



The Visualization Toolkit

Scientific Visualization with VTK, The Visualization Toolkit

**Science and Technology Support Group
High Performance Computing**

Ohio Supercomputer Center
1224 Kinnear Road
Columbus, OH 43212-1163

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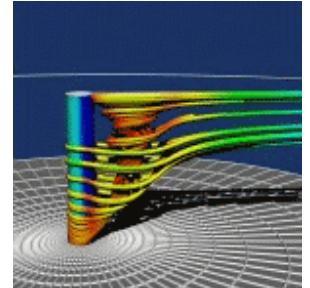
Preparation on BALE Cluster

- Limited disk space for workshop accounts in \${HOME}
- Change the shell environment
 - >> tcsh
- Change to larger disk space
 - >> cd /tmp
- Copy the resource directory to the local disk
 - >> cp -r ~pete/VTKWorkshop .
 - >> cd VTKWorkshop
 - >> source Stuff/cshrc
 - Creates needed environment variables
 - Loads needed modules, exclusively for Bale cluster
- Contents of directory
 - Docs
 - Supporting documentation
 - PDF version of workshop notes
 - Stuff
 - Examples
 - Textbook

Preparation on BALE Cluster

- Looking for VTK expression
 - Position shell script, *search.csh*, in Examples
 - >> cd Examples
 - cp ..//Stuff/search.csh .
 - >> search.csh **dir vtkexpression**
 - **dir** is one of Cxx | Python | Tcl
 - **vtkexpression** is any VTK class or function name
 - >> search.csh Python SetColor
 - This will help when looking for an example of using a vtk method or module
- For the rest of this workshop this will be your working directory
 - */tmp* is local to each machine
 - The previous steps will not create the data on any other machine
 - Remember your machine name, *nodexx*
 - If you have to change machines for any reason, you will have to repeat the previous steps

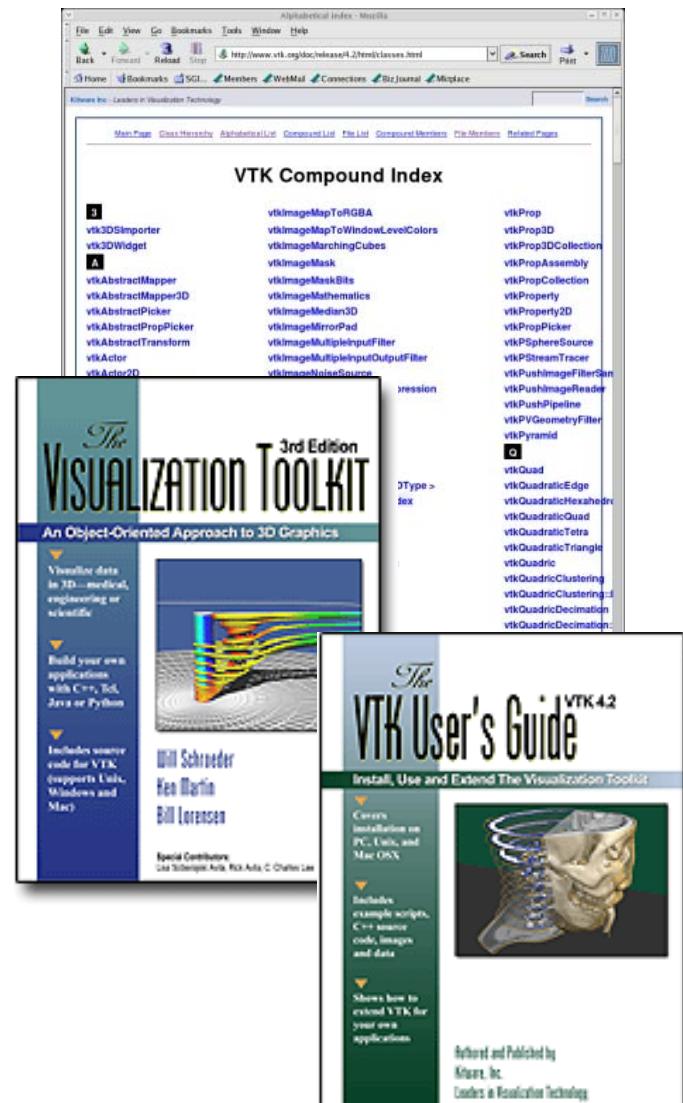
What is VTK?



- Open source software for 3D computer graphics, image processing and visualization
- Distributed by Kitware, Inc., <http://www.vtk.org>
- Consists of a C++ class library
- Several interpreted interface layers, Python, Tcl/Tk, and Java
- Supports a wide variety of visualization algorithms, including scalar, vector, tensor, texture, and volumetric
- Advanced modeling techniques, such as implicit modeling, polygon reduction, mesh smoothing, cutting, contouring and Delaunay triangulation, to name just a few.
- Additionally, many imaging algorithms have been integrated, mixing 2D imaging and 3D graphics algorithms and data
- Design and implementation influenced by object-oriented principles

What is VTK?

- Source distribution comes with many examples
- Not cool?
 - Not super-fast graphics engine, uses C++ dynamic binding and device independent graphics model
 - Very large...need a decent system and graphics card
 - C++ source code (Tcl or Python recommended for quick development)
- Documentation consists of online help, HTML based, [http://www.vtk.org/doc/release/4.2/html]
- Two manuals, The Visualization Toolkit and The VTK User's Guide, [http://www.vtk.org/buy-books.php]
 - Together about \$160.00
 - Strongly recommended



Installing VTK!

- OSC forums,
[<http://www.osc.edu/forums>]
 - Look for a VTK/Paraview forum
 - Issues of an open access vs. secure access
- Additional resources
 - Sébastien Barre's links
[<http://www.barre.nom.fr/vtk/links.html>]
 - Vtkusers mailing list
[<http://public.kitware.com/mailman/listinfo/vtkusers>]
- Compiling from source recommended because of dependencies
- Useful Linux tools
 - Looking for installed executables: “which command”
 - Locating specific files, libraries, include files: “locate filename”
- Installation instructions very straight forward
- Cmake installation required; url linked off <http://www.vtk.org>
- Installing as root highly recommended
- Install any of the support programming platforms first
 - C++ should be already installed
 - /usr/bin/c++
 - /usr/bin/gcc
 - Tcl/Tk [<http://www.tcl.org>]
 - Python [<http://www.python.org>]
 - Should install **Tkinter.py**
 - Java [<http://www.java.sun.com>]
- Terminal based user interface, ccmake
 - Cmake typically will find and set most options
- Customizing build using interactive wizard mode, “cmake -i”
 - Most options will be set by cmake
 - But check to be sure, especially with settings for libraries/includes for support platforms
- After cmake, three steps
 - make (makes binaries/libraries)
 - make test
 - Will create a report of successes/failures
 - make install (if root)

First Look

- Running an example under the four different platforms
- Change directory to `/tmp dirname/Examples/Tutorial/Step1`
- C++
 - Change directory to **Cxx/**
 - Do not need to compile any additional support like Java, Python or Tcl/Tk
 - Cmake generates a makefile
 - `>> module load cmake-2.2.3`
 - `>> cmake .`
 - The *dot*, '.', is the directory argument
 - Use the *make* command to generate the executable
 - `>> make`
 - To execute type the command
`'./Cone'`
- **Tcl**
 - Change directory to **Tcl/**
 - Set **TCLLIBPATH** to Wrapping/Tcl directory
 - The VTK build includes a VTK tcl command called ‘vtk’
 - Execute the command
 - `>> vtk Cone.tcl`

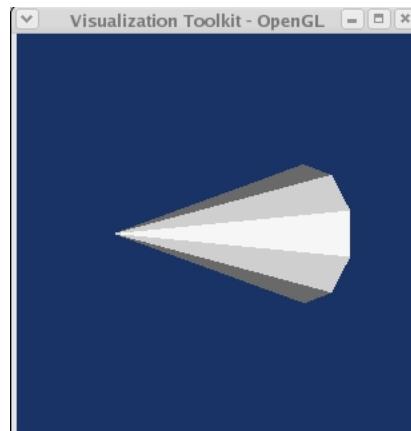


Image created by Cone.py

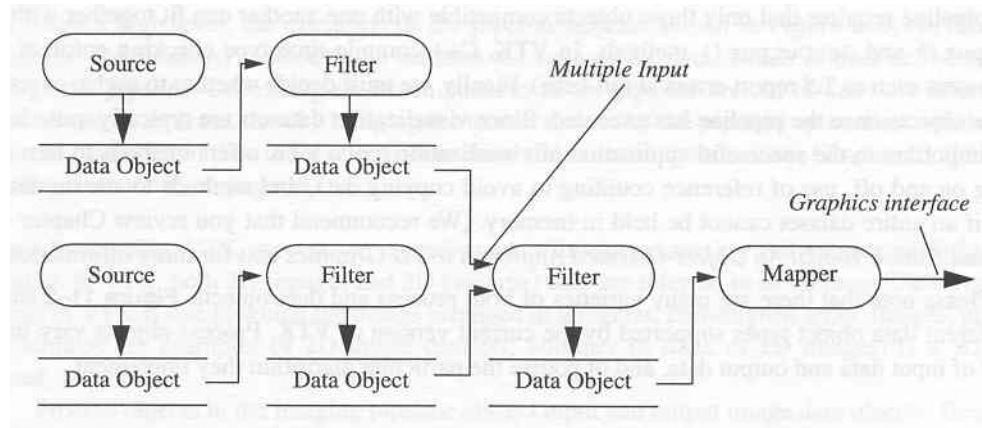
First Look

- Python
 - Change directory to **Python/**
 - Check environment variables
 - Set LD_LIBRARY_PATH to directory containing libvtk*.so
 - Set PYTHONPATH to both of
 - Directory containing libvtk*Python.so
 - Wrapping/Python directory
 - VTK build includes a VTK python command called ‘vtkpython’
 - May want to alias this to something short
 - >> alias vtkpython vp
 - Make sure no other command called vp
 - >> which vp
 - For BALE this is done by sourcing *Stuff/cshrc*
 - Editor is especially important
 - ‘idle’ in the python distribution
 - ‘emacs’ just as effective
- Java
 - Change directory to **Java/**
 - Check environment variables
 - >> echo \$CLASSPATH
 - While compiling, looking for ‘vtk.jar’
 - CLASSPATH=.:“vtkdir”/vtk.jar
 - >> echo \$LD_LIBRARY_PATH
 - At runtime, looking for associated vtk libraries
 - i.e. libvtk*Java.so
 - Byte compile java code
 - >> javac Cone.java
 - Creates ‘Cone.class’
 - Execute using java runtime
 - >> java Cone

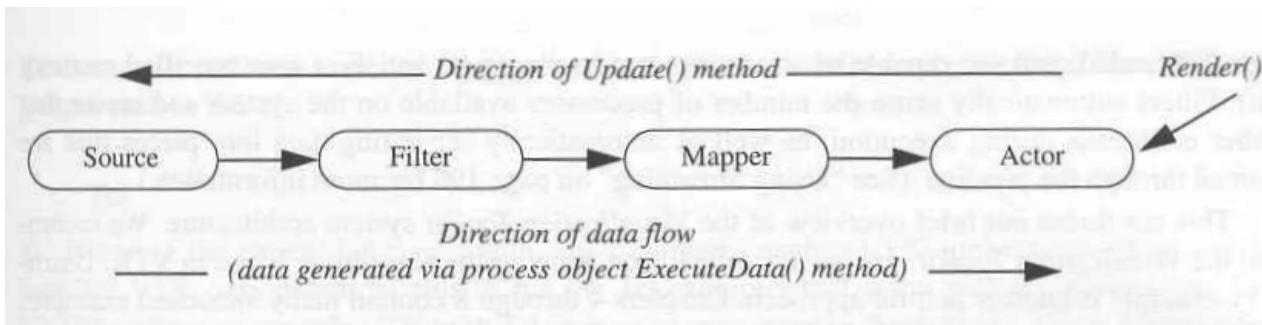
Graphics Model

- Graphics model
 - Transform graphical data into images
 - Actors, lighting, cameras, renderers, mappers
 - Creates a scene
 - Mappers interface between the visualization pipeline and the graphics model
 - Visualization Model
 - Visualization pipeline transforms information into graphical data
 - Uses a data flow approach
 - Two basic types of objects
 - vtkDataObject
 - vtkProcessObject
 - vtkDataObject
 - Datasets (vtkDataSet) have formal structures
 - Data objects have geometric and topological structure (points and cells)
 - Attribute data (scalars and vectors) are associated with the data objects
 - Cells are topological arrangements of points
 - vtkProcessObjects
 - Process objects (filters)
 - Filters operate on data objects to produce new data objects
 - Process and data objects form the visualization pipeline
 - Pipeline topology based on filter I/O
- ```
thisFilter->setInput(thatFilter->getOutput)
```
- Visualization pipelines use lazy evaluation
    - Only executes when data is required for computation
    - Renderer updates window with ‘Render’
    - >> renWin.Render

# Graphics Model

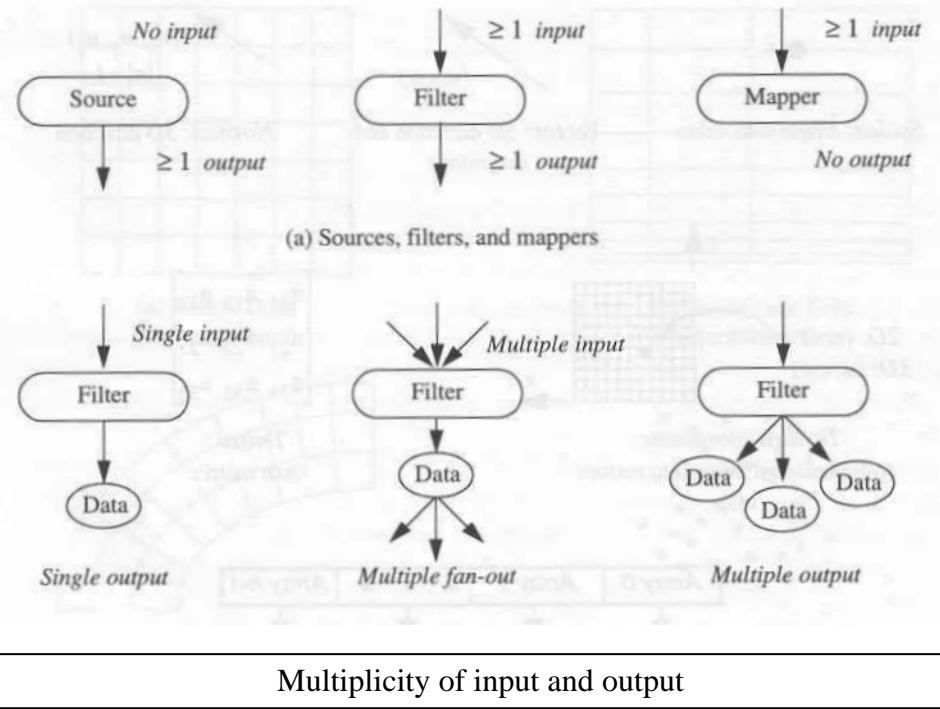


Data objects combined with process object  
to create viz pipeline

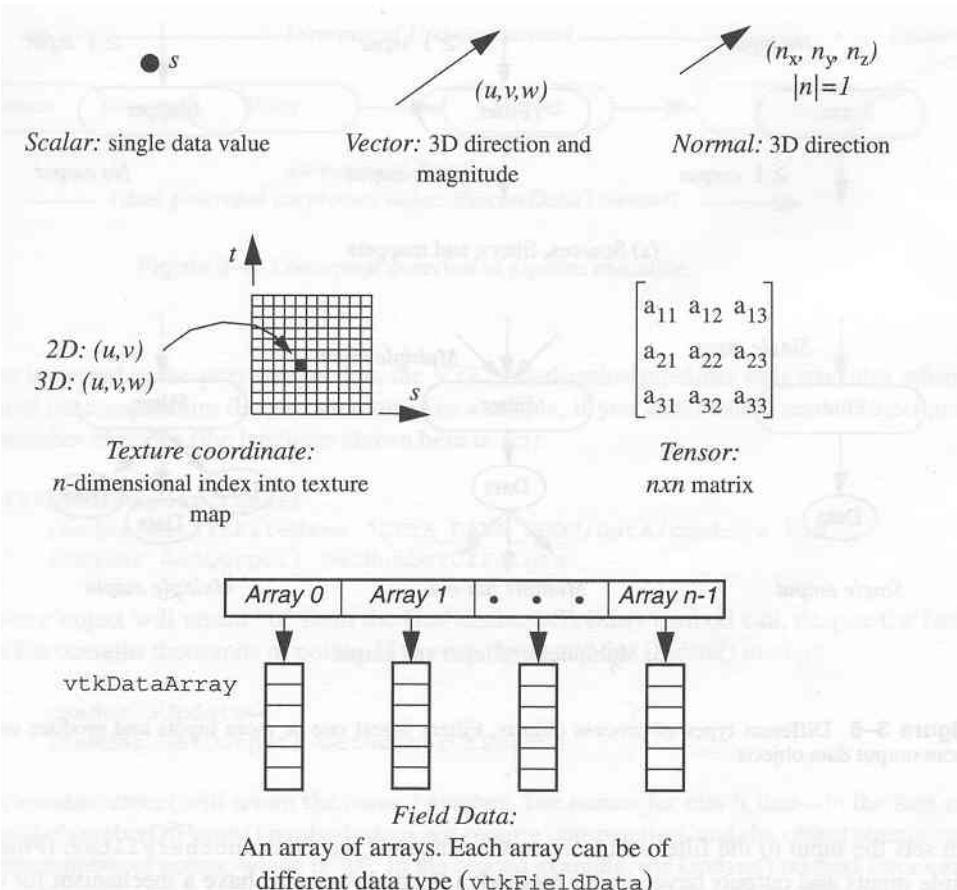


Conceptual view of pipeline execution

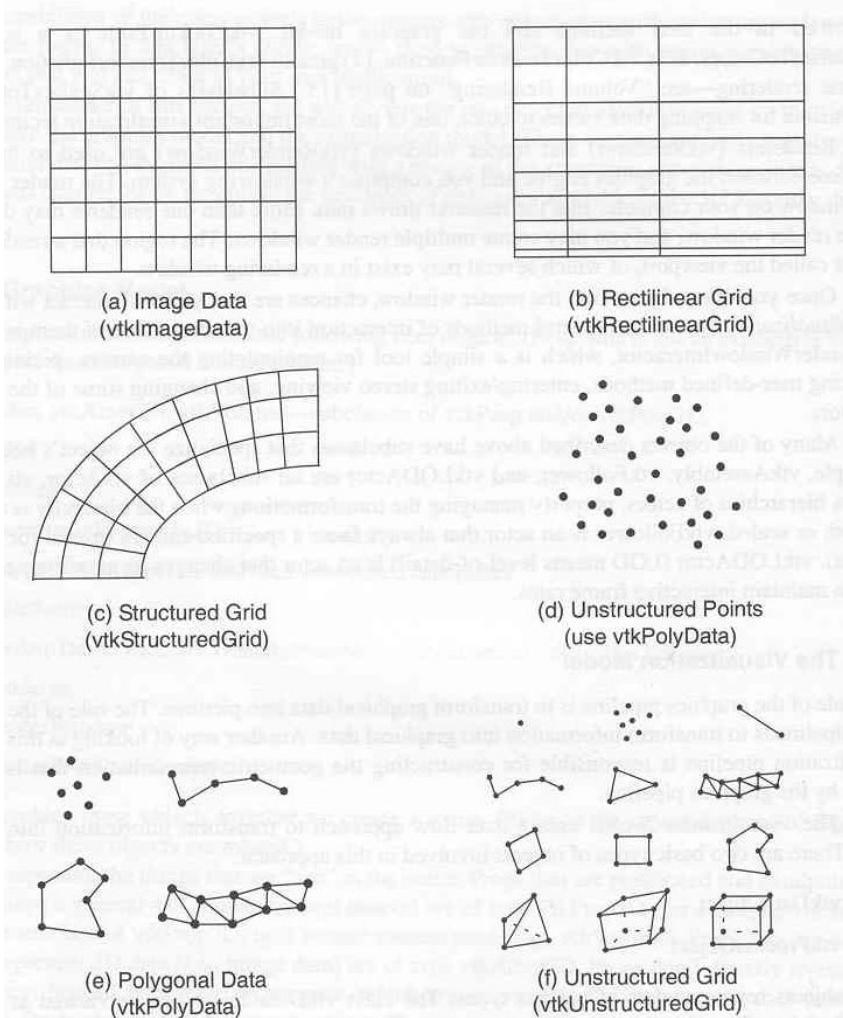
# Graphics Model



# Graphics Model



# Graphics Model



Dataset types found in VTK.

# Programming and the Visualization Pipeline

- Look at the programming implementation
  - From Cone.py in Examples/Tutorial/Step1/Python/
  - Represents the basic setup for VTK programs
  - Data source [here vtkConeSource]
    - Procedural data, cone, sphere, cylinder, etc.
    - Or data read from a file
  - vtkMapper and vtkLookupTable
    - Transform and render geometry
    - Interface between the viz pipeline and the graphics model
    - vtkScalarToColors maps data values to color
  - vtkActors
    - Combine object properties, geometries and orientation in virtual coordinates
  - vtkRenderer
    - Coordinates lights, cameras and actors to create and image
  - vtkRenderWindow
    - Manages window(s) on display device
- 
- ```
# The basic setup of:  
# source -> mapper -> actor -> renderer -> renderwindow  
# is typical of most VTK programs.  
  
cone = vtk.vtkConeSource()  
cone.SetHeight( 3.0 )  
cone.SetRadius( 1.0 )  
cone.SetResolution( 10 )  
  
coneMapper = vtk.vtkPolyDataMapper()  
coneMapper.SetInput( cone.GetOutput() )  
  
coneActor = vtk.vtkActor()  
coneActor.SetMapper( coneMapper )  
  
ren1 = vtk.vtkRenderer()  
ren1.AddActor( coneActor )  
ren1.SetBackground( 0.1, 0.2, 0.4 )  
  
renWin = vtk.vtkRenderWindow()  
renWin.AddRenderer( ren1 )  
renWin.SetSize( 300, 300 )
```

Programming and the Visualization Pipeline

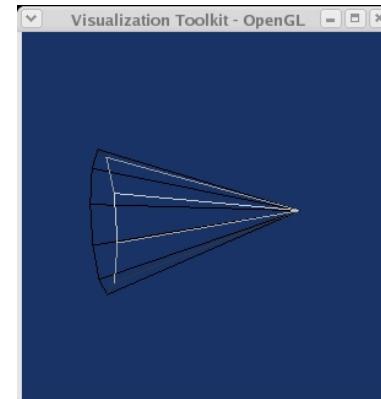
- Conversions between languages relatively straightforward
 - Class names and method names remain the same
 - Implementation details change (syntax)
 - GUI details change
 - Example, in the Cone program
 - Python: “ren1.GetActiveCamera().Azimuth(1)”
 - C++: “ren1->GetActiveCamera()->Azimuth(1);”
 - Tcl: “[ren1 GetActiveCamera] Azimuth 1”
 - Java: “ren1.GetActiveCamera().Azimuth(1);”

Basics - Interacting with the Window

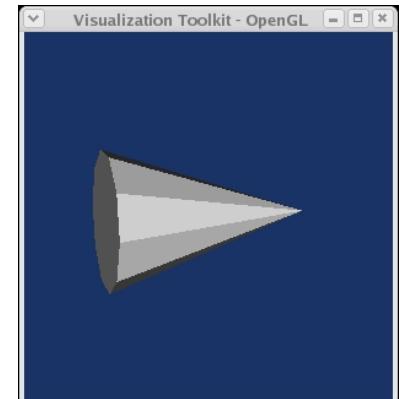
- Interacting with the data once rendered
- Using the vtkRenderWindowInteractor
 - Key press **j | t**
 - Toggle between joystick or trackball mode
 - In joystick style the motion occurs continuously as long as the mouse button is pressed
 - In trackball style the motion occurs when the mouse button is pressed and the mouse cursor moves
 - Key press **c | a**
 - Toggle between camera and actor modes
 - In camera mode, the mouse events affect the camera position and focal point
 - In actor mode, the mouse events affect the object under the mouse pointer
 - LMB
 - **Rotate** camera or actor
 - Camera rotated around its focal point
 - Actor rotated around its origin
- vtkRenderWindowInteractor (cont'd)
 - MMB
 - **Pan** camera or **translate** actor
 - In joystick mode direction of pan/translation is from center of the viewport toward the mouse position
 - In trackball mode, direction of motion in the direction of the mouse movement MMB
 - RMB
 - **Zoom** camera or **scale** actor
 - Zoom in/increase scale in top half of the viewport
 - Zoom out/decrease scale in lower half of the viewport
 - In joystick mode amount is controlled by distance of the pointer from the horizontal center line
 - Key press **3**
 - Toggle in and out of stereo mode
 - Default is red-blue stereo pairs
 - Key press **e | q**
 - Exit/quit application

Basics - Interacting with the Window

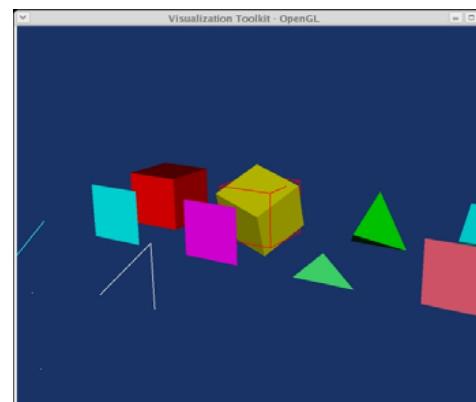
- vtkRenderWindowInteractor (cont'd)
 - Key press **f**
 - Fly-to the point under the cursor
 - Sets the focal point allowing rotations about that point
 - Key press **p**
 - Pick operation
 - Render window has an internal instance of vtkPropPicker for picking.
 - Key press **r**
 - Reset the camera along the viewing direction
 - Centers the actors
 - All actors visible
 - Key press **s**
 - All actors represented as surfaces
 - Key press **u**
 - Invokes user-defined mode
 - Typically, brings up an command interactor window
 - Rerender using “iren Render”
 - Key press **w**
 - All actors represented in wire frame



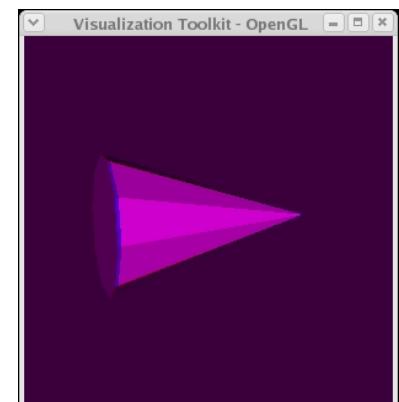
wired cone



solid cone



actor mode



stereo cone

Basics – Creating Models

- Two basic ways to obtain data
 - **Read** into a system from file, stream, etc.
 - **Procedurally** created by math expression or algorithm
- Creating a procedural object
 - Load the vtk resources
 - vtkinteraction permits typing commands at run time, among other resources
 - vtktesting defines a set of colors
 - Create a cylinder defining the geometry
 - Using the SetInput method the cylinder mapper is created from the cylinder geometry
 - Pipeline consists of two objects, source and mapper
 - As yet, no data processed, lazy evaluation
 - Create graphics objects to render actor(s)
 - *ren1* coordinates rendering process for the viewport
 - *renWin* controls the mapping of the viewport to the device
 - *iren* is a 3D widget for manipulating the camera

```
.../Examples/Rendering/Tcl/Cylinder.tcl:  
  
package require vtk  
package require vtkinteraction  
package require vtktesting  
  
vtkCylinderSource cylinder  
    cylinder SetResolution 8  
  
vtkPolyDataMapper cylinderMapper  
    cylinderMapper SetInput [cylinder GetOutput]  
  
vtkActor cylinderActor  
    cylinderActor SetMapper cylinderMapper  
    eval [cylinderActor GetProperty] SetColor $tomato  
    cylinderActor RotateX 30.0  
    cylinderActor RotateY -45.0  
  
vtkRenderer ren1  
vtkRenderWindow renWin  
    renWin AddRenderer ren1  
vtkRenderWindowInteractor iren  
    iren SetRenderWindow renWin
```

Basics – Creating Models

- Creating a procedural object (cont'd)
 - Renderer is connected to the render window
 - Must connect actor(s) to renderer
 - Associate GUI interactor with render window interactor's user-defined method
 - Initialize method begins the event loop
 - Tcl/Tk command withdraw defines that the interpreter widget, vtkInteract, is not visible at startup
 - Pipeline executes because rendering process will request data
 - Force execution of pipeline with by invoking *renWin Render*
- Creating reader object
 - Similar to previous example
 - Exception is that reading data from disk
 - 42400-IDGH.stl is in binary STL data format
 - STL is stereo-lithography file
 - If changes made to file, pipeline not re-executed
 - Invoke Modified() method

```
.../Examples/Rendering/Tcl/Cylinder.tcl:
```

```
ren1 AddActor cylinderActor
ren1 SetBackground 0.1 0.2 0.4
renWin SetSize 200 200

iren AddObserver UserEvent {wm deiconify \
.vtkInteract}

iren Initialize

[ren1 GetActiveCamera] Zoom 1.5
renWin Render

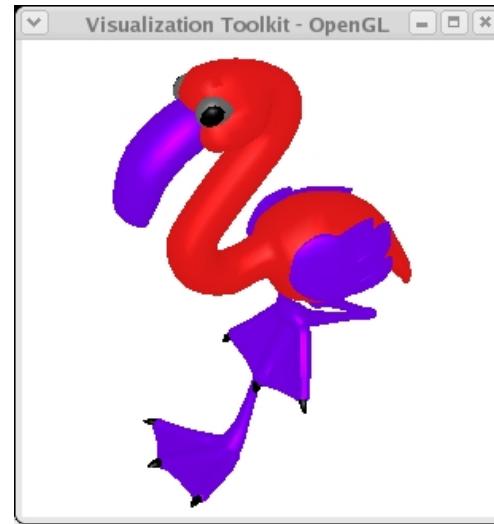
# suppress Tcl/Tk empty “.” window
# with VTK “withdraw” command
wm withdraw .
```

```
.../Examples/Rendering/Tcl/CADPart.tcl:
```

```
# This creates a polygonal cylinder model with
# eight circumferential facets.
#
vtkSTLReader part
  part SetFileName \
"$VTK_DATA_ROOT/Data/42400-IDGH.stl"
```

Basics – Creating Models

- Creating reader object (cont'd)
 - VTK has very limited modeling tools
 - Supports wide range of formats for the *reader* classes
 - Movie BYU
 - Wavefront *.obj*
 - ASCII Gaussian cube
 - Molecular (PDB)
 - XML poly data
 - VTK format
 - VTK importer class reads/writes multiple datasets
 - Comprise a scene
 - Importer will create instances of lights, cameras, actors, etc.
 - Create instances of vtkRenderer and vtkRenderWindow

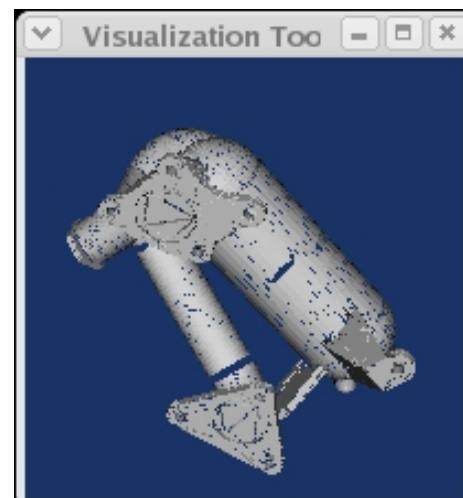


.../Examples/IO/Python/
flamingo.py

Basics – Filtering Data

- Adding filters to the pipeline
 - Filters connected to pipeline using VTK methods
 - SetInput()
 - GetOutput()
 - Example shows the vtkShrinkPolyData class
 - Make sure input/output type is compatible with its counterpart
 - Viz pipelines can contain loops
 - But, output of filters cannot be directly connected to its input

```
# This creates a polygonal cylinder model with eight circumferential facets.  
#  
vtkSTLReader part  
part SetFileName "$VTK_DATA_ROOT/Data/42400-IDGH.stl"  
  
# A filter is a module that takes at least one input and produces at  
# least one output. The SetInput and GetOutput methods are used to do  
# the connection. What is returned by GetOutput is a particular dataset  
# type. If the type is compatible with the SetInput method, then the  
# filters can be connected together.  
#  
# Here we add a filter that computes surface normals from the geometry.  
#  
vtkShrinkPolyData shrink  
shrink SetInput [part GetOutput]  
shrink SetShrinkFactor 0.85
```



..../Examples/Rendering/Tcl/
FilterCADPart.tcl

Basics – Controlling Cameras

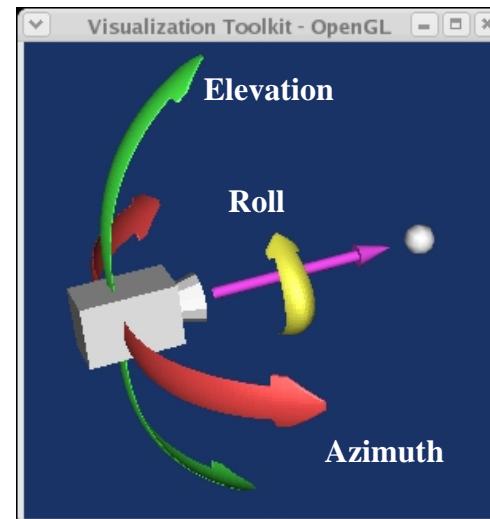
- VTK renderer automatically instances cameras
- Camera settings
 - Clipping range (hither/yon)
 - Direction and position set by the focal point and position
 - Orientation set by the view up setting
 - Normal to the current position and focal point set by ComputeViewPlaneNormal() method
- Simple manipulation
 - Move camera about the focal point
 - Uses spherical coordinate system
 - Azimuth moves in the longitude direction
 - cam1 Azimuth 150
 - Elevation moves in latitude direction
 - cam1 Elevation 60
 - Do not alter view up
 - Singularities occur at north and south pole
- Perspective/Orthogonal projection
 - Perspective may introduce distortion, view angle

Camera settings

```
vtkCamera cam1
cam1 SetClippingRange 0.5 200.0
cam1 SetFocalPoint 0.45 -0.23 -5.1
cam1 SetPosition 0 0 5
cam1 ComputeViewPlaneNormal
cam1 SetViewUp -0.02 0.99995 0.045
ren1SetActiveCamera cam1
```

Retrieving camera

```
set cam1 [ren1 GetActiveCamera]
$cam1 Zoom 1.4
```



Camera movements around focal point

Basics – Controlling Cameras

- Perspective/Orthogonal projection
 - Perspective projection may introduce distortion
 - view angle creates clipping pyramid
 - Orthogonal projection alternative method
 - View rays are parallel
 - Objects are rendered without distance effects
 - Use the method
`vtkCamera::ParallelProjectionOn()`
 - View angle cannot control zoom
 - Use `SetParallelScale()` method to magnify the actors

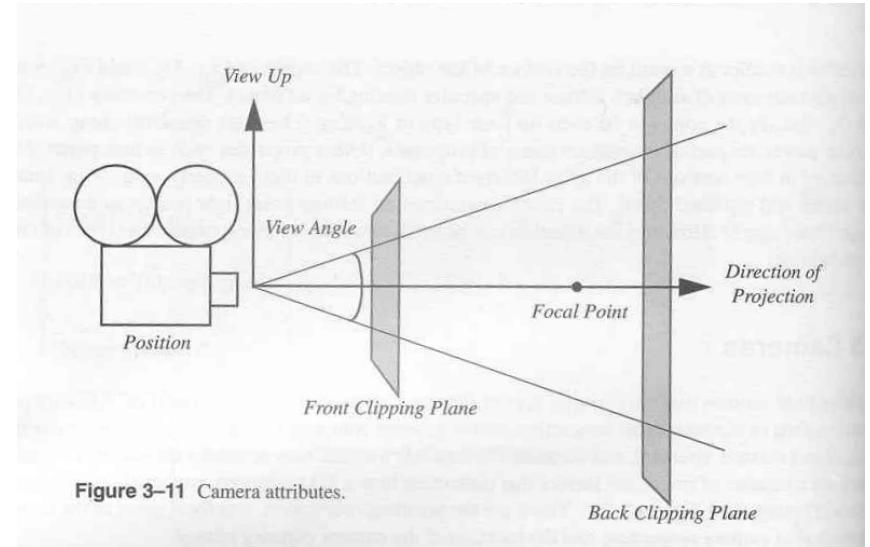
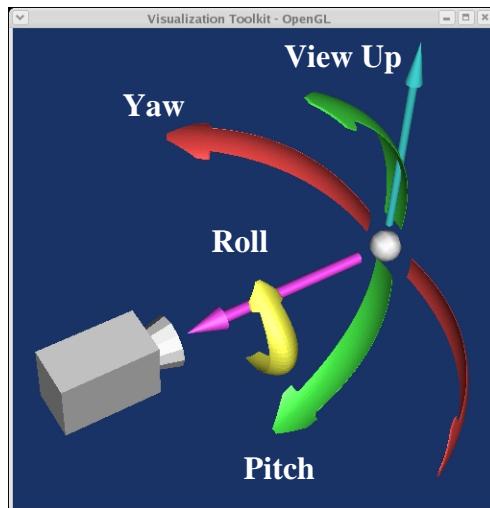


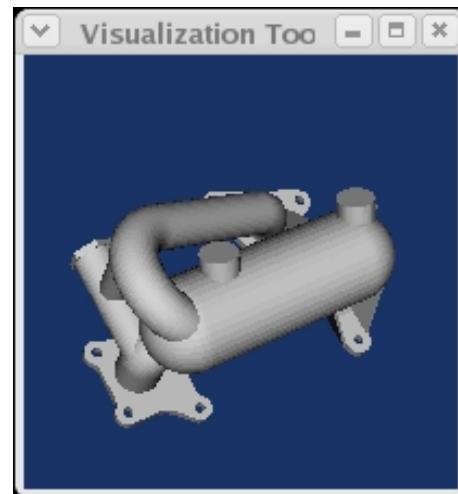
Figure 3-11 Camera attributes.

Basics – Controlling Lights

- Lights easier to control
- Directional lighting
 - Light assumed at infinity
 - Light rays parallel to a direction
 - Setting the lighting
 - Position
 - Direction
 - Color
- Positional lighting (spot lights)
 - Method PositionalOn()
 - Method SetConeAngle()
 - Cone angle of 180 degrees
 - No spot light effects
 - Only effects of the position

```
vtkLight light
light SetColor 1 0 0
light SetFocalPoint
light SetPosition [cam1 GetPosition]

ren1 AddLight light
```



..../Examples/Rendering/
Python/FilterCADPart.py

Basics – Controlling 3D Props

- vtkProp3D superclass of types of props existing in 3D space
 - Has a 4x4 transformation matrix
 - Supports scaling, translating, rotating and geometric projection
- Class vtkActor is a type vtkProp3D
 - Analytic primitives define geometry
 - Polygons
 - Lines
- Defining Position
 - SetPosition(x, y, z) in world coordinates
 - AddPosition(x, y, z), translates from the current position
 - RotateX(theta), RotateY(theta), RotateZ(theta), rotate around the respective axis by theta degrees
 - SetOrientation(x, y, z), rotate, in degrees, about the z axis, then x axis, and finally y axis
 - AddOrientation(t1, t2, t3), add to the current orientation
- Defining Position (cont'd)
 - RotateWXYZ(theta, x, y, z), rotate theta degrees about the axis determined by the x-y-z vector
 - Scale(sx, sy, sz), scale in the x, y, z axes directions
 - SetOrigin(x, y, z), specify origin, around which rotations and scaling occur
- Actors are the most common type of vtkProp3D
 - Group rendering attributes
 - Surface properties
 - Representation
 - Texture maps
 - Geometric definition
 - Defining geometry
 - Specified by the SetMapper() method

```
vtkPolyDataMapper mapper
mapper SetInput [aFilter GetOutput]
vtkActor anActor
anActor SetMapper mapper
```

Basics – Controlling 3D Props

- Actors (cont'd)

- Properties

- control the appearance of the actor
 - Features include controlling color, shading, representation, opacity and lighting effects
 - May dereference property using GetProperty() method
 - Alternate method is create a property then assign it to the actor
 - advantage is that one property may be used for a number of actors

- Color

- Use the SetColor() method
 - Sets red, green, blue in that order
 - Values range from zero to one
 - Alternatively, set ambient, specular and diffuse colors separately

```
vtkActor anActor
anActor SetMapper mapper
[anActor getProperty] SetOpacity 0.25
[anActor getProperty] SetAmbient 0.25
[anActor getProperty] SetDiffuse 0.25
[anActor getProperty] SetSpecular 0.25
[anActor getProperty] SetSpecularPower 0.25
```

```
vtkProperty prop
prop SetOpacity 0.25
prop SetAmbient 0.25
prop SetDiffuse 0.25
prop SetSpecular 0.25
prop SetSpecularPower 0.25
```

```
vtkActor anActor
anActor SetMapper mapper
anActor SetProperty prop
```

```
anActor SetColor 0.8 0.5 0.01
```

```
vtkActor anActor
anActor SetMapper mapper
[anActor getProperty] SetAmbientColor .1 .1 .1
[anActor getProperty] SetDiffuseColor .1 .6. 78
[anActor getProperty] SetSpecularColor 1 1 1
```

Basics – Controlling 3D Props

- Actors (cont'd)

- Transparency

- Useful when need to view surfaces hidden by other surfaces
 - An example would be to show the skeleton within the skin of a patient by adjusting the transparency of the skin
 - Use the `vtkProperty::SetOpacity()` method
 - Implemented using an α -blending process
 - Requires polygons rendered in the correct order
 - Add transparent actors to the end of renderer's list; add them last
 - Use the filter `vtkDepthSortPolydata` to sort along the view vector

- Visibility

- `VisibilityOn()` method
 - `VisibilityOff()` method

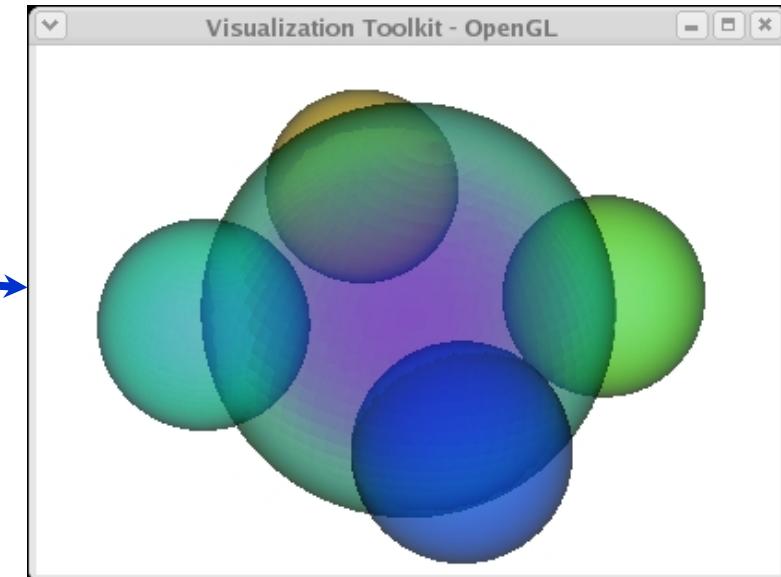
- Turn off the pickability of an actor

- `PickableOff()`

- Bounding Box of Actor

- `GetBounds()` method
 - Axis-aligned bounding box

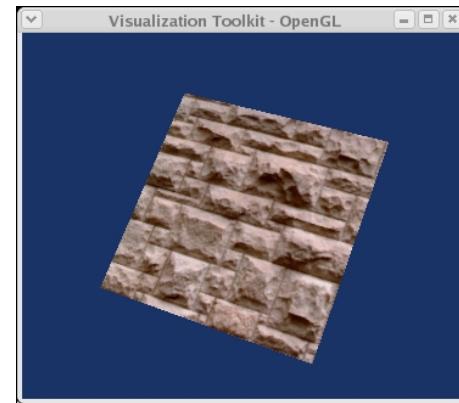
```
vtkActor anActor
anActor SetMapper mapper
[anActor getProperty] SetOpacity 0.3
[anActor getProperty]SetColor .1 .6 .1
```



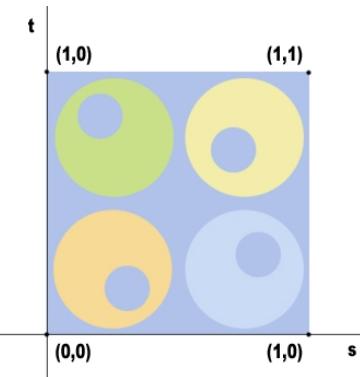
.../Examples/VisualizationAlgorithms/Tcl/DepthSort.tcl

Basics – Textures

- Texture mapping
 - Pasting images onto geometry
 - Require three pieces
 - Surface/geometry
 - 2D texture or image
 - Texture coordinates
 - 3D textures not widely supported on most rendering hardware
 - openGL only accepts texture images whose dimensions are powers of 2!
 - VTK will resample images for non-powers of 2 dimensions
 - Impacts performance
 - Texture coordinates refer to pixel positions in the image
 - Normalized to the domain of [0.0, 1.0]

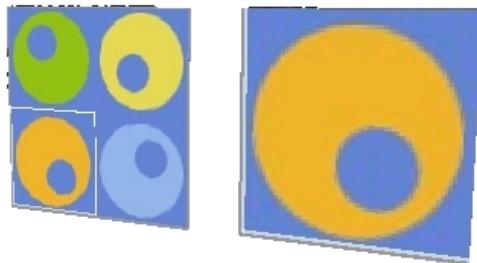


.../Examples/Rendering/Python/TPlane.py



Texture coordinates refer to positions in the image

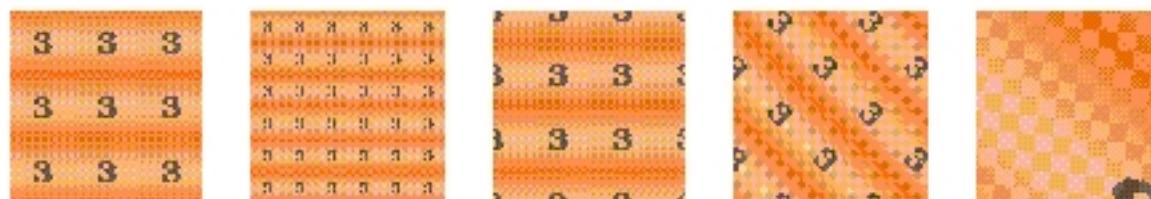
Basics – Textures



Simple textures



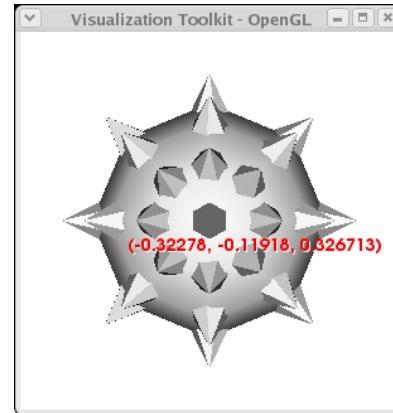
Replicated and Scaled Textures



Rotated and Scaled Textures

Basics – Picking

- Picking used to select data and actors, or sample underlying data values
- The pick refers to a display position (pixel coordinate) in a renderer
- Pick() method in the vtkAbstractPicker class is referenced
 - Requires a renderer
 - selectionZ is typically 0.0
 - Relates to the z-buffer
 - Method is not invoked directly
 - Assign an instance to the vtkRenderWindowInteractor
 - Pick(X, Y, Z, Renderer)
- Two direct subclasses of vtkAbstractPicker
 - Class vtkWorldPointPicker
 - Fast, usually in hardware
 - Uses z-buffer to return x-y-z global pick position
 - No other information returned
 - Class vtkAbstractPropPicker
 - Defines an API
 - Pick up instance of vtkProp



From .../Examples/Annotation/Python/annotatePick.py

```
# Create a cell picker.  
picker = vtk.vtkCellPicker()  
  
# Create a Python function to create the text for the text mapper used  
# to display the results of picking.  
def annotatePick(object, event):  
    global picker, textActor, textMapper  
    if picker.GetCellId() < 0:  
        textActor.VisibilityOff()  
    else:  
        selPt = picker.GetSelectionPoint()  
        pickPos = picker.GetPickPosition()  
        textMapper.SetInput("(% .6f, % .6f, % .6f)"%pickPos)  
        textActor.SetPosition(selPt[2:])  
        textActor.VisibilityOn()  
  
    # Now at the end of the pick event call the above function.  
    picker.AddObserver("EndPickEvent", annotatePick)  
    ....  
    iren.Initialize()  
    # Initially pick the cell at this location.  
    picker.Pick(85, 126, 0, ren)  
    renWin.Render()  
    iren.Start()
```

Basics – Picking

- Class vtkAbstractPropPicker (cont'd)
 - Defines an API
 - Pick up instance of vtkProp
- Several convenience methods to determine return type of pick
 - GetProp()-pointer to instance of vtkProp, otherwise NULL
 - GetProp3D()-pointer to instance of vtkProp3D
 - GetActor2D()- pointer to instance of vtkActor2D
 - GetActor()- pointer to instance of vtkActor
 - GetVolume()- pointer to instance of vtkVolumen
 - GetAssembly()- pointer to instance of vtkAssembly
 - GetPropAssembly()- pointer to instance of vtkPropAssembly
- Two subclasses of vtkAbstractPropPicker
 - Class vtkPropPicker
 - Uses hardware picking
 - Determines the instance of vtkProp
 - Generally, faster than vtkPicker
 - Can't return information about the cell picked

Basics – Picking

- Class vtkPicker (cont'd)
 - Software based
 - Selects vtpProp's by bounding box
 - Casts ray from camera through the selection point
 - Returns closest prop3D
 - Here, the picker binds the procedure annotatePick to the **EndPickEvent**
 - In annotatePick, note the methods GetSelectionPoint and GetPickPosition

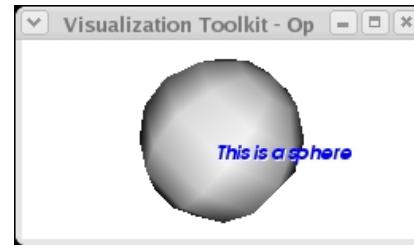
```
# Create a cell picker.  
vtkCellPicker picker  
picker AddObserver EndPickEvent annotatePick
```

```
# Create a Tcl procedure to create the text for the text  
# mapper used to display the results of picking.
```

```
proc annotatePick {} {  
    if { [picker GetCellId] < 0 } {  
        textActor VisibilityOff  
  
    } else {  
        set selPt [picker GetSelectionPoint]  
        set x [lindex $selPt 0]  
        set y [lindex $selPt 1]  
        set pickPos [picker GetPickPosition]  
        set xp [lindex $pickPos 0]  
        set yp [lindex $pickPos 1]  
        set zp [lindex $pickPos 2]  
  
        textMapper SetInput "($xp, $yp, $zp)"  
        textActor SetPosition $x $y  
        textActor VisibilityOn  
    }  
  
    renWin Render  
}  
  
# Pick the cell at this location.  
picker Pick 85 126 0 ren1
```

Basics – Other Controls

- Controlling vtkActor2D
 - Draws on overlay plane
 - No 4x4 transformation matrix
 - As with vtkActor, refers to a mapper (vtkMapper2D)
 - And property object (vtkProperty2D)
- 2D Annotation
 - Uses 2D Actors and mappers
 - Similar to 3D counterparts
 - With the exception that they render in the overlay plane
 - vtkTextProperty controls
 - Fonts
 - Position and Color
 - Bolding and Italics
 - Shadowing
 - Justification
 - Multiline text, use |*n* character
 - For multiline text look at
[.../Examples/Annotation/Pyton/multiLineText.py](#)



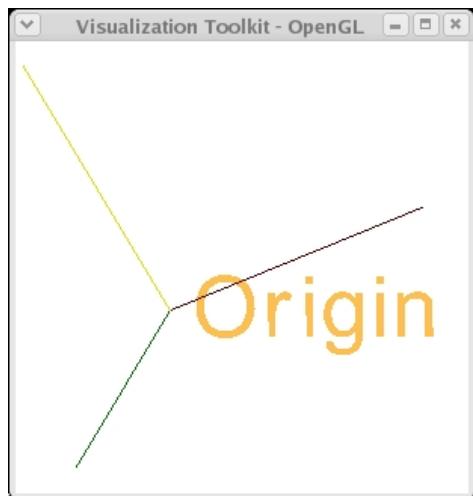
[.../Examples/Annotation/Python/TestText.py](#)

```
# Create a scaled text actor.  
# Set the text, font, justification, and properties (bold, italics,  
# etc.).  
textActor = vtk.vtkTextActor()  
textActor.ScaledTextOn()  
textActor.SetDisplayPosition(90, 50)  
textActor.SetInput("This is a sphere")  
  
textActor.GetPosition2Coordinate().\\  
    SetCoordinateSystemToNormalizedViewport()  
textActor.GetPosition2Coordinate().SetValue(0.6, 0.1)  
  
tprop = textActor.GetTextProperty()  
tprop.SetFontSize(18)  
tpropSetFontFamilyToArial()  
tprop.SetJustificationToCentered()  
tprop.BoldOn()  
tprop.ItalicOn()  
tprop.ShadowOn()  
tprop.SetColor(0, 0, 1)
```

Basics – Other Controls

- 3D annotation

- Employs class vtkVectorText
- Creates polygonal text data
- Positioned as any other 3D actor
- vtkFollower useful class for positioning 3D text



.../Examples/Annotation/Python/textOrigin.py

```
# Create the 3D text and the associated mapper and follower (a type of
# actor). Position the text so it is displayed over the origin of the
# axes.
```

```
atext = vtk.vtkVectorText()
atext.SetText("Origin")
textMapper = vtk.vtkPolyDataMapper()
textMapper.SetInput(atext.GetOutput())
textActor = vtk.vtkFollower()
textActor.SetMapper(textMapper)
textActor.SetScale(0.2, 0.2, 0.2)
textActor.GetProperty().SetColor(1.0, .75, .32)
textActor.AddPosition(0, -0.1, 0)
```

.... (after rendering)

```
# Reset the clipping range of the camera; set the camera of the
# follower; render.
```

```
ren.ResetCameraClippingRange()
textActor.SetCamera(ren.GetActiveCamera())
```

Basics – Other Controls

- LOD-Level of Detail

- Enhance performance of graphics system
- Reduces resolution of viewable object
- Replaces instances of vtkActor with vtkLODActor
- Control of the level of representation
- Default LOD has two additional lower-resolution models
 - Point cloud (default is 150 points)
 - Bounding box
- Additional levels through use of vtkAddLODMapper() method
 - Do not need to add in order of complexity

```
vtkLODActor dotActor
dotActor SetMapper dotMapper
dotActor SetNumberOfCloudPoints 1000
```

- Set the desired frame rate
- Appropriate level-of-detail selected automatically

```
vtkRenderWindow ren1
renWin SetDesiredUpdateRate 5.0
```

- Assemblies

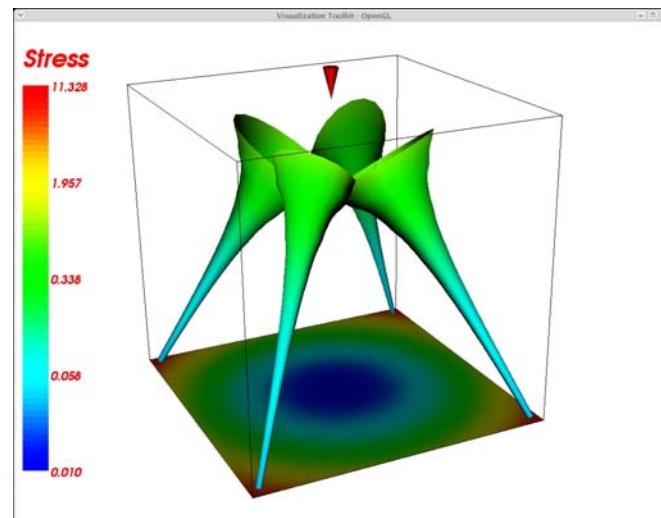
- Reference [.../Examples/Rendering/Python/assembly.py](#)
- Hierarchical assemblies (eg. Robot limbs)
- Subclass of vtkProp3D
- Has no notion of properties or mappers
- Leaf nodes of vtkAssembly carry information
 - Material properties
 - Geometry
- Actors used by multiple assemblies
- AddActor() method registers top actor of assembly with renderer
- Actors at lower levels added recursively

- Volumes

- vtkVolume used for volume rendering
- Inherits from vtkProp3D for position and orientation
- vtkVolumeProperty method is associated property object

Special Plotting Classes

- Scalar Bar
 - Creates color-coded key
 - Relates color values to data values
 - Three parts
 - Colored segment
 - Labels
 - Title
 - Must instance of vtkLookupTable
 - Defines colors
 - Defines range of data values
 - Position and Orientation on the overlay plane
 - Specify attributes
 - Color
 - Number of labels
 - Title text string
 - vtkSetOrientationToHorizontal() and vtkSetOrientationToVertical() methods control orientation

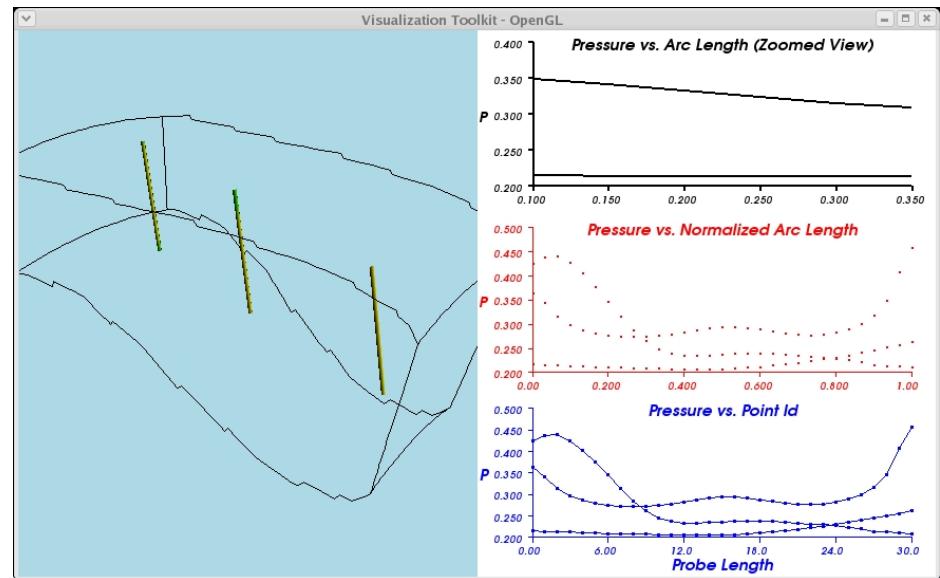


.../Graphics/Testing/Tcl/HyperScalarBar.tcl

```
# Map hyperstreamlines
vtkLogLookupTable lut
  lut SetHueRange .6667 0.0
vtkScalarBarActor scalarBar
  scalarBar SetLookupTable lut
  scalarBar SetTitle "Stress"
  [scalarBar GetPositionCoordinate] SetCoordinateSystemToNormalizedViewport
  [scalarBar GetPositionCoordinate] SetValue 0.1 0.05
  scalarBar SetOrientationToVertical
  scalarBar SetWidth 0.1
  scalarBar SetHeight 0.9
  scalarBar SetPosition 0.01 0.1
  scalarBar SetLabelFormat "%.#6.3f"
  [scalarBar GetLabelTextProperty]SetColor 1 0 0
  [scalarBar GetTitleTextProperty]SetColor 1 0 0
...
ren1 AddActor2D scalarBar
```

Special Plotting Classes

- X-Y Plots
 - Generates x-y plots from multiple datasets
 - `vtkXYPlotActor2D`
 - Specify one or more data sets
 - Axes
 - Plot title
 - Position on the overlay plane
 - `PositionCoordinate` instance variable defines lower-left corner
 - `Position2Coordinate` defines upper-right corner
 - Together they define the rectangle to display the plot

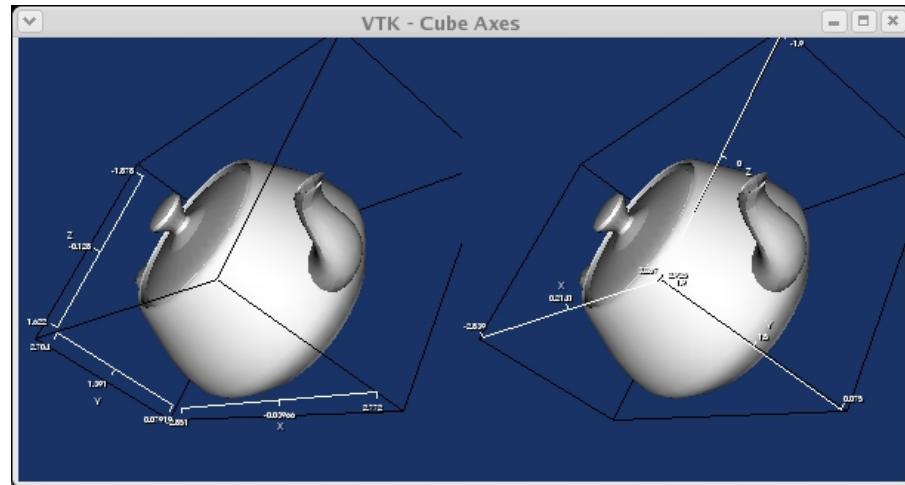


.../Examples/Annotation/Python/xyPlot.py

Special Plotting Classes

- Bounding Box Axes

- Composite actor class is `vtkCubeAxesActor2D`
- Indicates the position in space of the camera view
- User controlled attributes
 - Various font attributes
 - Relative font size, selected automatically
 - Method `SetFontFactor()` used to affect size of selected font
- Two methods to draw axes
 - `SetFlyModeToOuterEdges()`
 - `SetFlyModeToClosestTriad()`

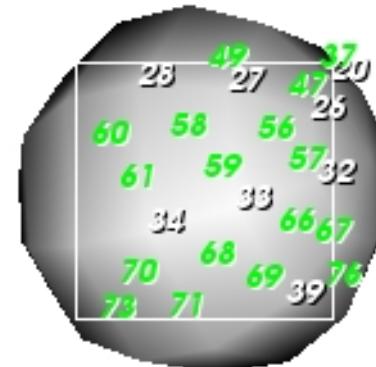


.../Examples/Annotation/Tcl/cubeAxes.tcl

Special Plotting Classes

- Labeling Data

- Label the points of a dataset using the method `vtkLabeledDataMapper`
- Includes
 - Scalars
 - Vectors
 - Tensors
 - Normals
 - Texture coordinates
 - Field data
 - Point Ids
- Text is placed in the overlay plane
- In our example, use three new classes
 - `vtkCellCenters()`
 - Generate points at parametric center of cells
 - `vtkIdFilter()`
 - Generate ids as scalar of field data from dataset ids
 - `vtkSelectVisiblePoints()`
 - Selects only visible points



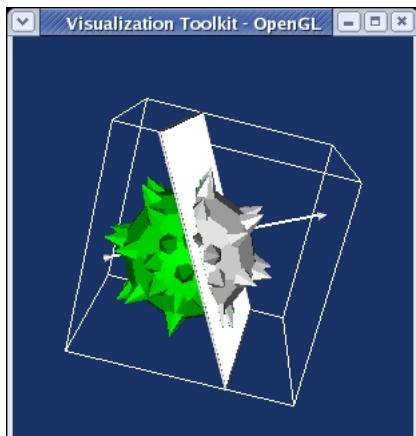
.../Examples/Annotation/Tcl/LabeledMesh.tcl

3D Widgets

- Subclasses of vtkInteractorObserver
- Watch for events invoked by vtkRenderWindowInteractor
- 3D widgets represent themselves in the scene
- List of most important widgets
 - vtkScalarBarWidget
 - vtkPointWidget
 - vtkLineWidget
 - vtkPlaneWidget
 - vtkImplicitPlane
 - vtkBoxWidget
 - vtkImagePlaneWidget
 - vtkSphereWidget
 - vtkSplineWidget
- Widgets differ in function
- Offer different API
- Procedure much the same for all widgets
 - Instantiate the widget
 - Specify the vtkRenderWindowInteractor
 - Invokes events the widget may process
 - Create callbacks (functions)
 - Widgets invoke events
 - StartInteractionEvent
 - InteractionEvent
 - EndInteractionEvent
 - Most widgets require placing
 - Instancing of vtkProp3D
 - A dataset
 - Invoke PlaceWidget() method
 - Enable the widget
 - keypress **I**
 - Widget will appear in the scene

3D Widgets

- Example of Plane Widget
 - vtkImplicitPlaneWidget is used to clip an object
 - vtkProp3D to be clipped is an object (mace)
 - Made from a sphere and cone glyphs
 - Glyphs positioned at sphere points
 - Oriented in the direction of sphere normal
 - Plane clips mace into two pieces
 - One is colored *green*
 - Position and orientation controlled
 - Mousing on widget normal
 - Point defining the origin of the plane
 - Translate the plane by grabbing the widget bounding box



```
Examples/GUI/Tcl/ImplicitPlaneWidget.tcl
vtkSphereSource sphere
vtkConeSource cone
vtkGlyph3D glyph
    glyph SetInput [sphere GetOutput]
    glyph SetSource [cone GetOutput]
    glyph SetVectorModeToUseNormal
    glyph SetScaleModeToScaleByVector
    glyph SetScaleFactor 0.25

# The sphere and spikes are appended into a single polydata.
# This just makes things simpler to manage.
vtkAppendPolyData apd
    apd AddInput [glyph GetOutput]
    apd AddInput [sphere GetOutput]

vtkPolyDataMapper maceMapper
maceMapper SetInput [apd GetOutput]

vtkLODActor maceActor
maceActor SetMapper maceMapper
maceActor VisibilityOn

# This portion of the code clips the mace with the vtkPlanes
# implicit function. The clipped region is colored green.
vtkPlane plane
vtkClipPolyData clipper
    clipper SetInput [apd GetOutput]
    clipper SetClipFunction plane
    clipper InsideOutOn

vtkPolyDataMapper selectMapper
selectMapper SetInput [clipper GetOutput]

vtkLODActor selectActor
selectActor SetMapper selectMapper
[selectActorGetProperty] SetColor 0 1 0
selectActor VisibilityOff
selectActor SetScale 1.01 1.01 1.01
```

3D Widgets

- Example of Plane Widget (cont'd)
 - Placing widget is with respect to a dataset
 - **planeWidget SetInput [glyph GetOutput]**
 - PlaceFactor adjusts relative size of widget
 - **planeWidget SetPlaceFactor 1.25**
 - Key to behaviour is adding an observer
 - Observer responds to the InteractionEvent
 - StartInteraction and EndInteraction invoked on mouse down and mouse up
 - InteractionEvent on mouse move
 - InteractionEvent tied to myCallback() procedure
 - Copies widget plane to an instance of vtkPlane
 - An implicit function which does the clipping

```
# Create the RenderWindow, Renderer and both Actors
#
vtkRenderer ren1
vtkRenderWindow renWin
renWin AddRenderer ren1
vtkRenderWindowInteractor iren
iren SetRenderWindow renWin

# Associate the line widget with the interactor
vtkImplicitPlaneWidget planeWidget
planeWidget SetInteractor iren
planeWidget SetPlaceFactor 1.25
planeWidget SetInput [glyph GetOutput]
planeWidget PlaceWidget
planeWidget AddObserver InteractionEvent myCallback

ren1 AddActor maceActor
ren1 AddActor selectActor

# Add the actors to the renderer, set the background and size
#
ren1 SetBackground 1 1 1
renWin SetSize 300 300
ren1 SetBackground 0.1 0.2 0.4

# render the image
#
iren AddObserver UserEvent {wm deiconify .vtkInteract}
renWin Render

# Prevent the tk window from showing up then start the event loop.
wm withdraw .

proc myCallback {} {
    planeWidget GetPlane plane
    selectActor VisibilityOn
}
```

Visualization Techniques

- Color mapping

- Coloring objects by scalar values
- Scalar values mapped through lookup table
- Color applied during rendering
- Modifies appearance of points or cells
- Scalars and the lookup table used by instances of vtkMapper
- Use any data array
 - Method ColorByArrayComponent()
- If not specified, a default lookup table is created by the mapper
- Lookup table manipulated in two different ways
 - Specify a HSV ramp
 - Manually insert colors at specific locations
- Scalars mapped into lookup table by mapper's SetScalarRange() method
- SetColorModeToDefault() method invokes default mapper behaviour
 - Treats scalars of `unsigned char` as colors, performs no mapping
 - All other scalars mapped through lookup table

```
.../Examples/Rendering/Python/rainbow.py

lut = vtk.vtkLookupTable()

# This creates a black to white lut.
##lut.SetHueRange(0, 0)
##lut.SetSaturationRange(0, 0)
##lut.SetValueRange(0.2, 1.0)

# This creates a red to blue lut.
##lut.SetHueRange(0.0, 0.667)

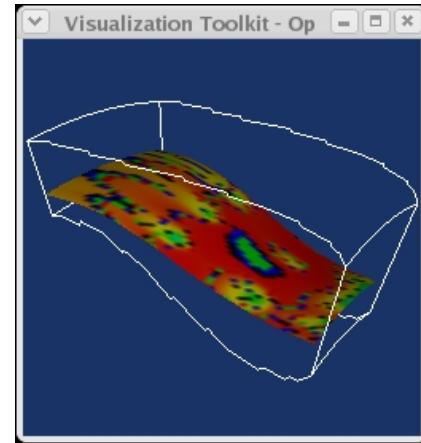
# This creates a blue to red lut.
##lut.SetHueRange(0.667, 0.0)

# This creates a weird effect.
lut.SetNumberOfColors(256)
lut.Build()
for i in range(0, 16):
    lut.SetTableValue(i*16, red[0], red[1], red[2], 1)
    lut.SetTableValue(i*16+1, green[0], green[1], green[2], 1)
    lut.SetTableValue(i*16+2, blue[0], blue[1], blue[2], 1)
    lut.SetTableValue(i*16+3, black[0], black[1], black[2], 1)
.....
.
.
.

planeMapper = vtk.vtkPolyDataMapper()
planeMapper.SetLookupTable(lut)
planeMapper.SetInput(plane.GetOutput())
planeMapper.SetScalarRange(pl3d.GetOutput().GetScalarRange())
planeActor = vtk.vtkActor()
planeActor.SetMapper(planeMapper)
```

Visualization Techniques

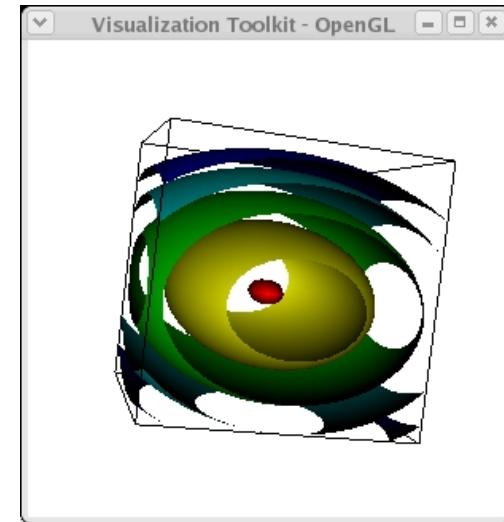
- Color mapping (cont'd)
 - SetColorModeToMapScalars() method maps all scalars to lookup table
 - Treats scalars of `unsigned char` as colors, performs no mapping
 - All other scalars mapped through lookup table
 - Controlling which attribute data is used
 - Point attribute data interpolate across rendering primitives
 - Cell attribute data colors cells a constant value
 - SetScalarModeToDefault() invokes default mapper behaviour
 - Uses point scalars, if available
 - Then cell scalars are used, if available
 - SetScalarModeToUsePointData()
 - If point data not available, object color not affected
 - SetScalarModeToUseCellData()
 - If cell data not available, object color not affected



.../Examples/Rendering/Tcl/VisQuad.tcl

Visualization Techniques

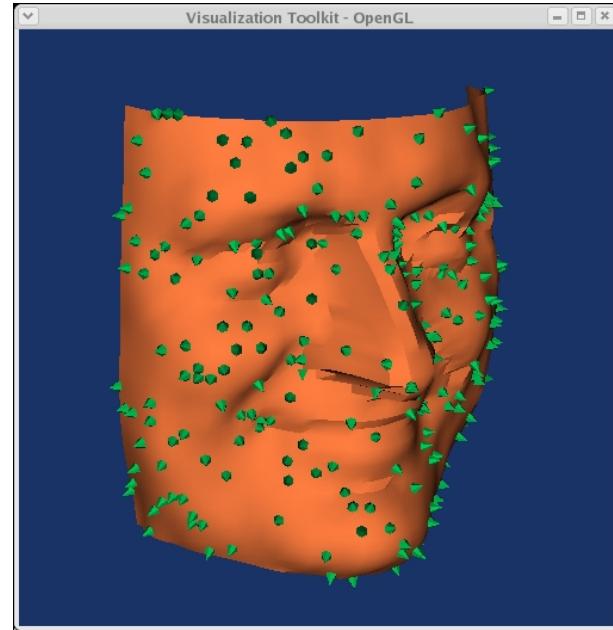
- Color mapping (cont'd)
 - SetScalarModeToUsePointFieldData()
 - Neither the point or cell scalars are used
 - Uses a data array in the point attribute data
 - Used in conjunction with ColorByArrayComponent()
 - Specifies the data array and component to use
 - SetScalarModeToUseCellFieldData()
 - Uses a data array in the cell field data
 - As with point field data, used in conjunction with ColorByArrayComponent()
- Contouring
 - Also Iso-surfaces
 - Filter vtkContourFilter performs the function
 - Using SetValue() method
 - contours SetValue 0.0 0.5
 - Using GenerateValues() method
 - Contours GenerateValues 8 0.0 1.2
 - Specify range and number of contours



.../Examples/VisualizationAlgorithms/
Tcl/VisQuad.tcl

Visualization Techniques

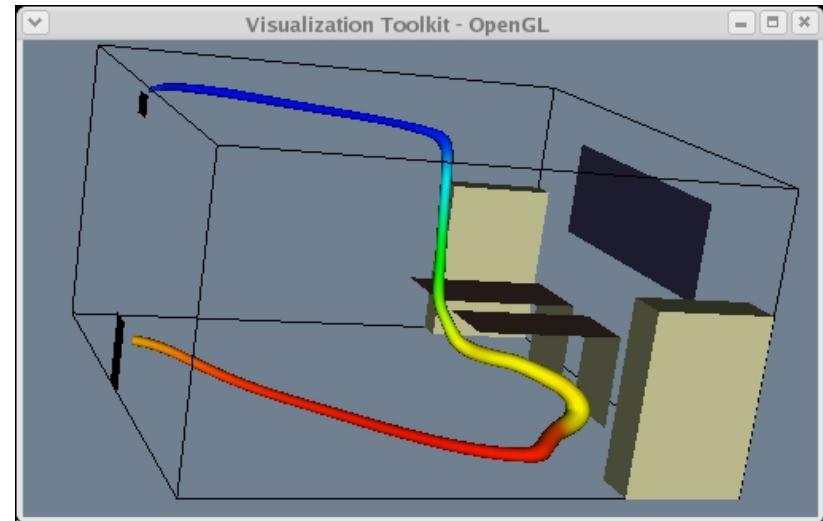
- Contouring (cont'd)
 - Many methods perform contouring
 - vtkMarchingCubes
 - vtkMarchingSquares
 - Need not instantiate directly
 - vtkContourFilter will best contouring function
- Glyphing
 - Represent data using symbols, or glyphs
 - Simple glyphs
 - Cone oriented to a vector
 - Complex
 - Multi-variate glyphs such as Chernoff faces
 - Symbolic representation of the human face
 - Expression controlled by the data values
 - vtkGlyph3D class
 - Scaled, colored
 - Orientated along a direction
 - Glyphs copied to each point of the dataset
 - Glyphs defined by second input to the filter
 - Glyphs of type vtkPolyData



.../Examples/VisualizationAlgorithms/Tcl/spikeF.tcl

Visualization Techniques

- Glyphing (cont'd)
 - vtkMaskPoints subsamples the face data
 - Serves as input to vtkGlyph3D instance
 - vtkConeSource object is used as the Source for the glyph instance
 - Cone translated so the base is at the origin
 - The glyph is uses the point attribute normals for orientation
 - Use vector data using the SetVectorMethodToUseVector()
 - Scale glyphs by scalar data using SetScaleModeToScaleByScalar()
 - Turn data scaling off using SetScaleModeToDataScalingOff()
 - Many other options

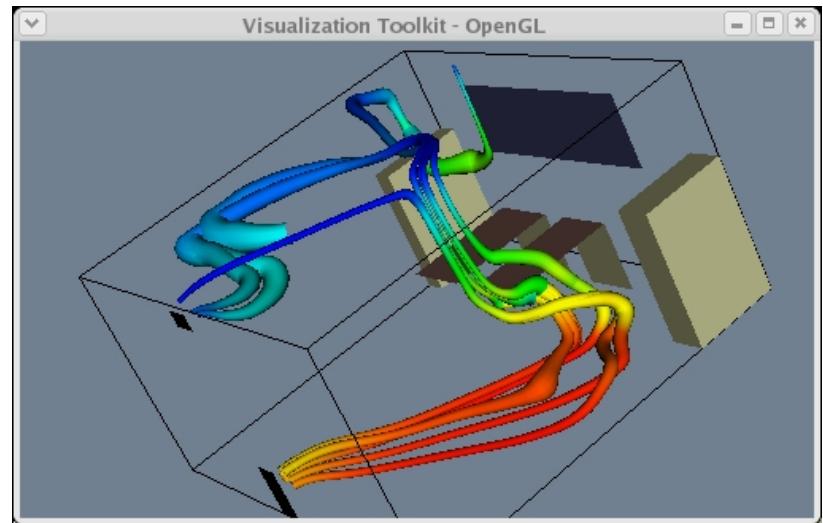


.../Examples/VisualizationAlgorithms/
Tcl/officeTube.tcl

- Streamlines
 - Path of a massless particle in a vector field
 - Requires starting point(s)
 - Integration direction
 - Along the flow
 - Opposite the flow
 - Both

Visualization Techniques

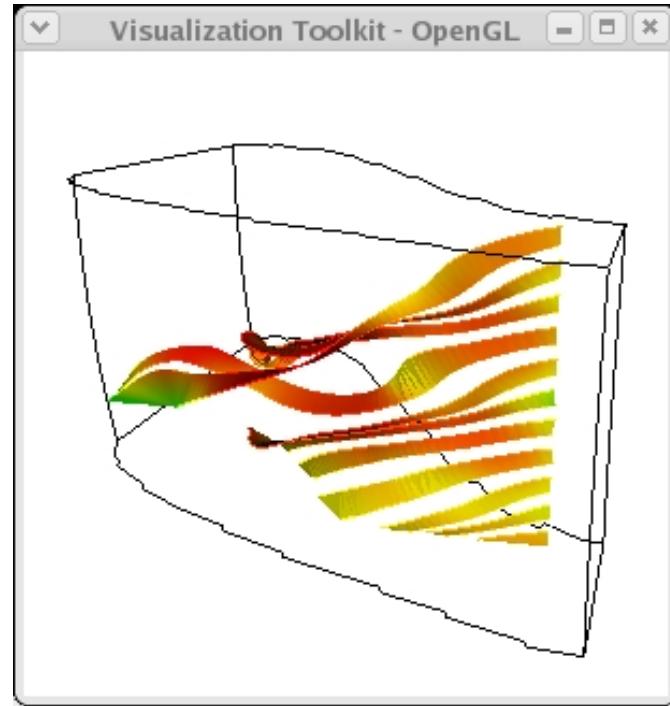
- Streamlines (cont'd)
 - Example shows single streamline
 - Wrapped in a tube
 - Radius is proportional to inverse of velocity magnitude
 - Starting point specified by world coordinates
 - Could specify cellId, cell subId, or parametric coordinates
 - MaximumPropagationTime variable controls the size of the output line segments
 - Greater accuracy using IntegrationStepLength variable
 - Longer compute time
 - Number between (0, 1)
 - Step length fraction of current cell size
 - Accuracy by choosing subclass of vtkInitialValueProblemSolver
 - RungaKutta4
 - RungaKutta2 is default



.../Examples/VisualizationAlgorithms/Tcl/officeTubes.tcl

Visualization Techniques

- Streamlines (cont'd)
 - Directions specified by
SetIntegrationDirectionToIntegrateXXX()
 - Forward
 - Backward
 - BothDirections
 - Setting the radius of the tube
 - SetVaryRadiusToVaryRadiusByVector()
 - SetVaryRadiusToVaryRadiusByScalar()
 - SetVaryRadiusToVaryRadiusaOff()
 - Generate a number of Streamlines simultaneously
 - Use the SetSource() method
 - Here vtkPointSource used to generate starting points for streamlines
- Streamsurfaces
 - Rake, of series of ordered points, used to generate streamlines
 - vtkRuledSurfaceFilter used to create a surface
 - Points must be ordered carefully
 - Assumes points lie next to one another
 - Within a specified distance of neighbors (DistanceFactor variable)

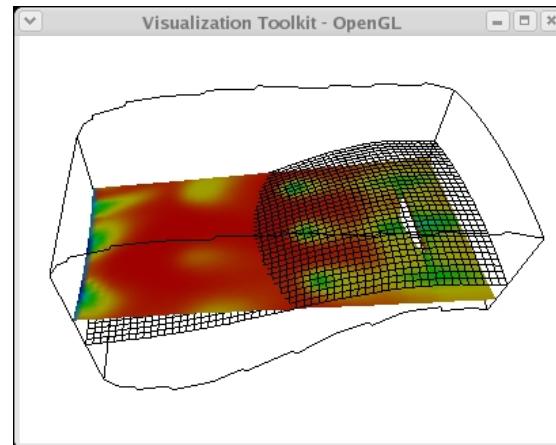


.../Examples/VisualizationAlgorithms/Tcl/streamSurface.tcl

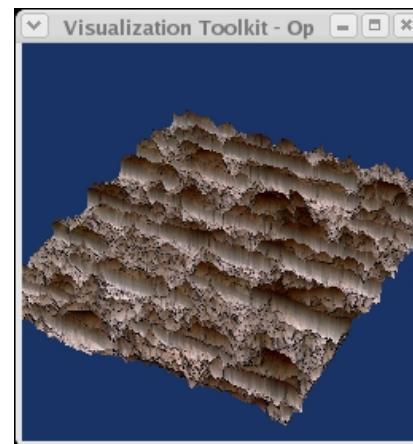
Visualization Techniques

- Cutting

- Create cross-section of dataset
- Any implicit function
- Planes create planar cuts
- Cutting surface interpolates the data
- Result is always type vtkPolyData
- vtkCutter needs an implicit function to cut
- May use more cut values
 - SetValue() method
 - GenerateValues() method
- Values specify the value of the implicit function
- Cutting values
 - Zero precisely on the implicit function
 - Less than zero, below
 - Greater than zero, above
 - Only strictly true for vtkPlane



.../Graphics/Testing/Tcl/probe.tcl



.../Examples/VisualizationAlgorithms/
Tcl/imageWarp.tcl

Visualization Techniques

- Merge data (cont'd)
 - Example: combine
 - Structure (geometry)
 - Scalars
 - Vectors
 - vtkWarpScalar creates geometry
 - Type vtkPolyData
 - Scalar data from vtkBMPReader
 - Pipeline combines separate processes
 - Geometry (in warp object)
 - Image (in reader object)
 - Number of data array tuples (point attribute) must equal number of points
- Probing
 - vtkAppendFilter builds new dataset by appending datasets
 - Specialized filter vtkAppendPolyData
 - Only data attributes common to all data input are appended

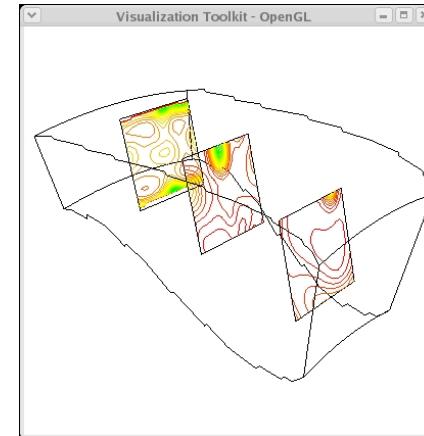
```
# Read in an image and compute a luminance value. The image is
# extracted as a set of polygons (vtkImageDataGeometryFilter). We
# then will warp the plane using the scalar (luminance) values.
#
vtkBMPReader reader
reader SetFileName $VTK_DATA_ROOT/Data/masonry.bmp
vtkImageLuminance luminance
luminance SetInput [reader GetOutput]
vtkImageDataGeometryFilter geometry
geometry SetInput [luminance GetOutput]
vtkWarpScalar warp
warp SetInput [geometry GetOutput]
warp SetScaleFactor -0.1

# Use vtkMergeFilter to combine the original image with the
# warped geometry.
#
vtkMergeFilter merge
merge SetGeometry [warp GetOutput]
merge SetScalars [reader GetOutput]
vtkDataSetMapper mapper
mapper SetInput [merge GetOutput]
mapper SetScalarRange 0 255
mapper ImmediateModeRenderingOff
vtkActor actor
actor SetMapper mapper
```

Visualization Techniques

- Probing (cont'd)

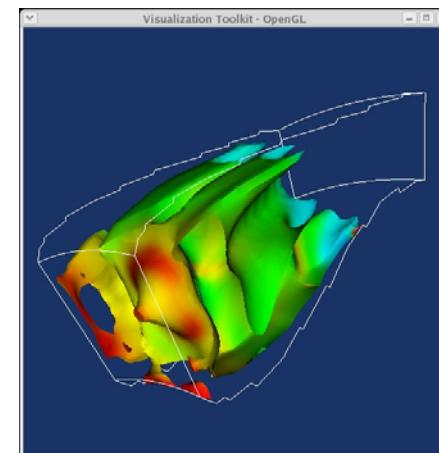
- In this example, three probe geometries (planes) sample the structured grid dataset
 - vtkContourFilter generates contour lines
 - Possible to use vtkProbeFilter to sample unstructured grids with volume
 - Also, probe data with lines (or curves)
 - Use output to create x-y plotting
 - Cutting and probing
 - Can give similar results
 - Difference in resolution
 - Cutting resolution creates surfaces
 - Cutting dependent on resolution of data
 - Probing surfaces (geometries) independent of the input data



.../Examples/VisualizationAlgorithms/
Tcl/probeComb.tcl

- Isosurfaces colored by other scalars

- Could be done with a probe
 - More efficient way
 - When dataset isosurfaced contains the data to color the isosurface
 - vtkContourFilter interpolates all data
 - Interpolated data used during mapping

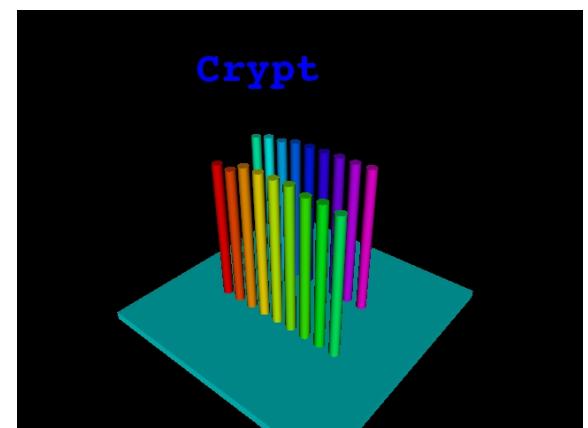
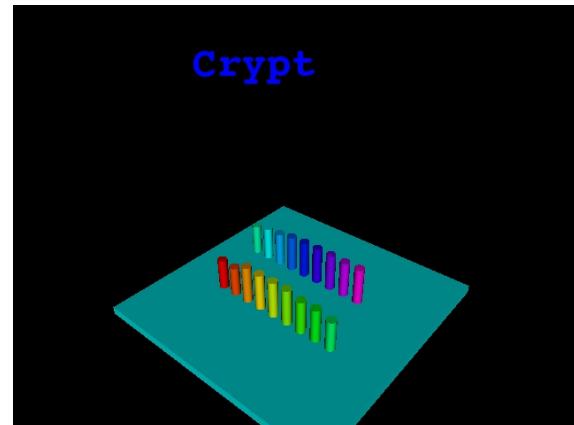


.../Examples/VisualizationAlgorithms/
Tcl/ColorIsosurface.tcl

Case Studies – Reading in Data

Cryptology

- Project selected at OSC's Summer Institute '06
 - Problem is to solve for the key to a encrypted message
 - Uses parallel programming techniques
 - Breaks the problem into a smaller number of attempts for each processor
 - MPI programming
 - Data collected is number of iterations at particular times
 - Data files in column format, single column
 - Many duplicate entries
 - Number of duplicates not consistent
- VTK visualization was to use the length of cylinders to represent number of iterations
- To read in the data
 - Eliminate the number of repeats in the data
 - Procedurally read in from the eighteen files
- Utils.py contains a number of utility functions
 - Creating many different primitives
 - Converting from a scalar value to rgb-triplets.
 - Reads as a list the filenames and dynamically creates the database



Case Studies – Reading in Data

Cryptology

- .../Crypt/Utils.py

```
#!/usr/bin/env python

import os
import string
from math import *
import vtk

def makeDataLists(files):
    numFiles = len(files)

    DataDic = {}
    for i in range(numFiles):
        filePtr = open(os.path.normpath(files[i]))
        verify = 1

        name = i

        datalist = []
        DataDic[name] = []

        while verify == 1:
            data = readOneLine(filePtr)
            if data != ":":
                datalist.append(data[0])
            else:
                verify = 0

        filePtr.close()
        tmplist = []

        datalen = len(datalist)

        for j in range(datalen):
            if j == 0: # The first in the data list
                value = int(datalist.pop())
                tmplist.append(value)
```

```
varify = 1

while varify == 1:

    if len(datalist) == 0:
        varify = 0
        j = datalen
    else:
        tmp = int(datalist.pop())

        if tmp != value:
            tmplist.append(tmp)
            varify = 0
            value = tmp
        else:
            j = j + 1

    ##    datalist = tmplist
    ##    datalist.reverse()

    DataDic[name] = datalist

    return(DataDic)

def newCylinder():
    cylinder = vtk.vtkCylinderSource()
    cylinder.SetResolution(32)
    cylinder.SetCenter(0, 0.5, 0)
    cylinderMapper = vtk.vtkPolyDataMapper()

    cylinderMapper.SetInput(cylinder.GetOutput())
    cylinderActor = vtk.vtkActor()
    cylinderActor.SetMapper(cylinderMapper)

    return cylinderActor
```

```
def hue2rgb(h):

    s = 1.0
    v = 1.0

    h = h/60.0
    i = floor(h)
    f = h - i
    p = v * (1 - s)
    q = v * (1 - s * f)
    t = v * (1 - s * (1 - f))

    if i==0:
        r = v
        g = t
        b = p
    elif i==1:
        r = q
        g = v
        b = p
    elif i==2:
        r = p
        g = v
        b = t
    elif i==3:
        r = p
        g = q
        b = v
    elif i==4:
        r = t
        g = p
        b = v
    elif i==5:
        r = v
        g = p
        b = q
    else:
        r = v
        g = t
        b = p

    color = (r, g, b)
    return color
```

Case Studies – Reading in Data

Cryptology

- .../Crypt/Crypt.py

```
#!/usr/bin/env python

import os
import sys
import string
import vtk
from vtk.util.colors import *

from Utils import *

args = sys.argv[1:]
comrlen = int(len(args))

filenames = []
basename = args[0]

for i in range(18):
    filenames.append(basename + str(i))

saveFrames = int(args[1])
frameBaseName = args[2]
...
DataLists = {}

DataLists = makeDataLists(filenames)
....
```

```
LastValues = {}
for i in range(400):
##  print str(i)
    loopcount = loopcount + 1
    ActorDict = {}

for n in DataLists.keys():
    if len(DataLists[n]) == 1:
        LastValues[n] = DataLists[n]

    if len(DataLists[n]) != 0:
        value = float(DataLists[n].pop())
        value = value/scalefactor
    else:
        value = LastValues[n]
        value = value/scalefactor

    ActorDict[n] = newCylinder()
    if n < 9:
        ActorDict[n].SetScale(.6, value, .6)
        posvalue = float(n) + -4
        ActorDict[n].SetPosition(posvalue, 0, 2)
        i = int(n)*18
        color = hue2rgb(i)
        ActorDict[n].GetProperty().SetColor(color)
    else:
        ActorDict[n].SetScale(.6, value, .6)
        posvalue = float(n) + -14
        ActorDict[n].SetPosition(posvalue, 0, -2)
        i = int(n)*18
        color = hue2rgb(i)
        ActorDict[n].GetProperty().SetColor(color)
```

```
for a in ActorDict.values():
    ren.AddActor(a)

renWin.Render()

if loopcount % 3 == 0:
    if saveFrames == 1:
        # Grab output buffer of renWin and
        # convert to vtkImageData
        w2i = vtk.vtkWindowToImageFilter()
        w2i.SetInput(renWin)
        writer = vtk.vtkJPEGWriter()
        writer.SetInput(w2i.GetOutput())

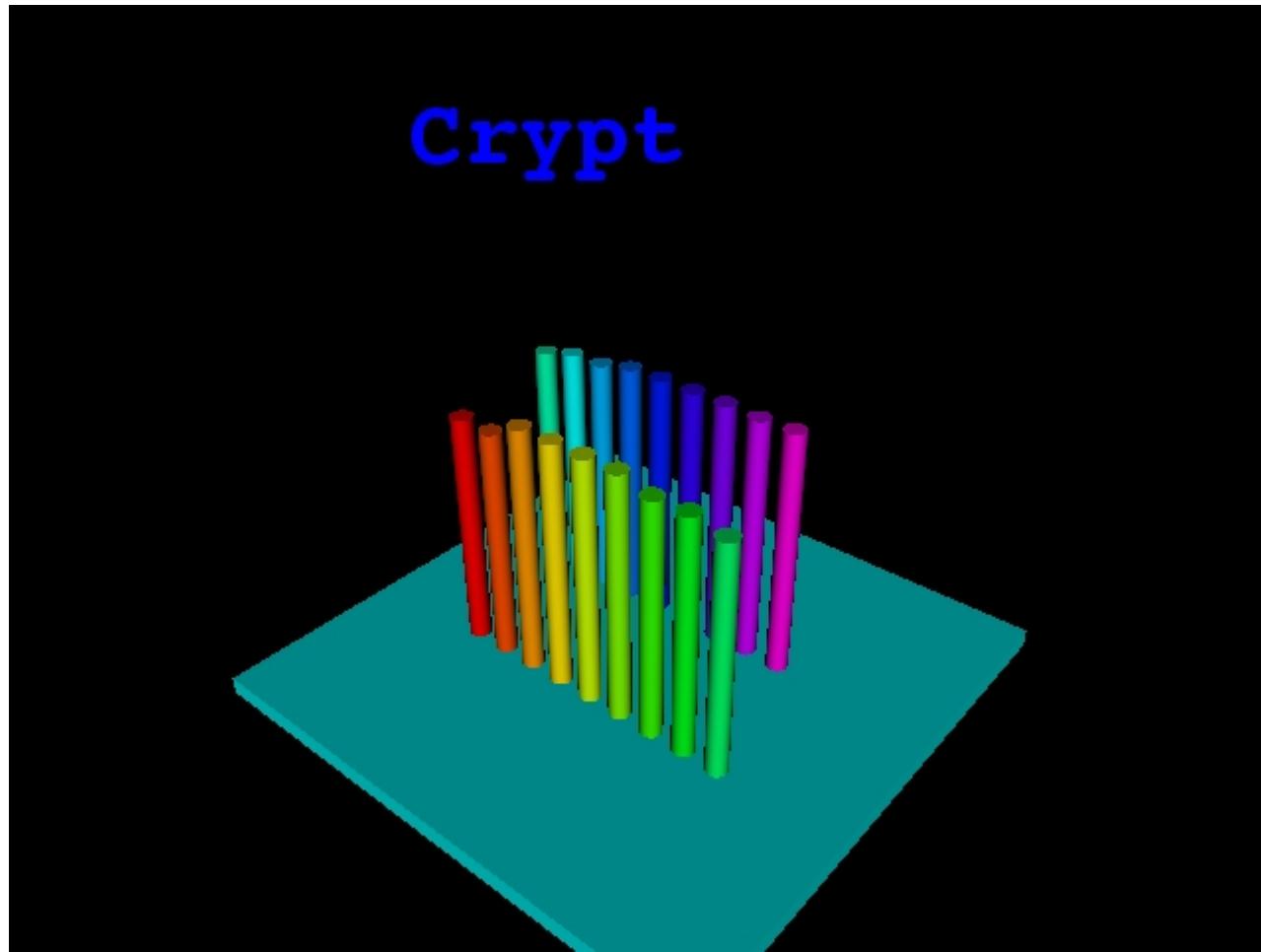
        framenum = framenum + 1

        if framenum < 10:
            ImageFileName = "./Images/" +
frameBaseName + ".000" + str(framenum) + ".jpg"
        elif framenum < 100:
            ImageFileName = "./Images/" +
frameBaseName + ".00" + str(framenum) + ".jpg"
        elif framenum < 1000:
            ImageFileName = "./Images/" +
frameBaseName + ".0" + str(framenum) + ".jpg"
        elif framenum < 10000:
            ImageFileName = "./Images/" +
frameBaseName + "." + str(framenum) + ".jpg"

        print ImageFileName
        writer.SetFileName(ImageFileName)
        writer.SetQuality(100)
        writer.PolyDataInput()
        writer.Update()

for a in ActorDict.values():
    ren.RemoveActor(a)
```

Case Studies – Reading in Data



Case Studies - Modeling

Stress on Materials

- Thanks to Dr. Ghosh and Chao Hu
- Simulation
 - Creates points, no geometry
 - Scalar values associated at each point
- Two regions in the data
 - Ascii text file
 - Number of points and point positions change
 - The matrix is the overall region of the simulation
 - Inclusion regions are sub-regions in the matrix
 - Inclusion region points match points in holes of the matrix
 - Inclusion regions may have holes representing fracturing
 - Number of inclusion regions change
- Delauney triangulation method
 - Creates geometry dynamically
 - Problem with connectivity changing

- Simple VTK example
 - Point data set created using InsertPoint method
 - Two cells defined
 - Outer path, listed counter-clockwise
 - Inner path, listed clockwise

```
.../Examples/Modelling/Python/constrainedDel2D.py
```

```
vtkPoints points
points InsertPoint 0 1 4 0
points InsertPoint 1 3 4 0
points InsertPoint 2 7 4 0
points InsertPoint 3 11 4 0
points InsertPoint 4 13 4 0
points InsertPoint 5 13 8 0
points InsertPoint 6 13 12 0
points InsertPoint 7 10 12 0
points InsertPoint 8 7 12 0
points InsertPoint 9 4 12 0
points InsertPoint 10 1 12 0
points InsertPoint 11 1 8 0
points InsertPoint 12 3.5 5 0
points InsertPoint 13 4.5 5 0
points InsertPoint 14 5.5 8 0
points InsertPoint 15 6.5 8 0
points InsertPoint 16 6.5 5 0
points InsertPoint 17 7.5 5 0
points InsertPoint 18 7.5 8 0
points InsertPoint 19 9 8 0
points InsertPoint 20 9 5 0
points InsertPoint 21 10 5 0
points InsertPoint 22 10 7 0
points InsertPoint 23 11 5 0
points InsertPoint 24 12 5 0
```

Case Studies - Modeling

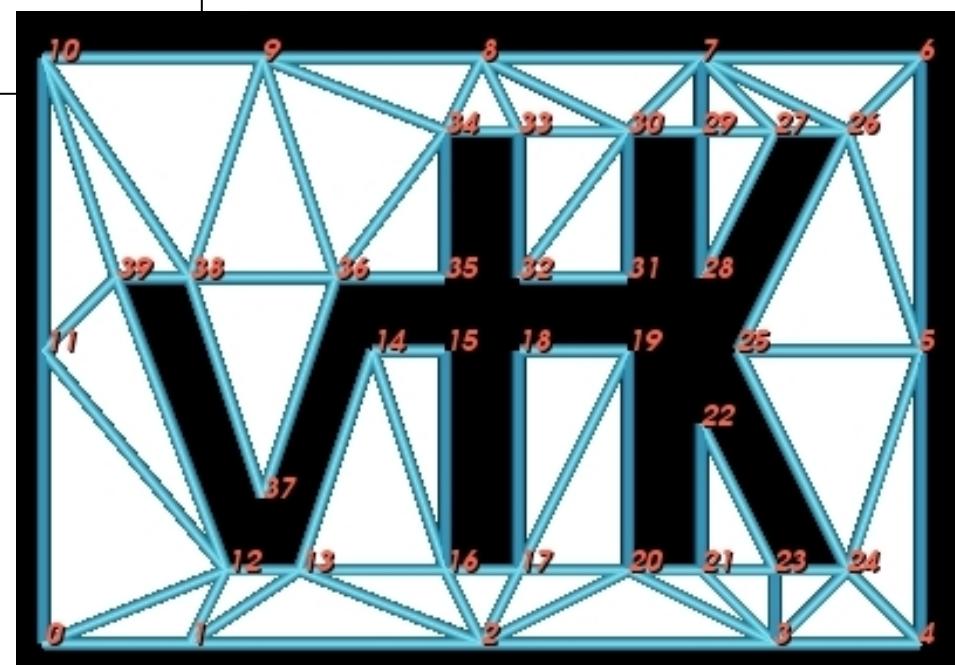
Stress on Materials

```
points InsertPoint 25 10.5 8 0  
points InsertPoint 26 12 11 0  
points InsertPoint 27 11 11 0  
points InsertPoint 28 10 9 0  
points InsertPoint 29 10 11 0  
points InsertPoint 30 9 11 0  
points InsertPoint 31 9 9 0  
points InsertPoint 32 7.5 9 0  
points InsertPoint 33 7.5 11 0  
points InsertPoint 34 6.5 11 0  
points InsertPoint 35 6.5 9 0  
points InsertPoint 36 5 9 0  
points InsertPoint 37 4 6 0  
points InsertPoint 38 3 9 0  
points InsertPoint 39 2 9 0
```

```
vtkCellArray polys  
polys InsertNextCell 12  
polys InsertCellPoint 0  
polys InsertCellPoint 1  
polys InsertCellPoint 2  
polys InsertCellPoint 3  
polys InsertCellPoint 4  
polys InsertCellPoint 5  
polys InsertCellPoint 6  
polys InsertCellPoint 7  
polys InsertCellPoint 8  
polys InsertCellPoint 9  
polys InsertCellPoint 10  
polys InsertCellPoint 11  
polys InsertNextCell 28  
polys InsertCellPoint 39  
polys InsertCellPoint 38  
polys InsertCellPoint 37  
polys InsertCellPoint 36  
polys InsertCellPoint 35  
polys InsertCellPoint 34  
polys InsertCellPoint 33  
polys InsertCellPoint 32  
polys InsertCellPoint 31  
polys InsertCellPoint 30
```

```
polys InsertCellPoint 29  
polys InsertCellPoint 28  
polys InsertCellPoint 27  
polys InsertCellPoint 26  
polys InsertCellPoint 25  
polys InsertCellPoint 24  
polys InsertCellPoint 23  
polys InsertCellPoint 22  
polys InsertCellPoint 21  
polys InsertCellPoint 20  
polys InsertCellPoint 19  
polys InsertCellPoint 18  
polys InsertCellPoint 17  
polys InsertCellPoint 16  
polys InsertCellPoint 15  
polys InsertCellPoint 14  
polys InsertCellPoint 13  
polys InsertCellPoint 12
```

Labels added to constrainedDelaunay.py



Case Studies - Modeling

Stress on Materials

- polyData is created using the point array and the cell array
- Advantage of vtkDelaunay2D
 - Constrained edges (holes) provided
- Second input to vtkDelaunay2D defined
 - SetSource method
 - Input defines two polygons
 - Outer boundary, ccw order
 - Hole, cw order
- The two cells provide the defining outer boundary and hole boundary

```
vtkPolyData polyData
polyData SetPoints points
polyData SetPolys polys

vtkDelaunay2D del
del SetInput polyData
del SetSource polyData

vtkPolyDataMapper mapMesh
mapMesh SetInput [del GetOutput]
vtkActor meshActor
meshActor SetMapper mapMesh
vtkExtractEdges extract
extract SetInput [del GetOutput]

vtkTubeFilter tubes
tubes SetInput [extract GetOutput]
tubes SetRadius 0.1
tubes SetNumberOfSides 6
vtkPolyDataMapper mapEdges
mapEdges SetInput [tubes GetOutput]

vtkActor edgeActor
edgeActor SetMapper mapEdges
eval [edgeActor GetProperty] SetColor \
$peacock
[edgeActor GetProperty] SetSpecularColor 1 1 1
[edgeActor GetProperty] SetSpecular 0.3
[edgeActor GetProperty] SetSpecularPower 20
[edgeActor GetProperty] SetAmbient 0.2
[edgeActor GetProperty] SetDiffuse 0.8

...
ren1 AddActor meshActor
ren1 AddActor edgeActor
ren1 SetBackground 0 0 0
renWin SetSize 450 300

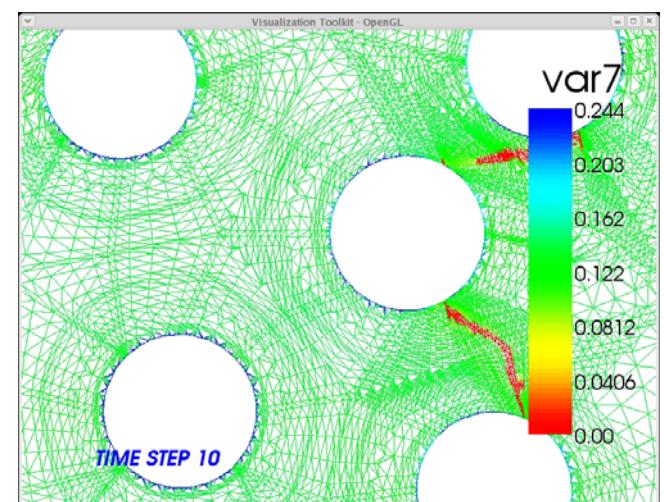
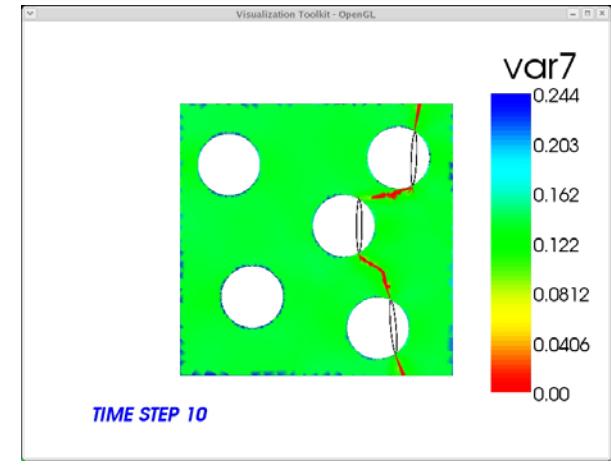
iren AddObserver UserEvent \
{wm deiconify .vtkInteract}
[ren1 GetActiveCamera] Zoom 2
iren Initialize

# prevent the tk window from
# showing up then starting
# the event loop
wm withdraw .
```

Case Studies - Modeling

Stress on Materials

- Back to the materials project
- Python programming language
- GhoshMatrix.py
 - Main routine
 - From the main uses functions in “readFile.py”
 - “from readFile import *”
 - Requires command line arguments
 - “Usage: ./GhoshMatrix.py -f int -I -M [-polys|tubes] [-inclvar varname] [-matvar varname]“
 - Main routine in charge of
 - Verifying starting syntax
 - Number of holes
 - Renderer and render window
 - Keeps track of the actors returned from calling routines
 - Inclusion actors kept in python dictionary (key/value pairs)
 - Simple two line routine to add actors to renderer
- readFile.py functions
 - newIncPolyFormat()
 - newIncTubeFormat()
 - newMatFormat()



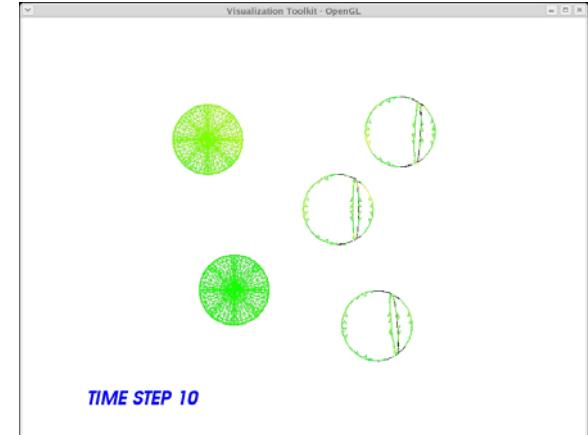
Case Studies - Modeling

Stress on Materials

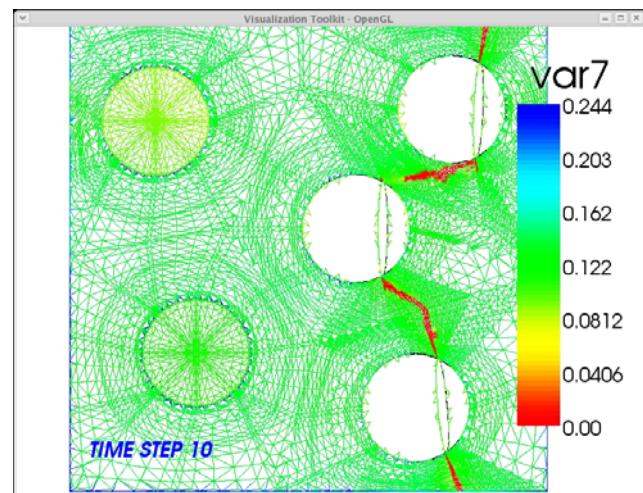
- All functions
 - Passed the file pointer for reading, the scalar variable name for color map
 - Parsing the file
 - Point arrays
 - Polys arrays; just the constrained edges
 - Execute the pipeline

Points/polys -> polydata -> mapper -> actor

- Return the actor to the main routine
- Cleans up all the data when de-instantiated
- Using functions saves memory
- newIncTubeFormat()
 - Creates tube geometry along the ‘hole’ edge
- newIncPolyFormat()
 - Fills inclusion region with polys
 - Currently, problems with holes
 - Possibly the ‘hole’ edge comes too close to the ‘outer’ edge
- newMatFormat()
 - The variable name is used from the matrix data to create the color map



.../Ghosh/GhoshMatrix.py

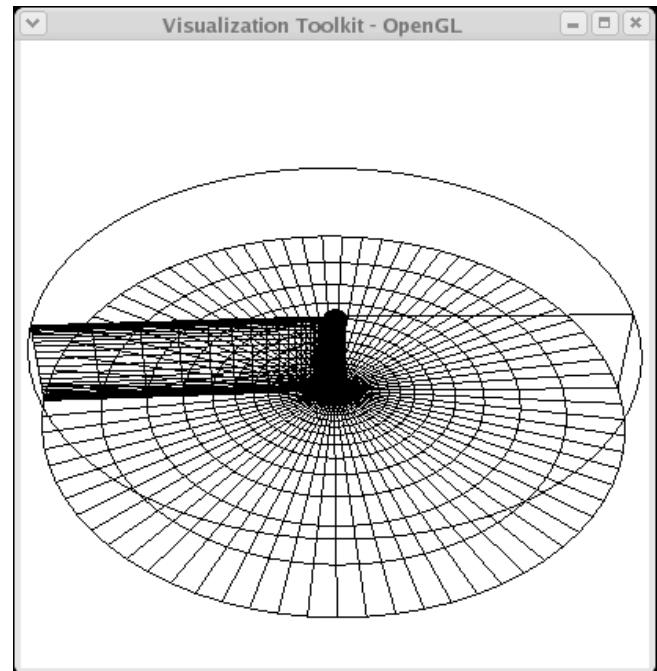


Material simulation

Case Studies - CFD

Computational Fluid Dynamics

- Derive multiple scalar and vector data into the flow field (grid)
- Challenge is combining multiple representations into meaningful visualizations
- Employ finite difference grids
- Physical coordinates not necessarily uniformly distributed
 - In VTK called a structured grid dataset
- Outline strategy for visualizing cfd data
 - Display the computational grid
 - Display the scalar fields on the grid
 - Explore the vector field
 - Seeding streamlines with a confined point set
 - Move seed points to areas of interest
 - Use the grid as seeds for the streamlines
 - Need to restrict extent of the grid
 - Enable us to place more seeds in regions of interest
- Here the dataset is from NASA
 - Called Lox Post

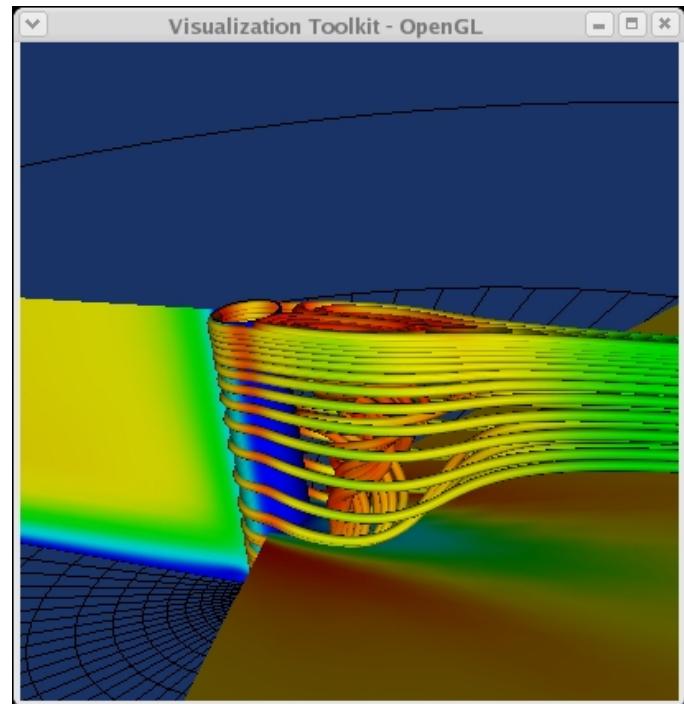


.../Textbook/Tcl/LOxGrid.tcl

Case Studies - CFD

Computational Fluid Dynamics

- Here the dataset is from NASA (cont'd)
 - Simulates flow of liquid oxygen across a flat plane
 - Cylindrical post perpendicular to the flow
 - Models the flow in a rocket engine
 - Post promotes mixing of the liquid oxygen
- Start by calculating the magnitude of velocity vectors
 - Deriving a scalar field
 - Area of interest around the post
 - Seed the field with multiple starting points (remember the *rake* discussed earlier)
 - Try different methods for the streamlines
 - Streampolygons are appropriate for showing flow downstream from the post
 - Explore the velocity field by moving the seeding line



.../Textbook/Tcl/LOx.tcl

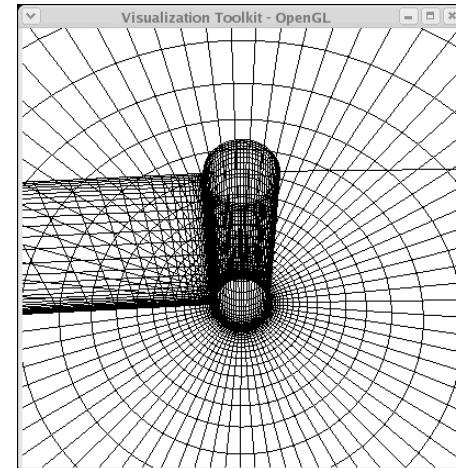
Case Studies - CFD

Starting with the grid

- Start with analyzing the grid
 - Uses PLOT3D format
 - Method SetXYZFileName sets the PLOT3D geometry filename
 - Method SetQFileName sets the solutions filename
 - Interpreting the different components of the grid
 - Typical cylindrical coordinate system
 - i-th component is the measure out from the center of cylinder
 - j-th component is radial measure around the center
 - k-th component is the height from the base of the cylinder

```
# read data
#
vtkPLOT3DReader pl3d
pl3d SetXYZFileName "$env(VTK_TEXTBOOK_DATA)/postxyz.bin"
pl3d SetQFileName "$env(VTK_TEXTBOOK_DATA)/postq.bin"
```

```
# computational planes
vtkStructuredGridGeometryFilter floorComp
floorComp SetExtent 0 37 0 75 0 0
...
vtkStructuredGridGeometryFilter postComp
postComp SetExtent 10 10 0 75 0 37
...
vtkStructuredGridGeometryFilter fanComp
fanComp SetExtent 0 37 38 38 0 37
```



```
.../Textbook/Tcl/LOxGrid.tcl
```

Case Studies - CFD

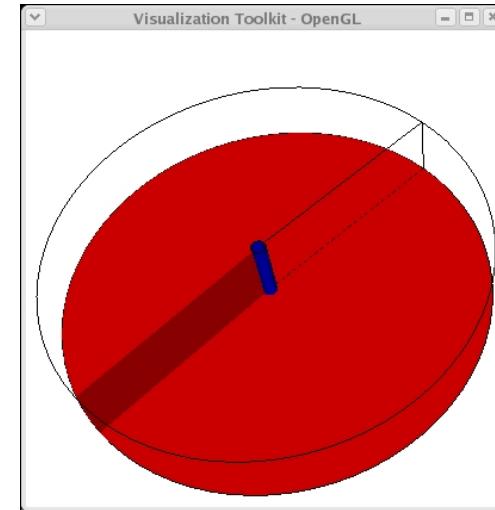
Starting with the grid

- Turn to display scalar field with color mapping
 - Change the actors' representation from wireframe to surface
 - Turn on scalar visibility for each vtkPolyDataMapper
 - Set each mapper's scalar range

```
#blue to red lut
#
vtkLookupTable lut
    lut SetHueRange 0.667 0.0
```

```
postActor SetRepresentationToSurface
fanActor SetRepresentationToSurface
floorActor SetRepresentationToSurface

postMapper ScalarVisibilityOn
postMapper SetScalarRange [[pl3d GetOutput] GetScalarRange]
fanMapper ScalarVisibilityOn
fanMapper SetScalarRange [[pl3d GetOutput] GetScalarRange]
floorMapper ScalarVisibilityOn
floorMapper SetScalarRange [[pl3d GetOutput] GetScalarRange]
```



.../Textbook/Tcl/LOx.tcl

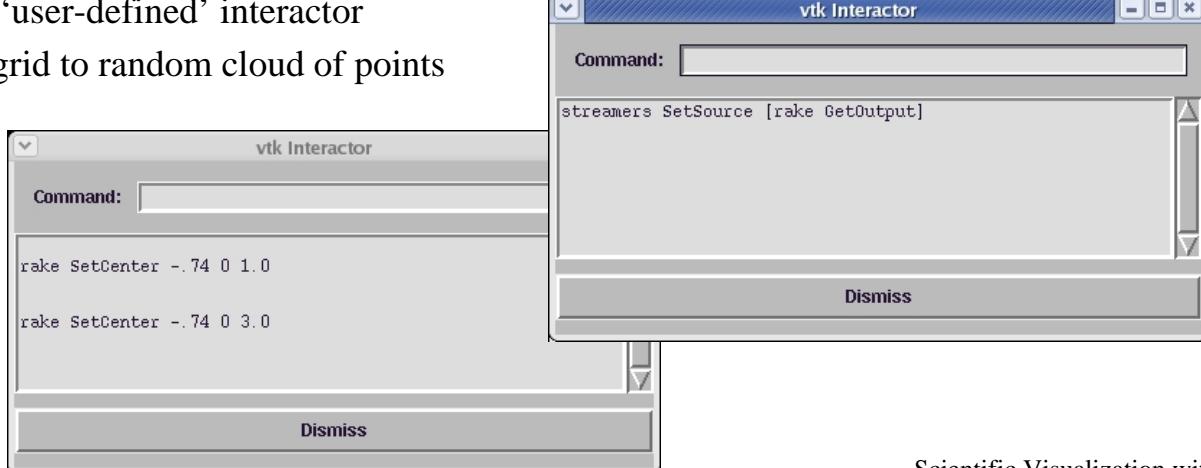
Case Studies - CFD

Exploring the vector field

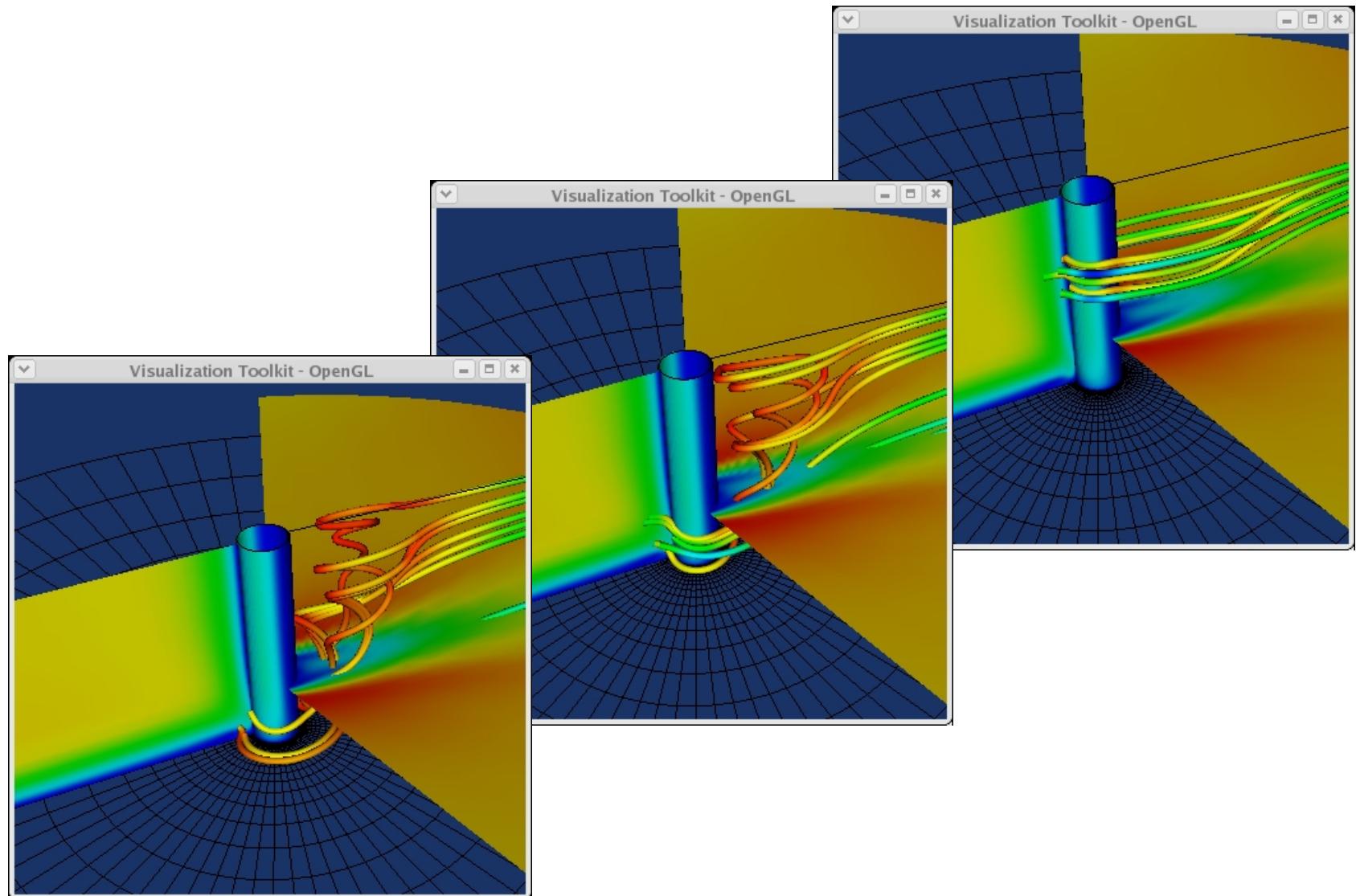
- Create vtkPointSource
 - Generates a random cloud of points
 - Given center point
 - Use cloud of points to generate streamlines
 - Position near the post
 - Where velocity seems to changing rapidly
- Use the computational grid to seed streamlines
 - Generate streamtubes
 - setExtent method uses ijk reference to grid elements
- In “LOx.tcl”, grid is used to seed
 - In vtk window type the key ‘u’
 - Instances the ‘user-defined’ interactor
 - Switch from grid to random cloud of points

```
#blue to red lut
#
vtkLookupTable lut
lut SetHueRange 0.667 0.0
```

```
# streamers
#
# spherical seed points
vtkPointSource rake
rake SetCenter -0.74 0 0.3
rake SetNumberOfPoints 10
# a line of seed points
vtkStructuredGridGeometryFilter seedsComp
seedsComp SetExtent 10 10 37 39 1 35
seedsComp SetInput [pl3d GetOutput]
vtkRungeKutta4 rk
vtkStreamTracer streamers
streamers SetInput [pl3d GetOutput]
streamers SetSource [seedsComp GetOutput]
streamers SetIntegrator rk
streamers SetMaximumPropagation 0 250
streamers SetMinimumIntegrationStep 1 0.1
streamers SetMaximumIntegrationStep 1 1.0
```



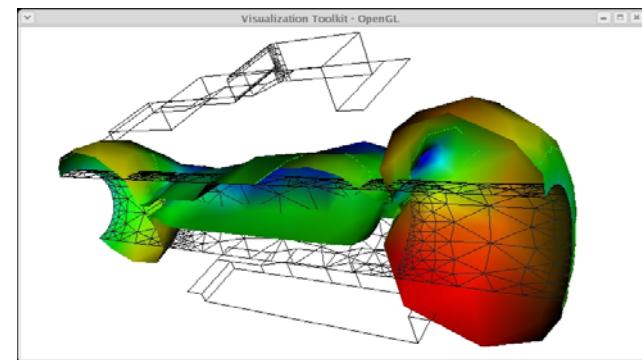
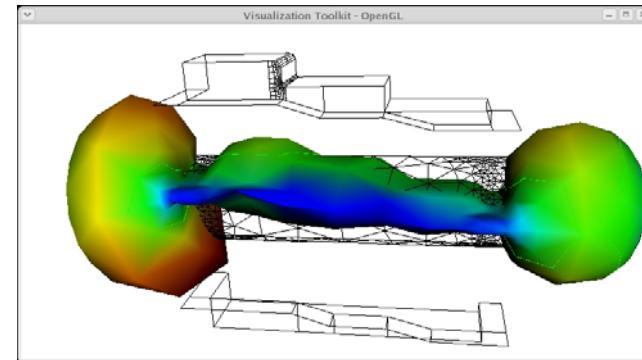
Case Studies - CFD



Case Studies – Finite Element Analysis

Blow Molding Process

- Material extruded through annular die
 - Forms a hollow cylinder
 - Cylinder called a *parison*
- Two mold halves closed on the *parison*
 - Inflated with air
 - Some material remains within the mold
 - Some becomes waste
- Material typically heat softened polymer plastic
 - Blow molding has been used to form metal parts
 - Plastic bottles manufactured
- Improper design creates large variation of wall thickness
- FE techniques developed to aid in designing molds
- Example uses data from one analysis
 - Polymer material molded using
 - Isothermal
 - Nonlinear-elastic
 - Incompressible

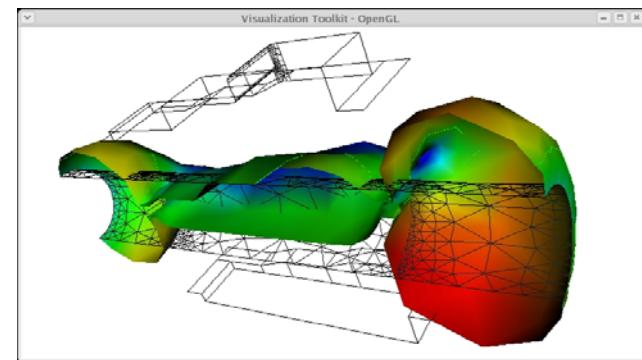
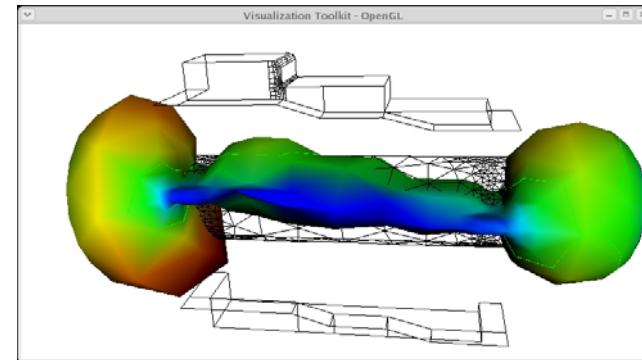


.../Textbook/Tcl/blow.tcl

Case Studies – Finite Element Analysis

Blow Molding Process

- Example uses data from one analysis (cont'd)
 - Triangular membrane FE elements model *parison*
 - Combination of triangular and quadrilateral FE elements model the mold
 - Mold surface assumed rigid
 - Parison assumed to attach to the mold upon contact
 - Thinning of parison
 - Stretching during inflation
 - Sequence in which it contacts the mold
- “blow.tcl” shows ten steps of one analysis
 - Color of parison indicates thickness
 - Red thinnest
 - Blue thickest
- The input data is in VTK format
 - Uses a vtkUnstructuredGridReader as a source object
- Mesh displacement uses instance of vtkWarpVector

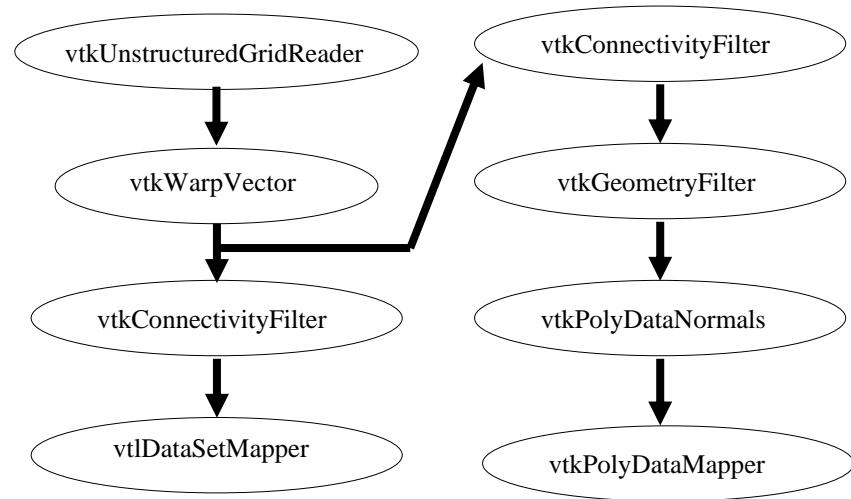


.../Textbook/Tcl/blow.tcl

Case Studies – Finite Element Analysis

Blow Molding Process

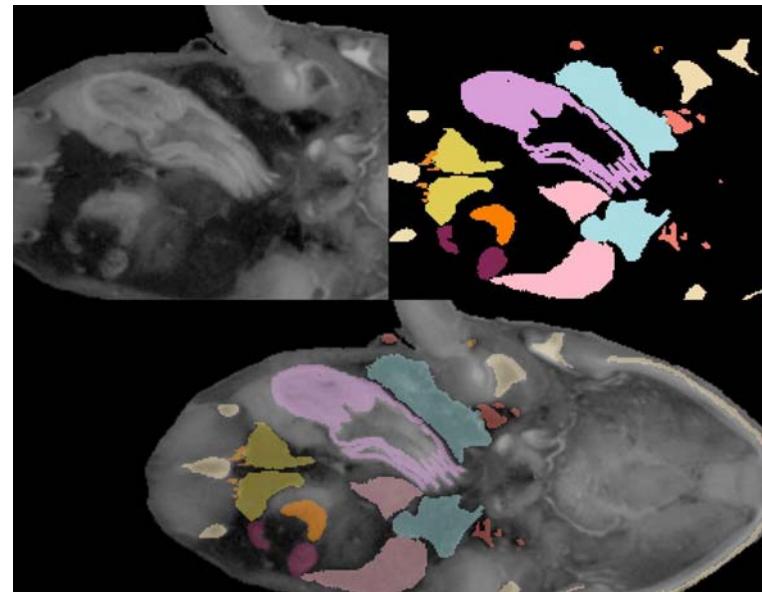
- Pipeline splits
- Treat mold an parison differently
 - Different properties
 - Wireframe
 - Surface
 - Data for both combined
- Separate using two instances of vtkConnectivityFilter
- Each filter extracts either the parison or the mold parts
- Smooth surface on parison achieved using vtkPolyDataNormals filter
 - Convert data type from vtkUnstructuredGrid
 - Output of vtkConnectivityFilter
 - Type vtkPolyData
 - vtkGeometryFilter works
- Different steps controlled by reader vector and scalar names



Case Studies – Segmented Volume Data

Creating Models - Virtual Frog

- Generating models for bone and skin straightforward
- Modeling other tissue more problematic
 - MRI and computed tomography produce similar grey-scale value for tissue
 - In computed tomography, liver and kidney have overlapping intensities
 - *Segmentation* applied to identify different tissues
- Laborious job
 - Volume of data represented by a series of images
 - Each pixel of each slice labeled with tissue identifier
 - Identifier is an integer
 - Identifier arbitrary
- This example's goal
 - Take tissue labels and create grey scale slices
 - Process these slices using well used techniques
- The virtual frog
 - Data set derived from a frog
 - Prepared by Lawrence Berkley National Laboratories

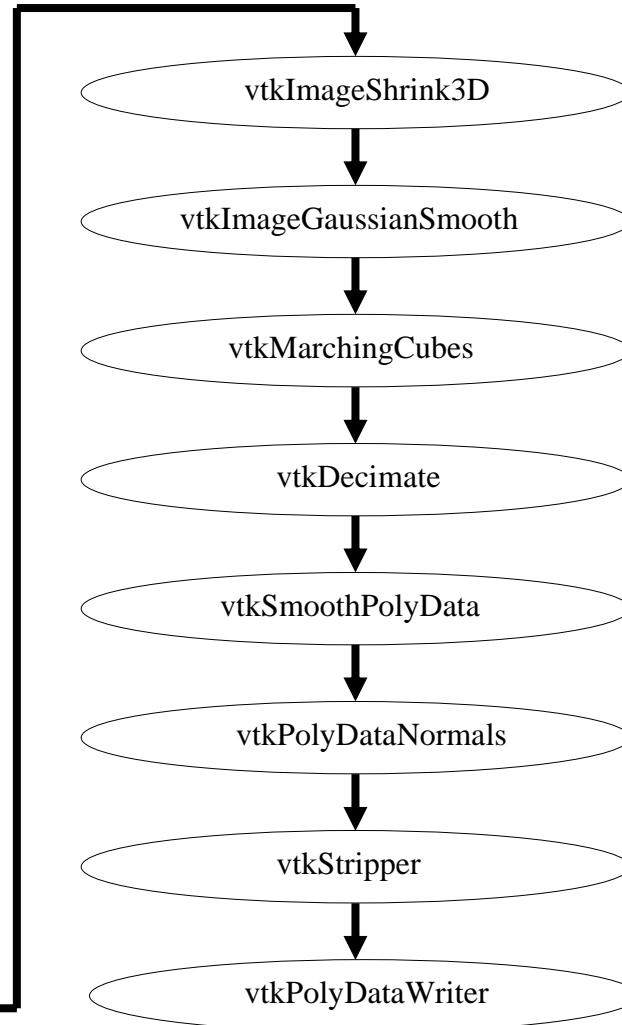
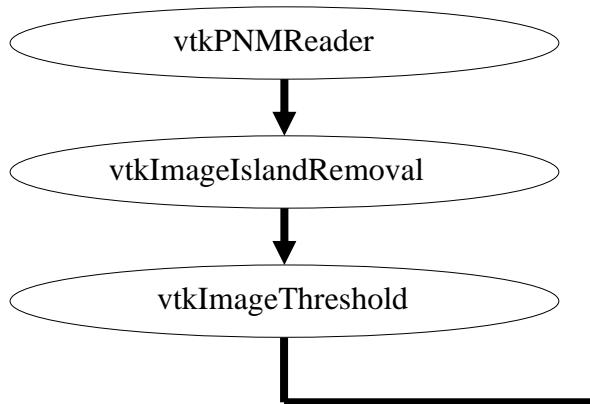


.../Textbook/Tcl/frogSlice.tcl

Case Studies – Segmented Volume Data

Creating Models - Virtual Frog

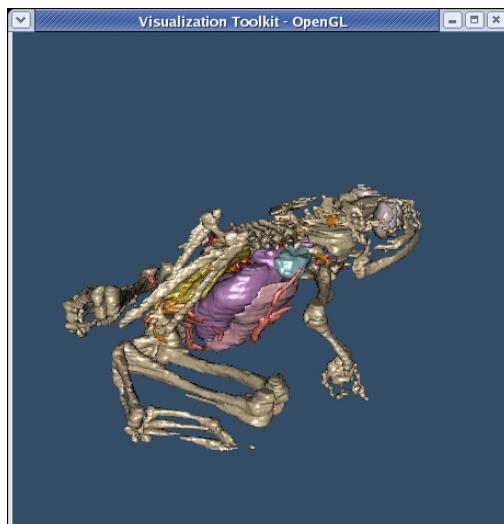
- The virtual frog
 - Data in the form of data masks
 - One file per tissue
 - 136 slices per tissue
 - 15 different tissues
 - Each slice 470 by 500 pixels
- The figure represents the pipeline
 - Segmented volume to triangle pipeline



Case Studies – Segmented Volume Data

Creating Models – Virtual Frog

- Models of all 15 tissues created
- Render using “ViewFrog.tcl”
 - Macro to create filename
 - Procedure to automate creation of actors from model files
 - A single statement creates the actor and added to the renderer



.../Textbook/Tcl/ViewFrog.tcl

```
proc mkname {a b} {return $a$b}

...
# proc to make actors
# create pipeline
proc MakeActor { name r g b} {
    global env

    set filename $env(VTK_TEXTBOOK_DATA)/frog/[mkname $name .vtk]
    set reader [eval mkname $name PolyDataReader]
    vtkPolyDataReader $reader
        $reader SetFileName $filename
    set mapper [eval mkname $name PolyDataMapper]
    vtkPolyDataMapper $mapper
        $mapper SetInput [$reader GetOutput]
        $mapper ScalarVisibilityOff
    set actor [ eval mkname $name Actor]
    vtkActor $actor
        $actor SetMapper $mapper
        eval [$actor GetProperty] SetDiffuseColor $r $g $b
        eval [$actor GetProperty] SetSpecularPower 50
        eval [$actor GetProperty] SetSpecular .5
        eval [$actor GetProperty] SetDiffuse .8
    return $actor
}

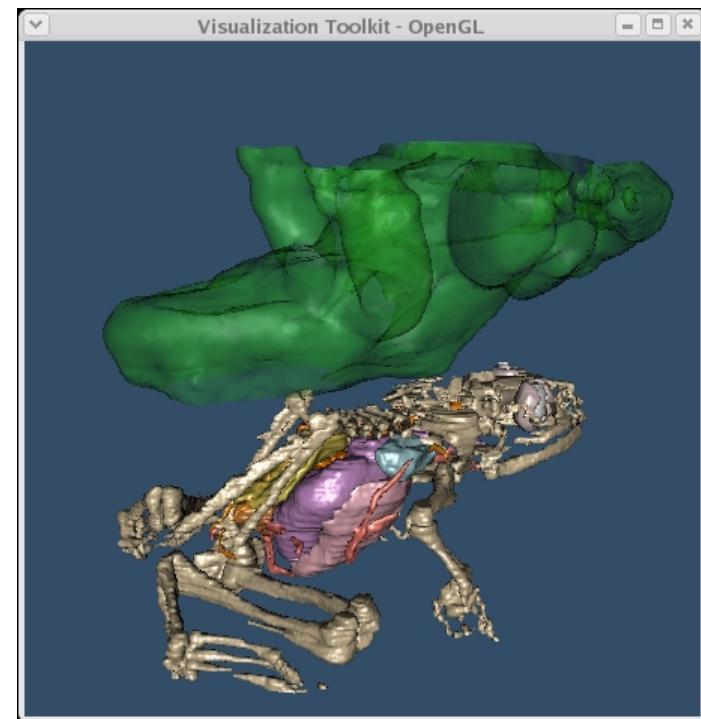
...
ren1 AddActor [eval MakeActor lung $powder_blue]
```

Case Studies – Segmented Volume Data

Creating Models – Virtual Frog

- Code to render outer skin commented out
- Results strange when rendering the skin
 - Looks like a Z rotation might align the skin with the other organs
 - Remember the transformation commands?
 - But other inconsistencies are introduced
 - Try it?
 - Any ideas about what happened to the creation of the skin?
- Frog related information
 - Lawrence Berkeley National Laboratory
 - Web site describes how frog data was obtained
 - User can create mpeg movies
 - Other data sets available
 - <http://www-itg.lbl.gov/Frog>
 - *Virtual Creatures* at Stanford University
 - SUMMIT
 - <http://summit.stanford.edu/creatures>

```
#ren1 AddActor [eval MakeActor skin $lime_green]  
#[skinActor GetProperty] SetOpacity .2
```



```
..../Textbook/Tcl/ViewFrog.tcl
```

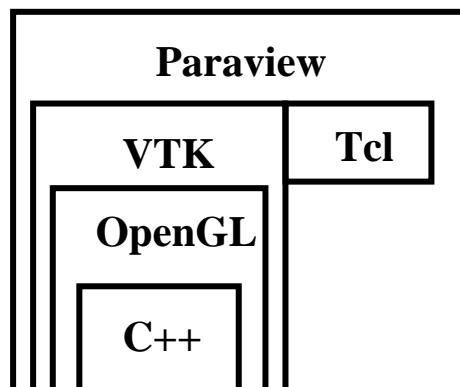
Paraview

Paraview - Introduction

- Paraview is an open-source application
- GUI for visualizing 2d and 3d data sets
- Many platforms supported
 - Single-processor workstations and laptops
 - Multiple-processor shared-memory supercomputers
 - Multiple-processor distributed-memory clusters
- In parallel, Paraview can process very large data sets
- Built on top of VTK
 - Uses VTK for the majority of algorithms and rendering

Paraview - Introduction

- Uses the concept of visualization pipeline
- Interface written in Tcl
 - Accessible with a script
 - Command prompt
- Architecture is modular
 - Run in separate processes
 - On different machines
 - Data processing and rendering on large parallel cluster
 - User interface run on single-processor workstation



Paraview

Paraview – On OSC Clusters

- Compiled for serial execution
 - Command is simply “paraview”
 - See next page
- Compiled using MPI
 - On BALE and P4 clusters
 - Logon to the P4 u >> sing ssh
 - Ssh provides secure X11 authentication
 - Refer to OSC’s FAQ
 - <http://www.osc.edu/hpc/faq.shtml>
 - Must use batch request
 - Use the PBS scheduler through ‘qsub’
 - Interactive request using –I

```
>> ssh piv-login1.osc.edu
[piv-login1] -> qsub -I -V -l walltime=1:00:00 -l nodes=2:ppn=2
qsub: waiting for job xxxxxx.nfs4.osc.edu:17001 to start
qsub: job xxxxxx.nfs4.osc.edu:17001 ready

[piv072] % mpiexec paraview
[piv072] % exit
[piv-login1] ->
```

Paraview – On OSC Clusters

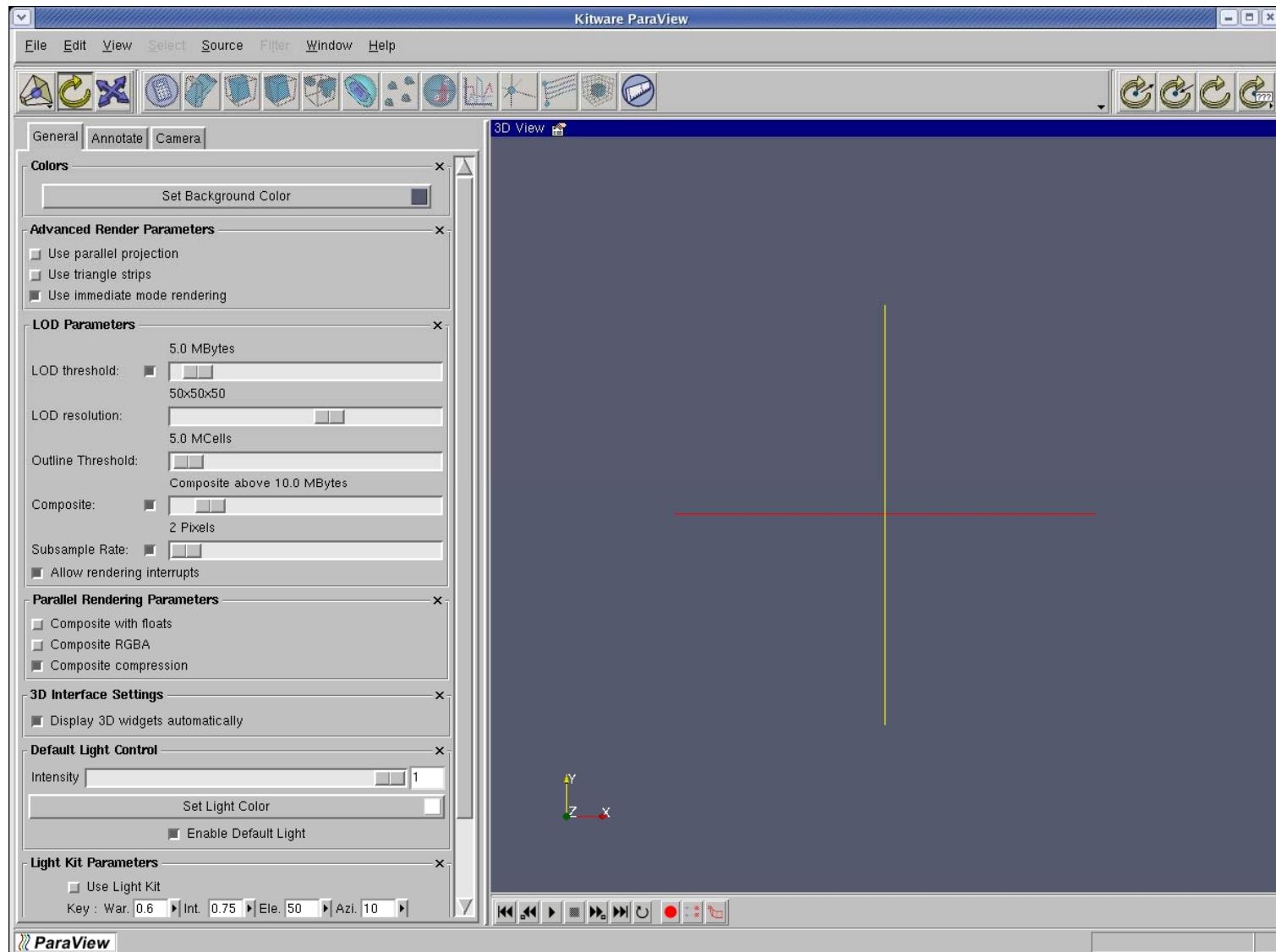
- Batch scripts for long sessions

Batch script example

```
#PBS -V
#PBS -l walltime=3:00:00
#PBS -l nodes=2:ppn=2
#PBS -N pvttest
#PBS -S /bin/tcsh
#PBS -j oe

cd $PBS_O_WORKDIR
mpiexec paraview
exit
```

Paraview



Paraview

Paraview – Parallel

- Three main logical components
 - Client
 - Responsible for the user interface
 - Written to be flexible
 - May be customized using XML
 - May be replaced entirely
 - Data Server
 - From VTK readers, source and filters
 - Reads and processes data sets
 - Creates final geometric models
 - VTK partitioning, synchronous parallel filters handle data parallelism
 - Each data server process has identical VTK pipeline
 - Each process loads different partition of the data
 - Render Server
 - Renders final geometry
 - Can run in parallel-like data server
 - Identical pipelines on all processors
 - Only rendering part
 - Can be run with fewer processors

Future Development

- Paraview Workshop
- Installation of ITK
 - The Insight Segmentation and Registration Toolkit

Acknowledgments

- Dr. Ghosh and Chao Hu for the use of the Stress on Metal example
 - huchao@ghomech1.eng.ohio-state.edu
- The Whole Frog Project
 - <http://www.froggy.lbl.gov>
- Kitware, Inc.
 - For all the great example code in Examples and Testing in the distribution of the code.
 - <http://www.vtk.org>

Contacts

- Pete Carswell
 - pete@osc.edu
 - 614.292.1091
- OSC HELP
 - oschelp@osc.edu
 - 614.292.1800