I. System Requirement

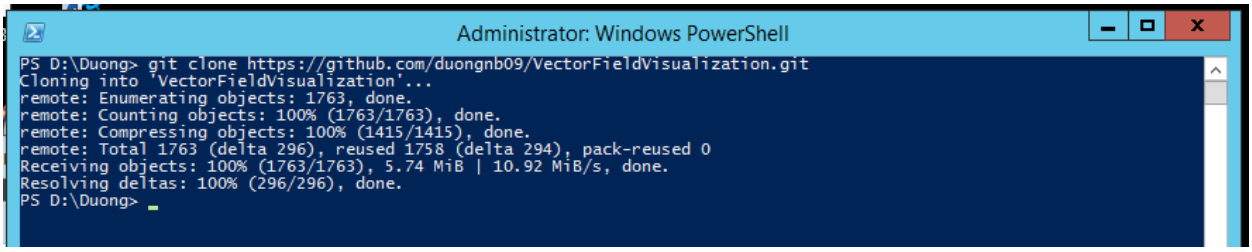
a. **Git**

b. **Visual Studio 2017**

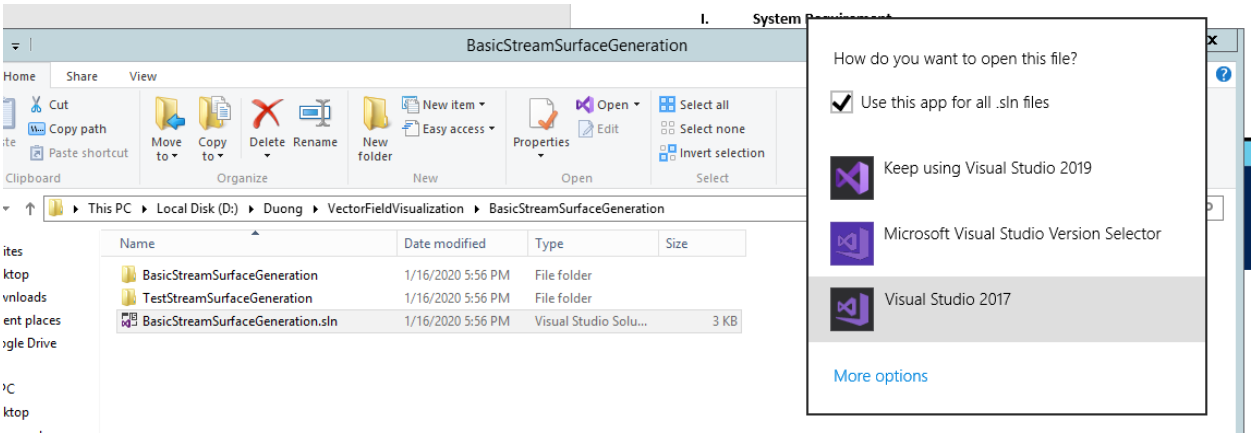
II. How to compile and build the project

Step 1: Clone the project from Github repo

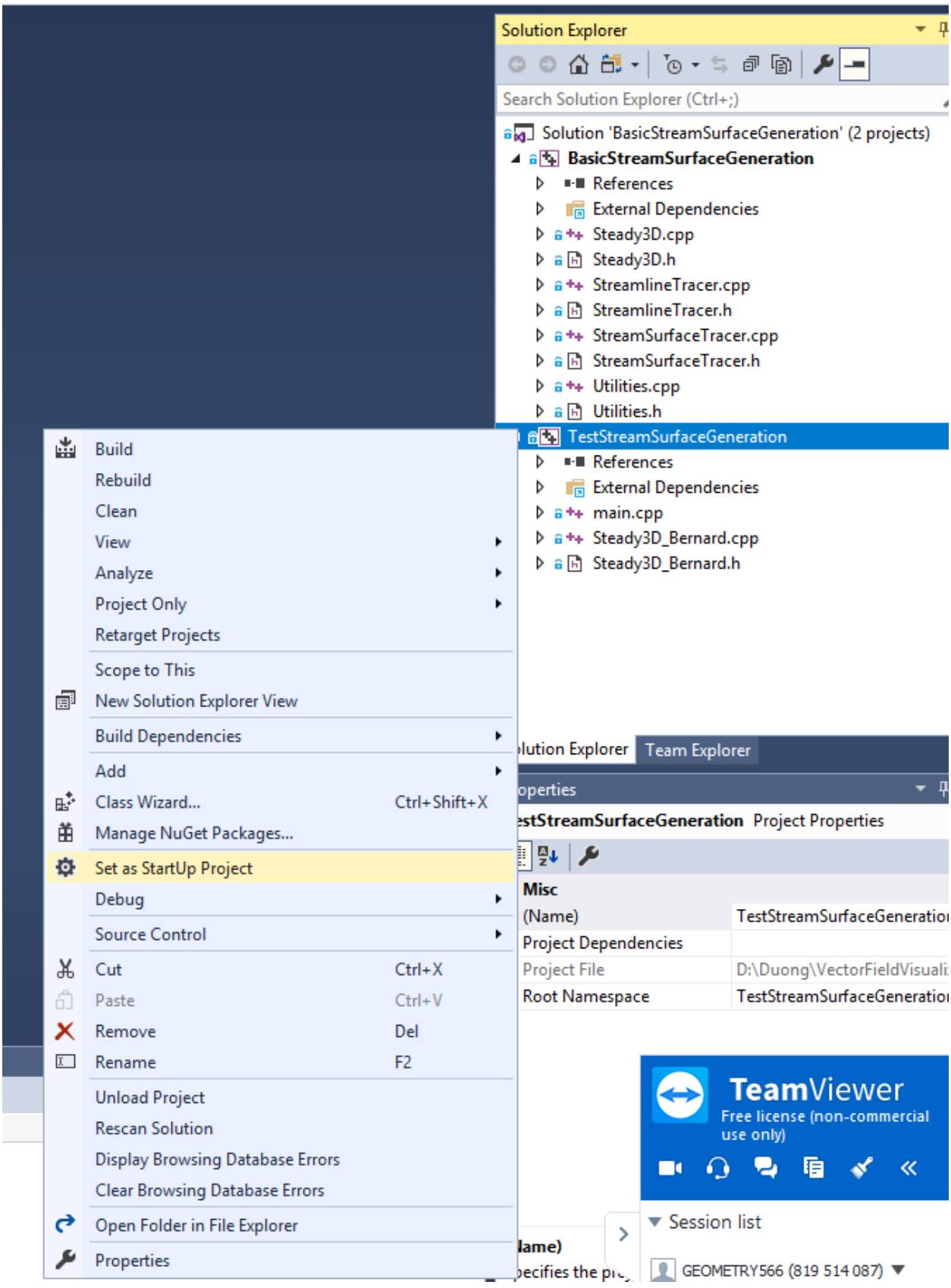
git clone https://github.com/duongnb09/VectorFieldVisualization.git



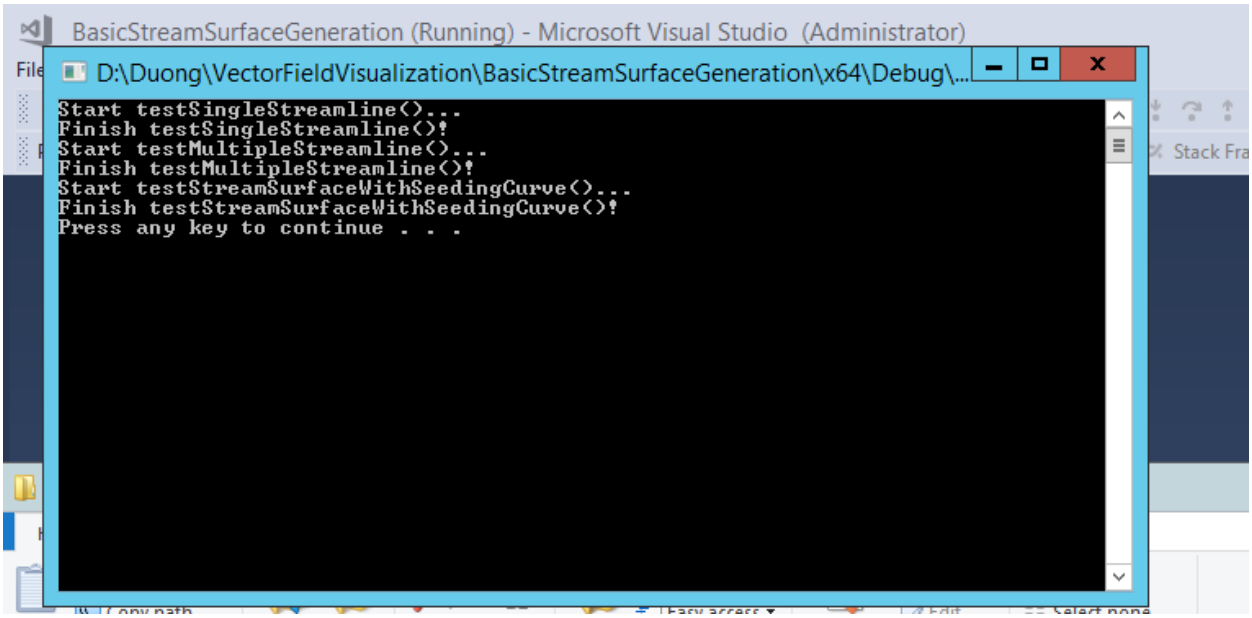
Step 2: Open the project with Visual Studio 2017

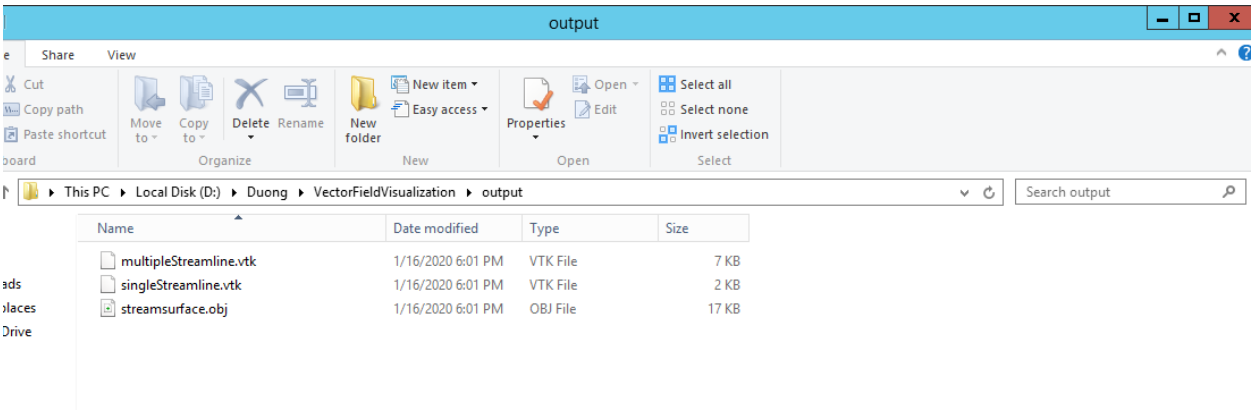


Step 3: Set TestStreamSurfaceGeneration as the Startup project


Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'BasicStreamSurfaceGeneration' (2 projects)
BasicStreamSurfaceGeneration
References
External Dependencies
Steady3D.cpp
Steady3D.h
StreamlineTracer.cpp
StreamlineTracer.h
StreamSurfaceTracer.cpp
StreamSurfaceTracer.h
Utilities.cpp
Utilities.h
TestStreamSurfaceGeneration
References
External Dependencies
main.cpp
Steady3D_Bernard.cpp
Steady3D_Bernard.h
Build
Rebuild
Clean
View
Analyze
Project Only
Retarget Projects
Scope to This
New Solution Explorer View
Build Dependencies
Add
Class Wizard... Ctrl+Shift+X
Manage NuGet Packages...
Set as StartUp Project
Debug
Source Control
Cut Ctrl+X
Paste Ctrl+V
Remove Del
Rename F2
Unload Project
Rescan Solution
Display Browsing Database Errors
Clear Browsing Database Errors
Open Folder in File Explorer
Properties
lution Explorer
Team Explorer
operties
stStreamSurfaceGeneration Project Properties
Misc
(Name) TestStreamSurfaceGeneratio
Project Dependencies
Project File D:\Duong\VectorFieldVisuali
Root Namespace TestStreamSurfaceGeneratio
TeamViewer
Free license (non-commercial use only)
Session list
GEOMETRY566 (819 514 087)

Step 4: Run and check the output result in the output folder





You should see three files as above. Open them in Paraview to see how do they look! Enjoy