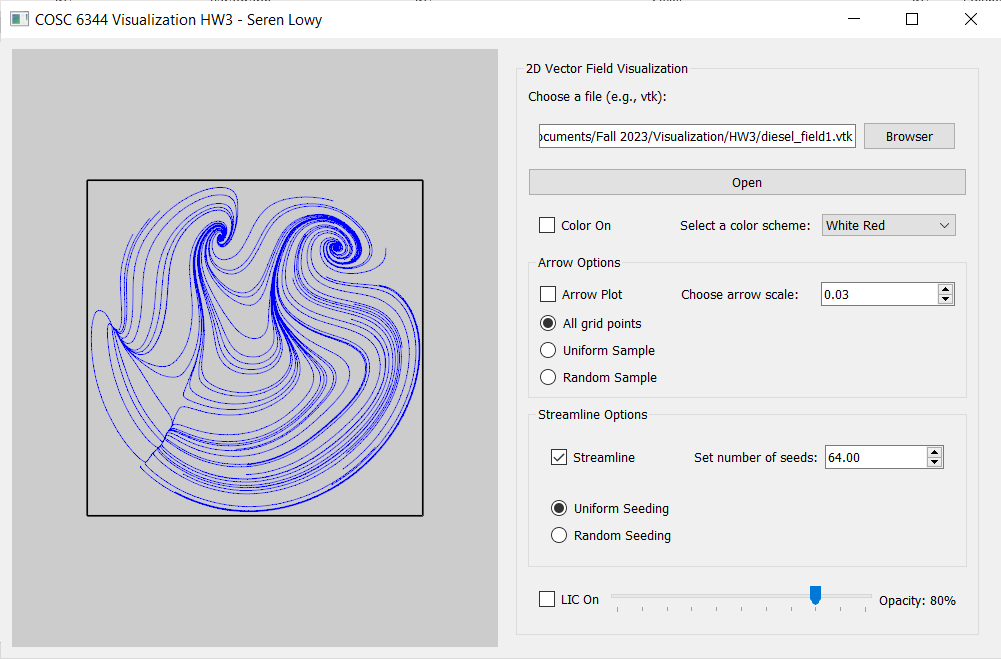


Uniform seed placement (81 seeds)

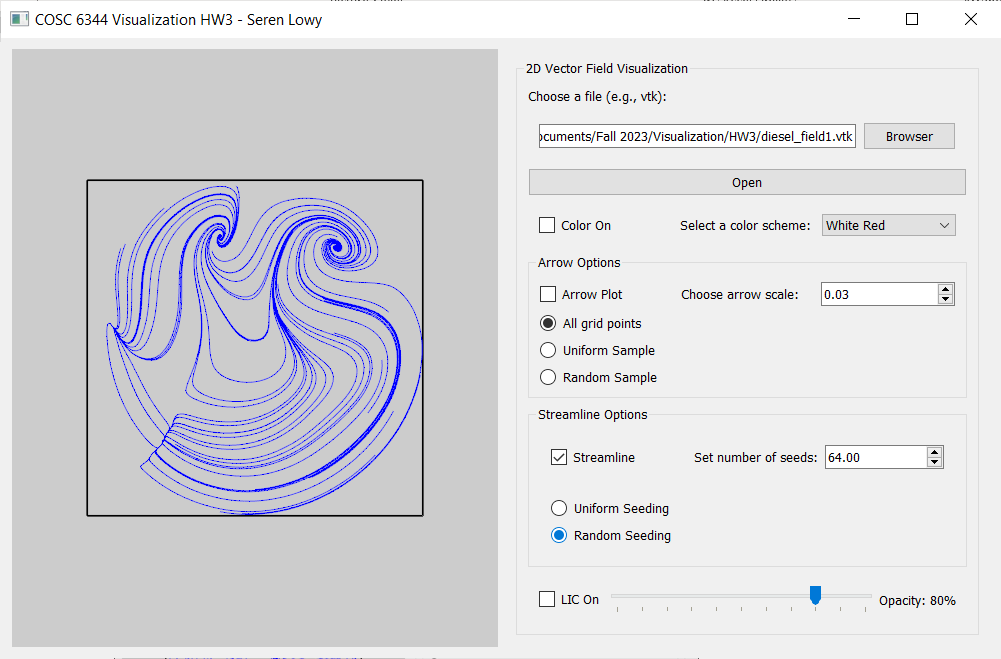


Random seed placement (81 seeds)

### diesel\_field1.vtk

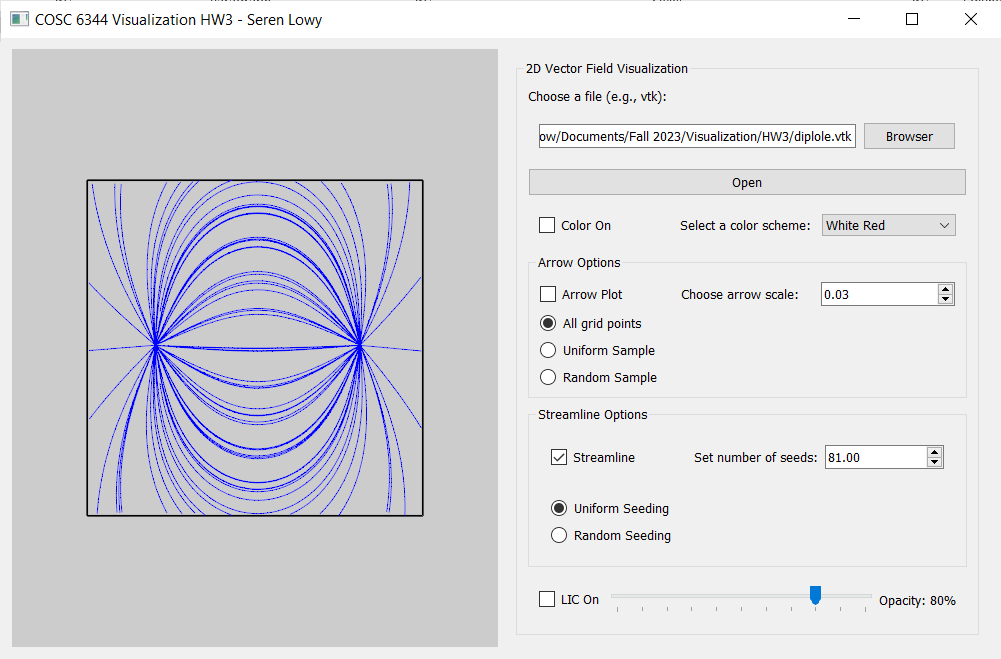


Uniform seed placement



Random seed placement (64 seeds)

### diplole.vtk

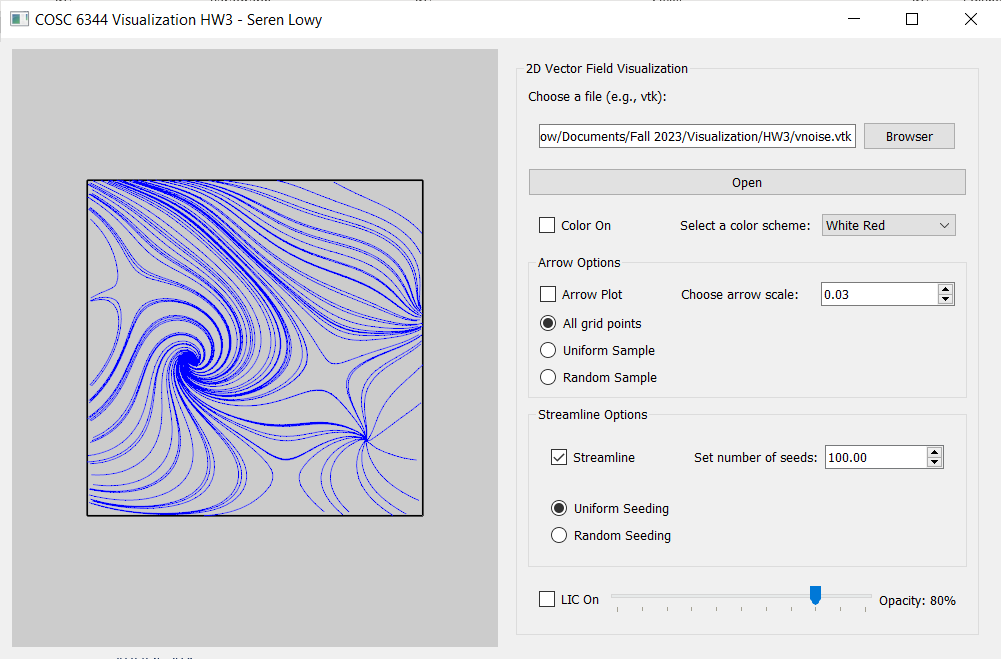


Uniform seed placement (81 seeds)

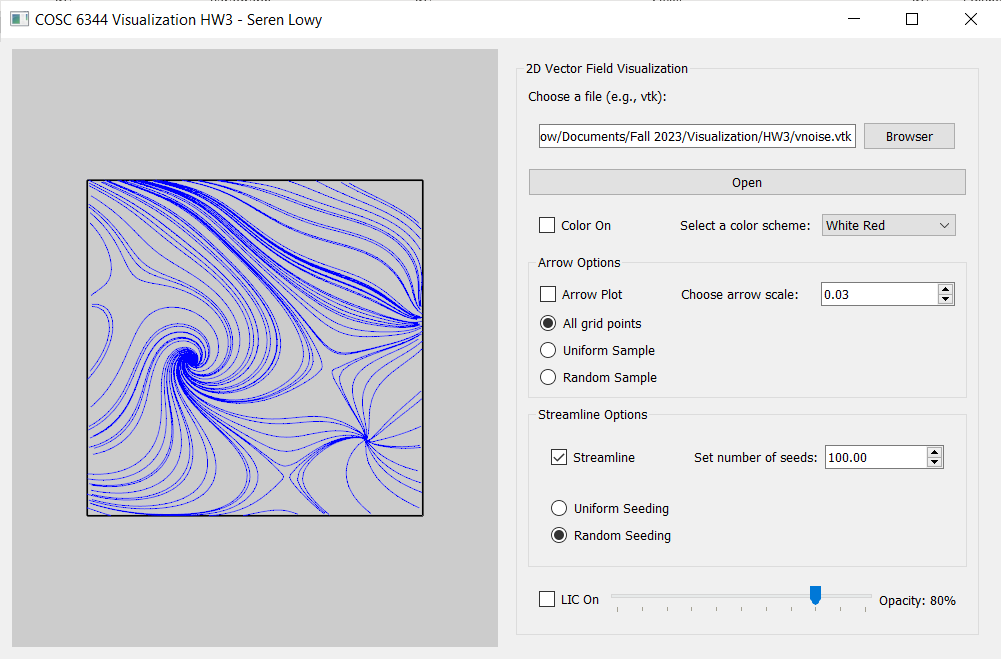


Random seed placement (81 seeds)

### vnoise.vtk



Uniform seed placement (100 seeds)



Random seed placement (100 seeds)

## 4. LIC textures

### bnoise.vtk

Parameters:

### bruno3.vtk

Parameters:

### cnoise.vtk

Parameters:

### diesel\_field1.vtk

Parameters:

### diplole.vtk

Parameters:

### vnoise.vtk

Parameters: