

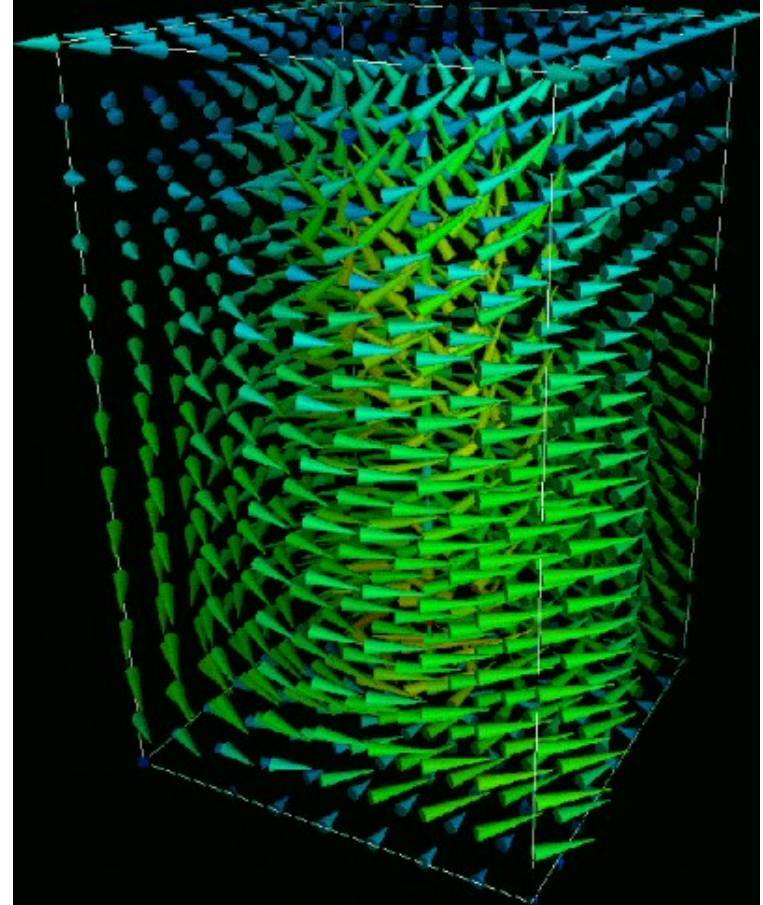
Glyphs and arrows

Thomas Torsney-Weir

What is direct flow visualization?

Direct flow visualization : encode the flow information at each voxel

- Techniques: Arrows and glyphs
- Mentally integrate arrows to see flow
- Human as feature detector
- Frequently used



Tasks

Visualizing *local* features of dataset

- Vector itself
- Vorticity
- Addl data: temperature, pressure, etc.



Technique: Arrows

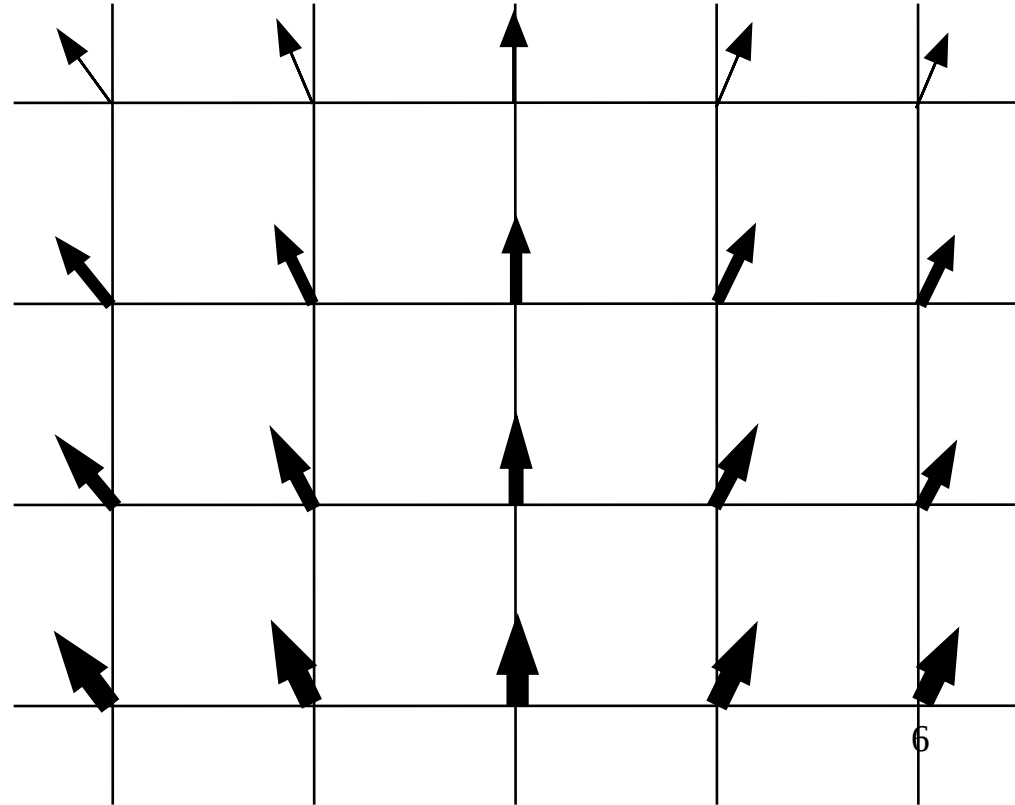
Arrows

- Easy to understand encoding
- 2D: works well
- 3D: numerous issues
- Poor result if magnitude or velocity changes rapidly
- Time component missing



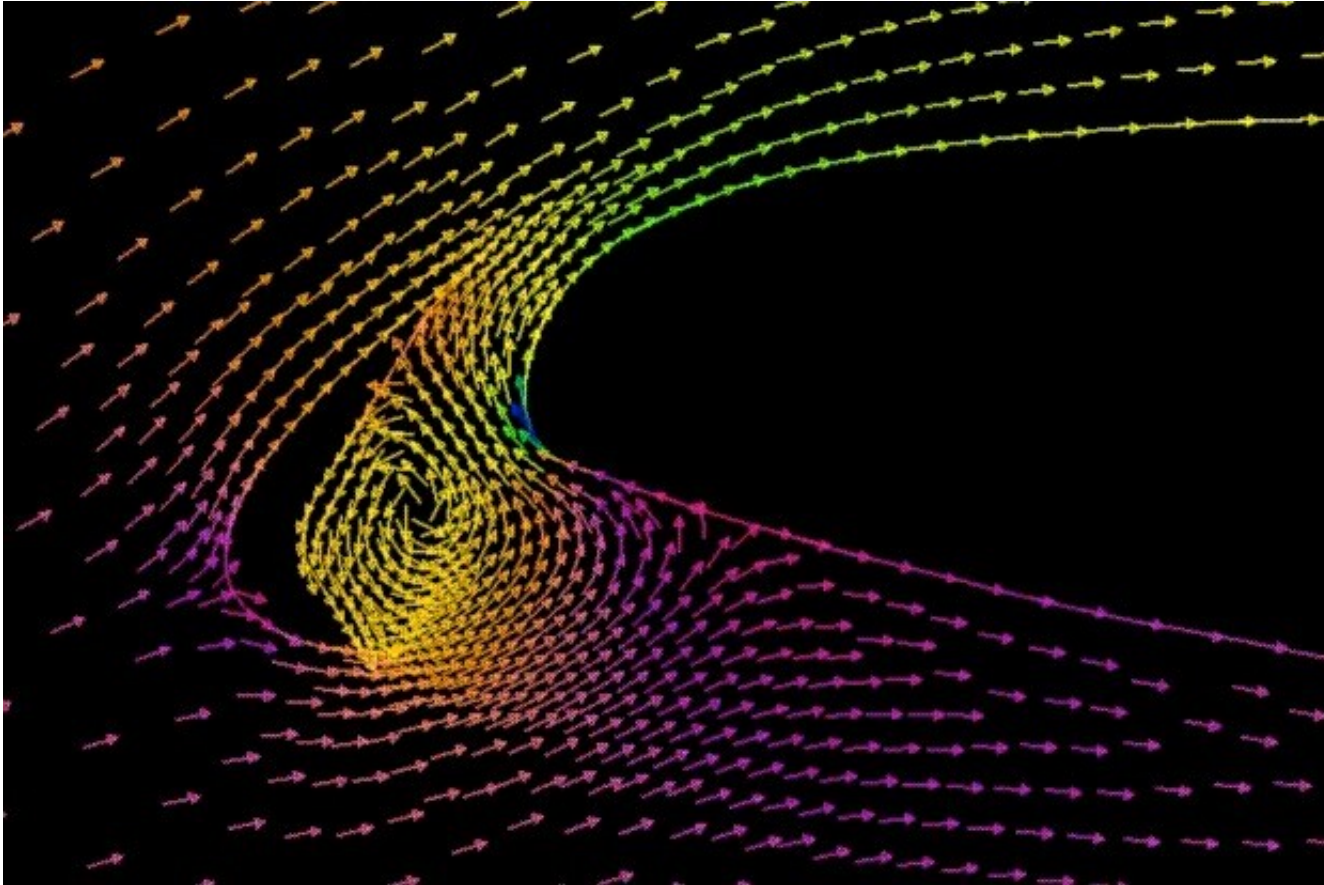
Arrows in 2D

- Very commonly used
- Angle = direction
- Magnitude: length vs color

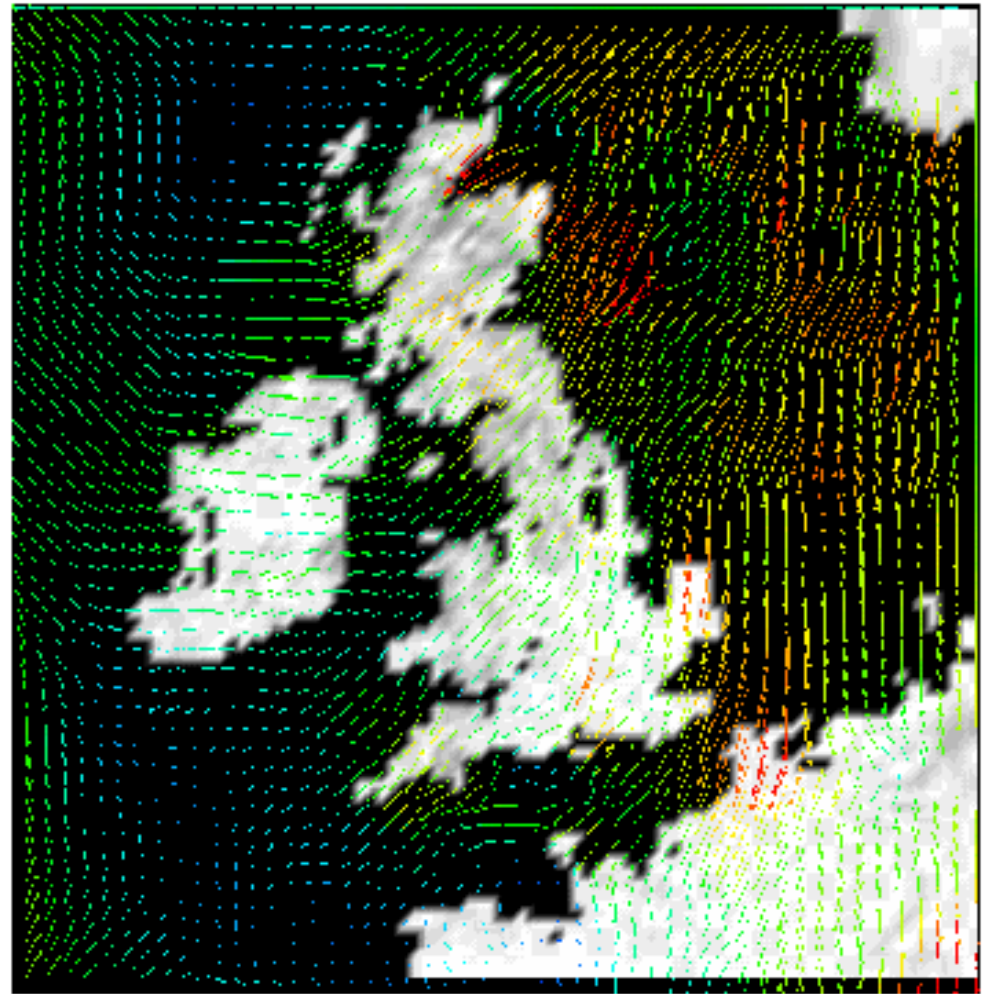


Length occlusion

Arrows can interfere with each other

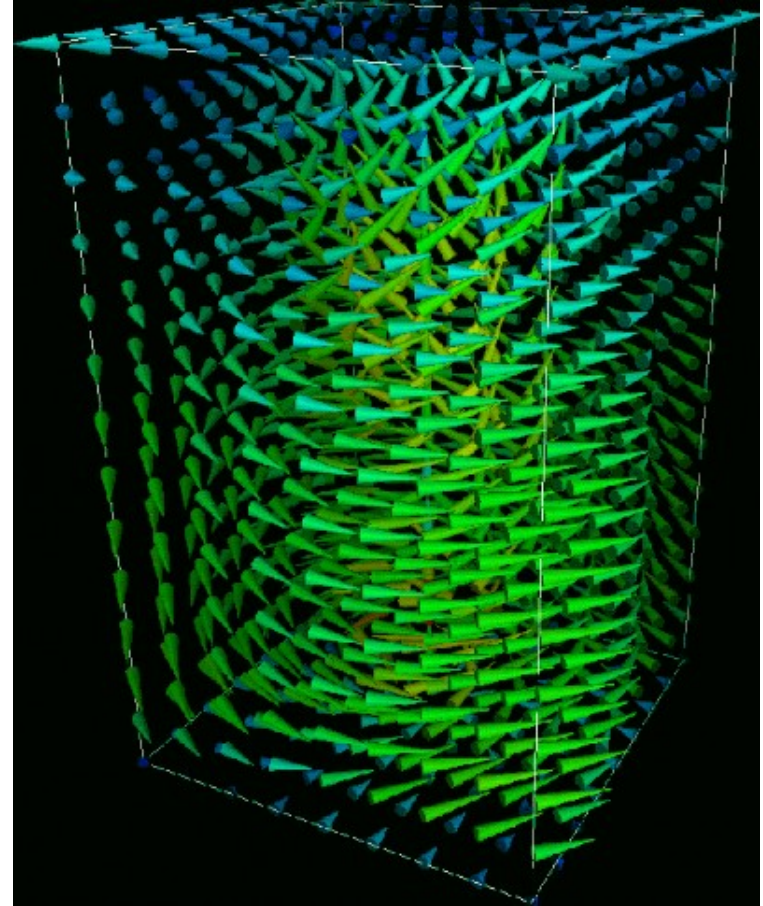


Scaled vs color coded



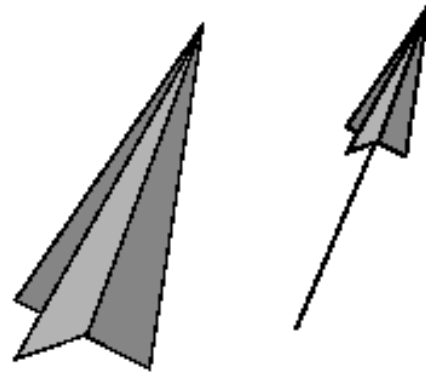
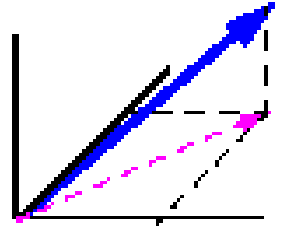
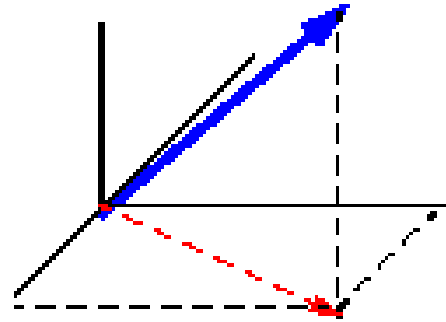
Arrows in 3D

- Issues:
 - Occlusion
 - Perspective ambiguity
- Solution: show subset



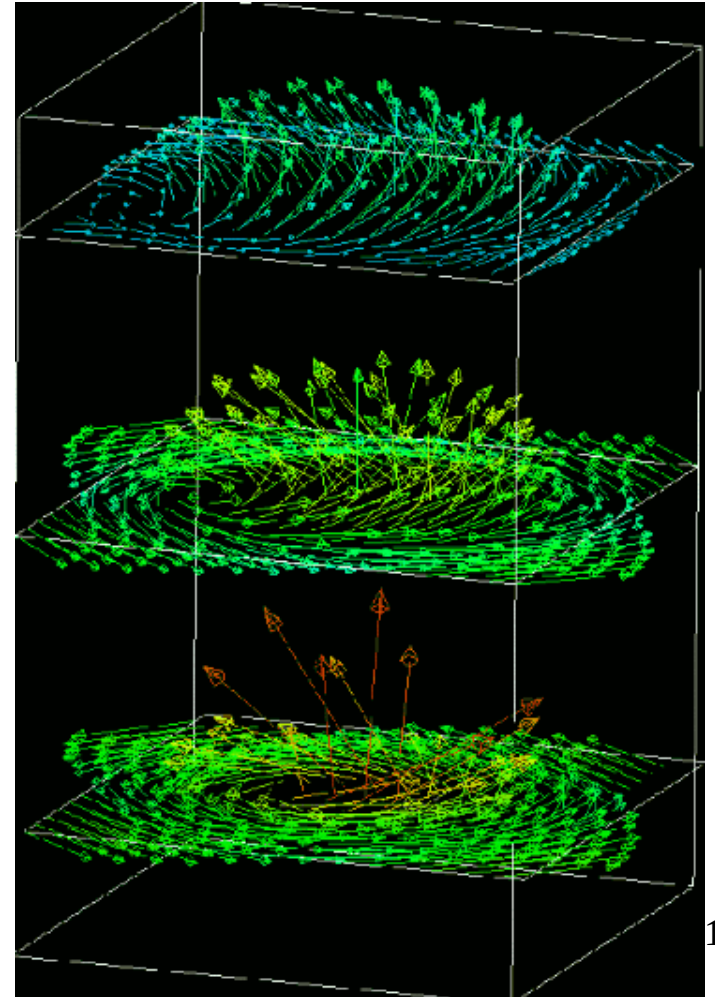
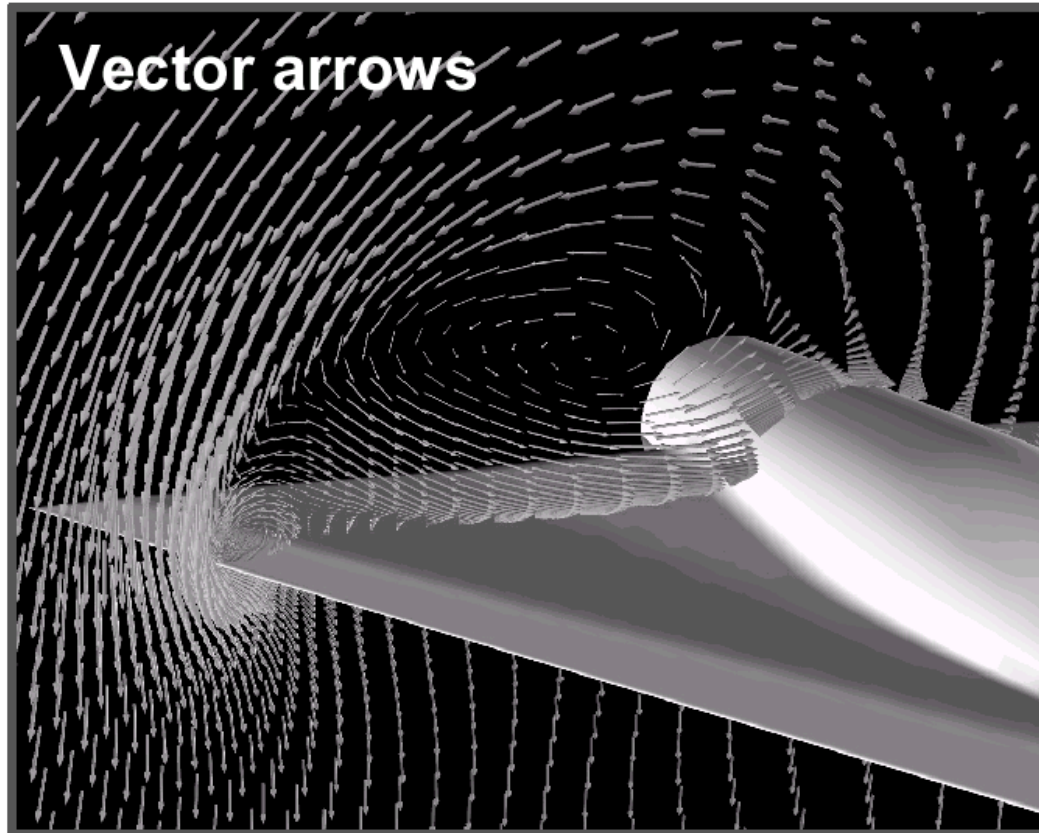
Perspective ambiguity

- Perspective shortening
- 1D objects generally difficult to grasp in 3D
- 3D arrows help slightly



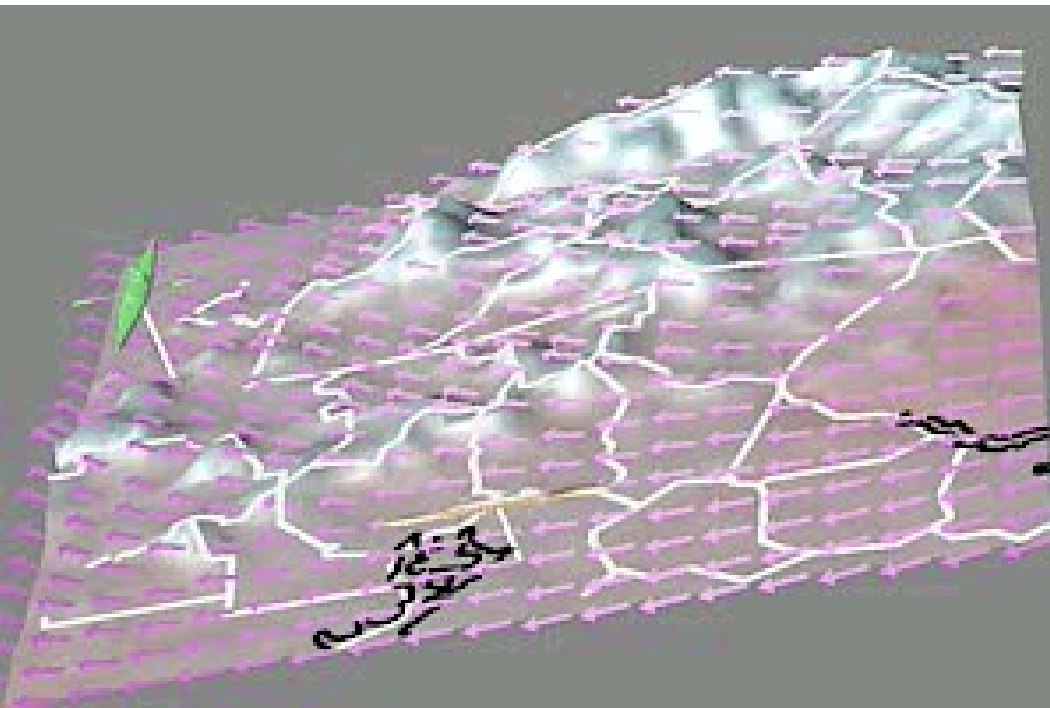
Addressing clutter

Arrows in layers



Addressing clutter

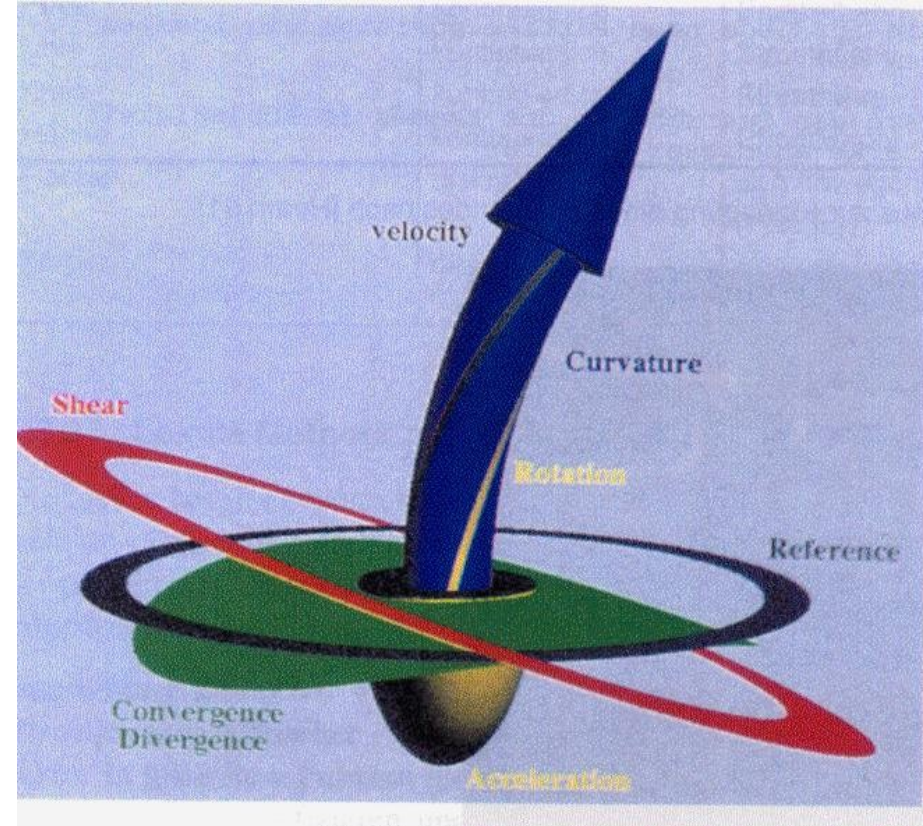
Combine with other techniques



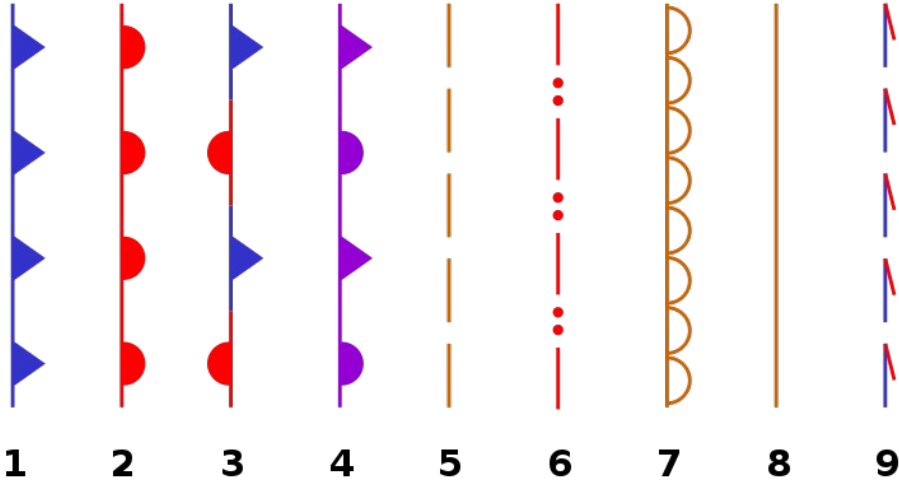
Technique: glyphs

Glyphs

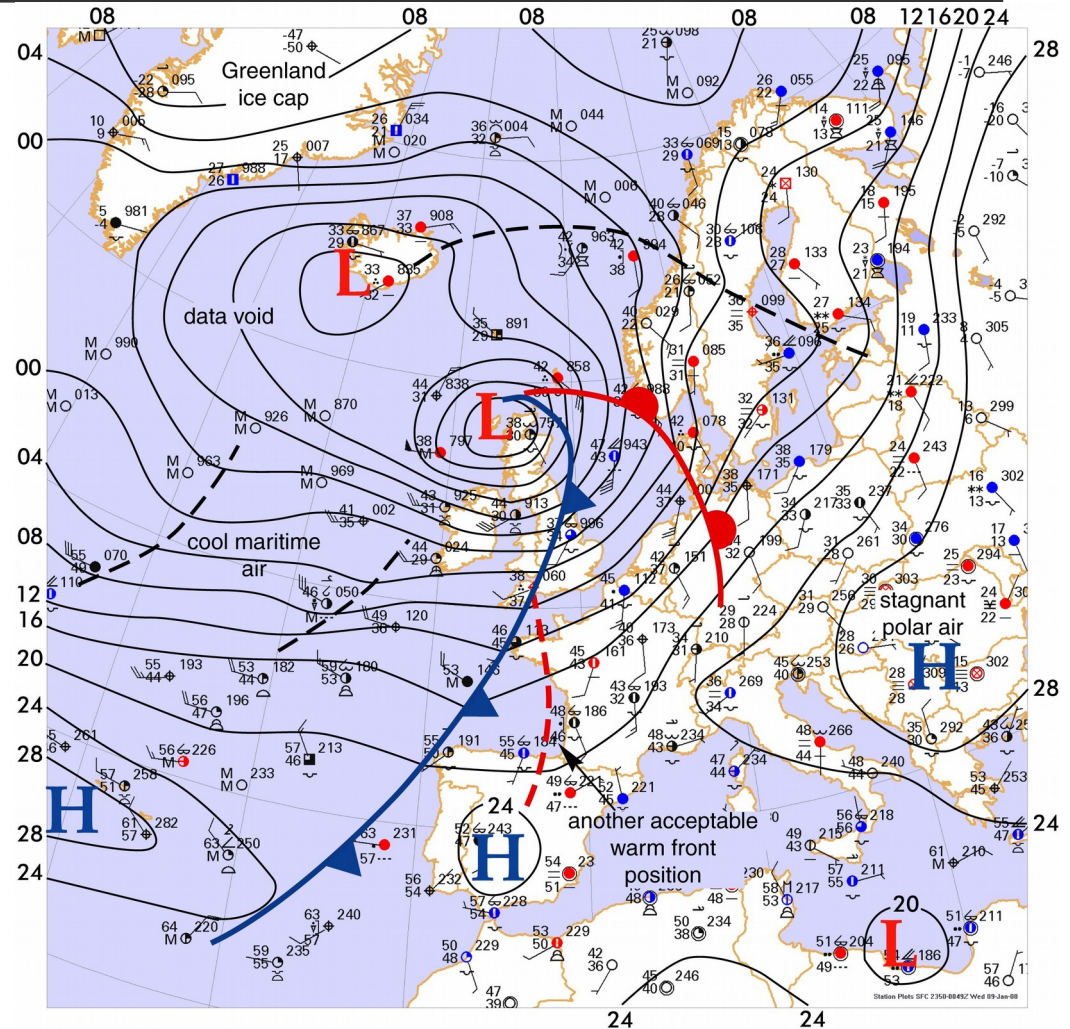
- More information per voxel
- Often modifications of familiar arrow shape
- Addl features:
 - Curvature
 - Rotation
 - Shear
 - Divergence
 - Acceleration
 - etc



Weather maps

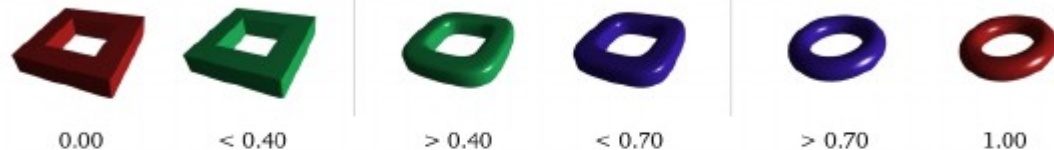


- 1) cold front
- 2) warm front
- 3) stationary front
- 4) occluded front
- 5) surface trough
- 6) squall line
- 7) dry line
- 8) tropical wave
- 9) trowal



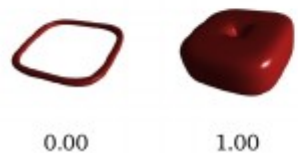
Medical applications

VisMale.pvm (raw value): Hue, Roundness

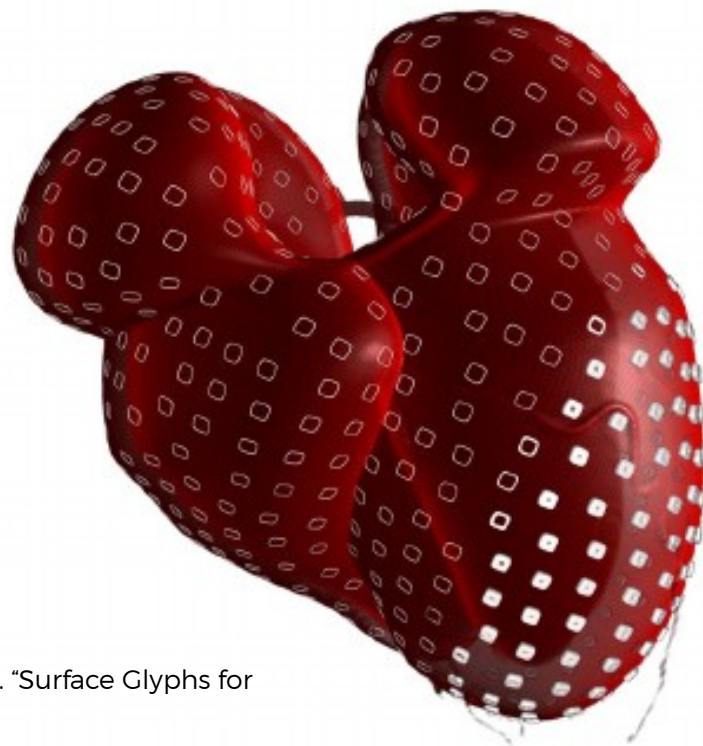


Hue = value

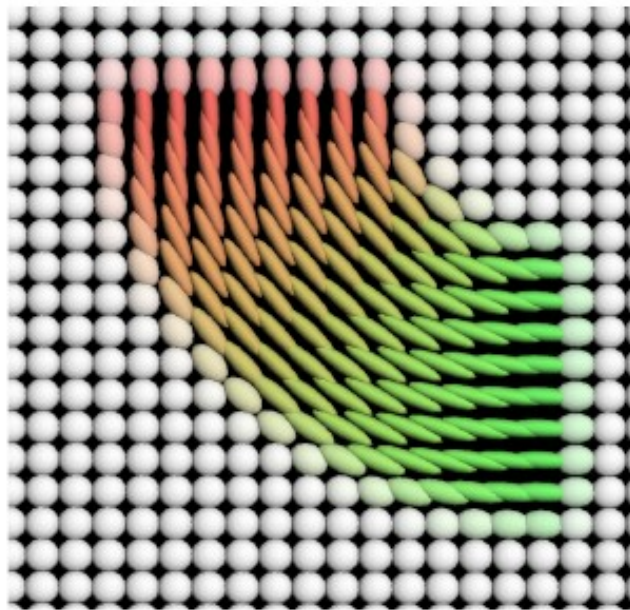
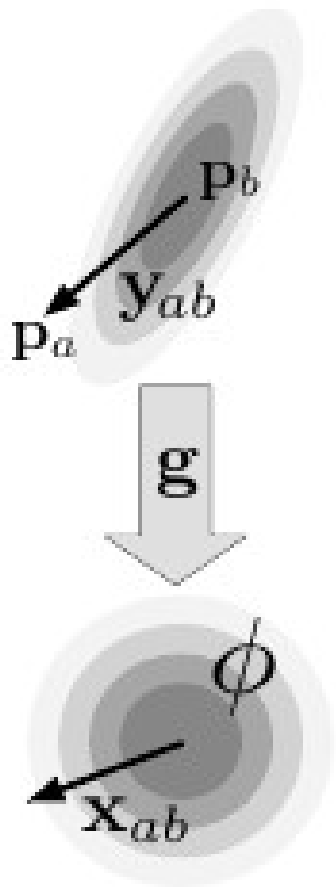
VisMale.pvm (gradient magnitude): Thickness



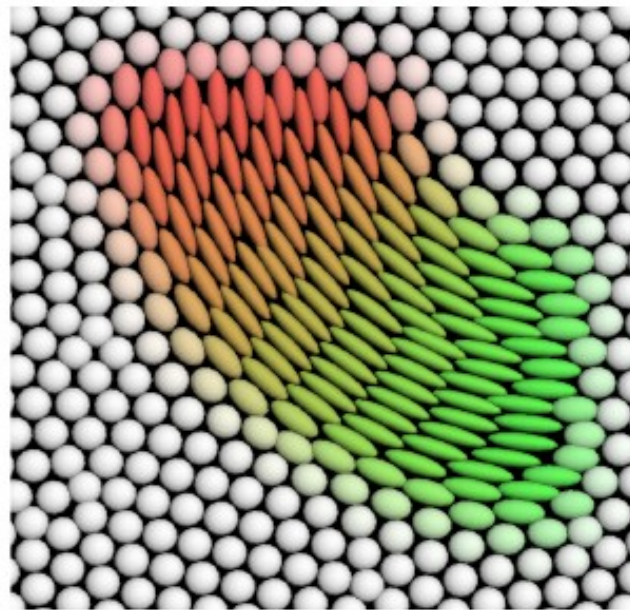
Thickness = gradient magnitude



Physics



(a) Regular Grid



(b) Glyph Packing

Kindlmann, Gordon, and Carl-fredrik Westin. "Diffusion Tensor Visualization with Glyph Packing." IEEE Transactions on Visualization and Computer Graphics 12, no. 5 (September 2006): 1329–36. <https://doi.org/10.1109/TVCG.2006.134>.

Flow ensembles

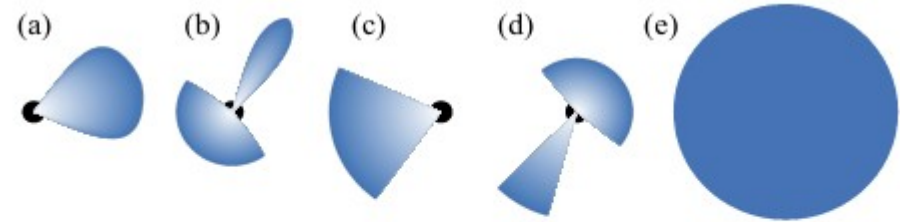
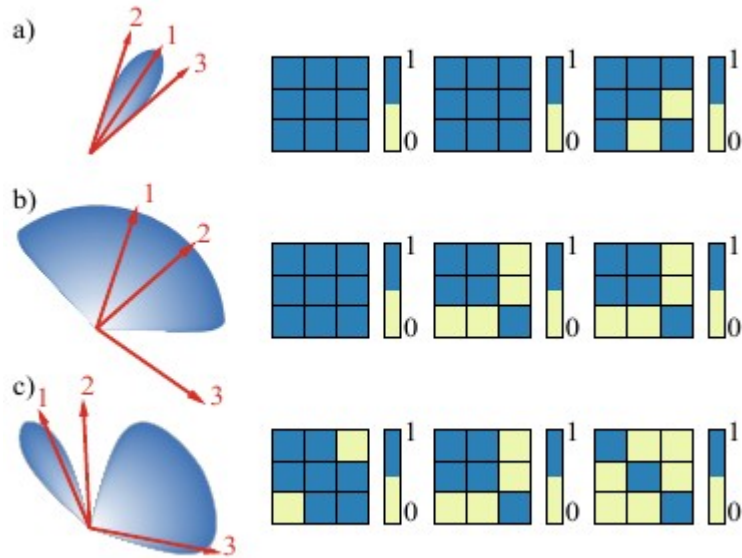
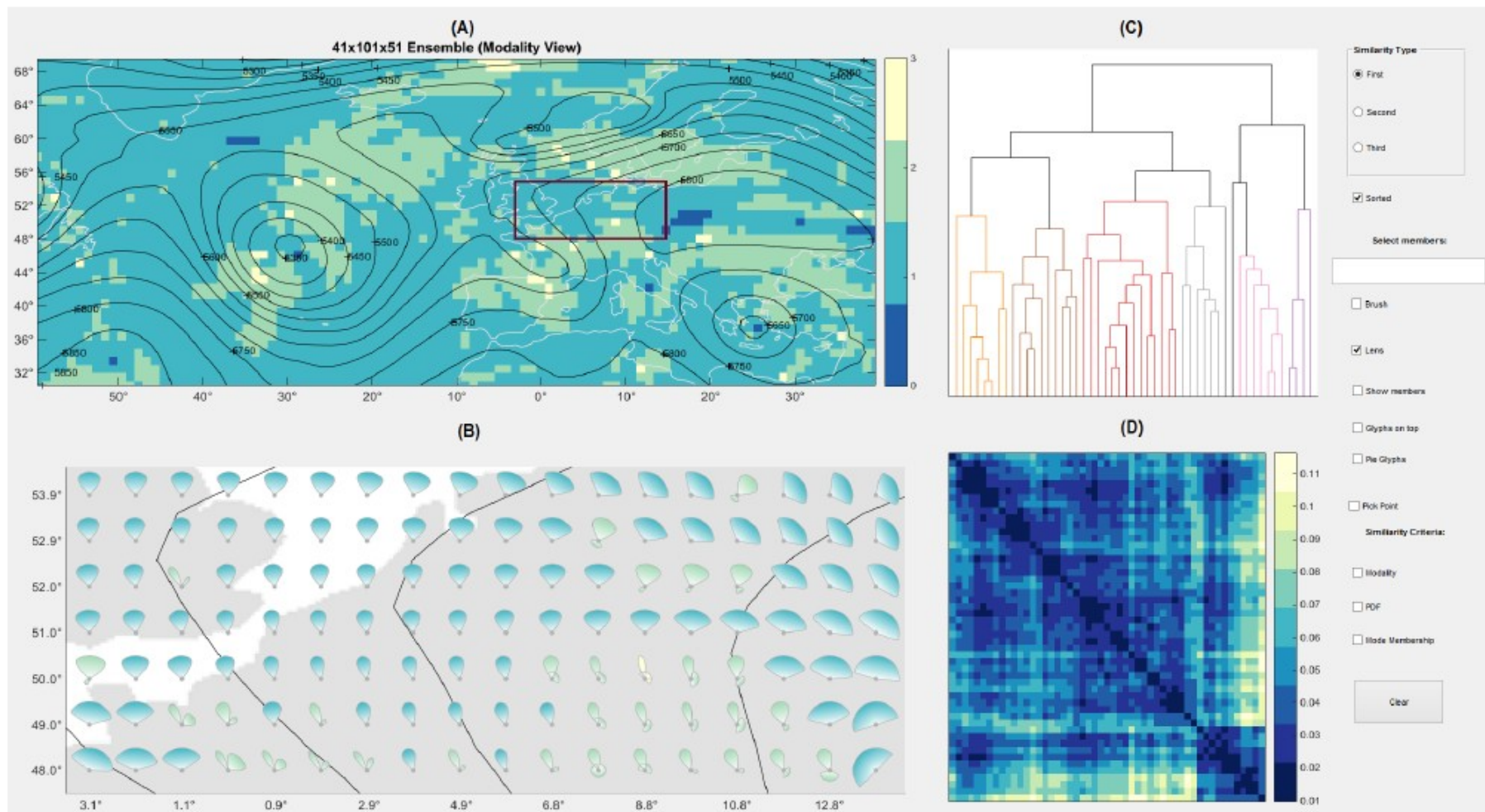


Figure 3: Glyphs for various directional distributions: lobular glyphs showing (a) unimodal pdf, medium variation and (b) bimodal pdf, main mode (low variation), second mode (high variation), and (c)-(d) corresponding pie glyphs; (e) uniform pdf.

Flow ensembles



Conclusion

Summary

- **Direct flow visualization** : encode the flow information at each voxel
- Arrows in 2D: simple and effective
- Arrows in 3D: need to handle occlusion
- Glyphs:

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- Robert S. Laramée
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Additional reading

- B. Jobard & W. Lefer: “Creating Evenly-Spaced Streamlines of Arbitrary Density” in Proceedings of 8th Eurographics Workshop on Visualization in Scientific Computing, April 1997, pp. 45-55
- Data Visualization: Principles and Practice, Chapter 6: Vector Visualization by A. Telea, AK Peters 2008
- Ropinski, Timo, Michael Specht, Jennis Meyer-Spradow, Klaus Hinrichs, and Bernhard Preim. “Surface Glyphs for Visualizing Multimodal Volume Data,” 3--12, 2007.
- Kindlmann, Gordon, and Carl-fredrik Westin. “Diffusion Tensor Visualization with Glyph Packing.” IEEE Transactions on Visualization and Computer Graphics 12, no. 5 (September 2006): 1329–36. <https://doi.org/10.1109/TVCG.2006.134>.
- Jarema, Mihaela, Ismail Demir, Johannes Kehrner, and Rüdiger Westermann. “Comparative Visual Analysis of Vector Field Ensembles.” In 2015 IEEE Conference on Visual Analytics Science and Technology (VAST), 81–88, 2015. <https://doi.org/10.1109/VAST.2015.7347634>.