Evenly Spaced Stream-Lines Placement

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| **Group Information:** | | |
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**Objective:**

An algorithm was proposed by Jobard, Bruno & Lefer, Wilfrid for creating evenly spaced streamlines for given vector filed. 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>

**Tasks:**

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

**Expected Outcomes and Milestones:**

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