

# Evenly Spaced Stream-Lines Placement

## **Group Information:**

Parth Sanghani	1897519	Computing Streamlines
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## **Objective:**

An algorithm was proposed by Jobard, Bruno & Lefer, Wilfrid for creating evenly spaced streamlines for given vector field. This algorithm requires less computational power than other prevailing algorithms. Our goal is to implement this algorithm using OpenGL in C/C++.

Research paper can be reviewed at :

[https://www.researchgate.net/profile/Bruno\\_Jobard/publication/2825680\\_Creating\\_Evenly-Spaced\\_Streamlines\\_of\\_Arbitrary\\_Density/links/55bb6f4b08aed621de0d9486/Creating-Evenly-Spaced-Streamlines-of-Arbitrary-Density.pdf](https://www.researchgate.net/profile/Bruno_Jobard/publication/2825680_Creating_Evenly-Spaced_Streamlines_of_Arbitrary_Density/links/55bb6f4b08aed621de0d9486/Creating-Evenly-Spaced-Streamlines-of-Arbitrary-Density.pdf)

## **Tasks:**

1. Computing Streamlines
  - a. Controlling the separation Distance
  - b. Selecting Seed Points
2. Rendering Streamlines
  - a. Integrating Streamlines

## **Expected Outcomes and Milestones:**

A program which computes and renders the streamlines for an given vector field.