



Using Computer Games Techniques for Improving Graph Viz Efficiency

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Gephi is a modular and extensible [open-source network visualization platform](#). It follows a pragmatic approach for visualization by using two different engines for two different purposes. Large scale graph drawing requires performance and interactivity, but also [customization](#) and [implementation flexibility](#). We observed that fulfilling all aspects in a single rendering engine is technically not viable on a long-term view and we propose to use different technologies. Gephi project aims to create a sustainable software and technical ecosystem, driven by a large international open-source community, who shares common interests in networks and complex systems. It focuses on [visualization](#) and [manipulation](#), [simplicity](#) and [extensibility](#).

Gephi aims at being sustainable, open to many kinds of users, and creating a large, international and diverse open-source community

We power a growing community

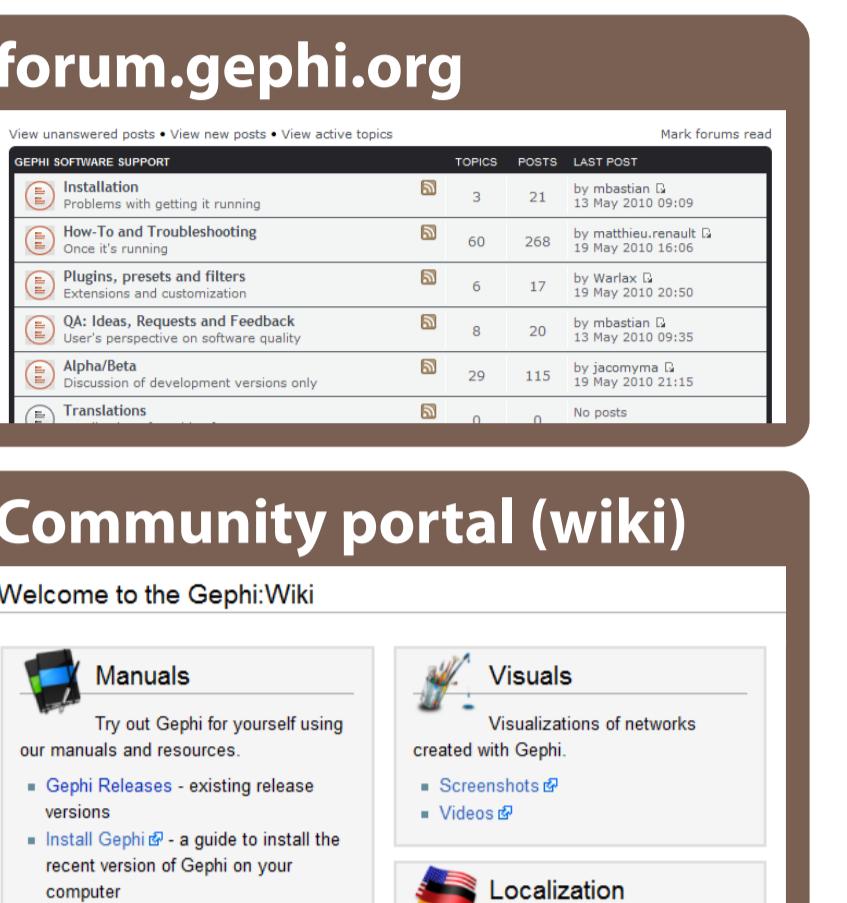


+ Getting started,
+ Tutorial,
+ Live demo...

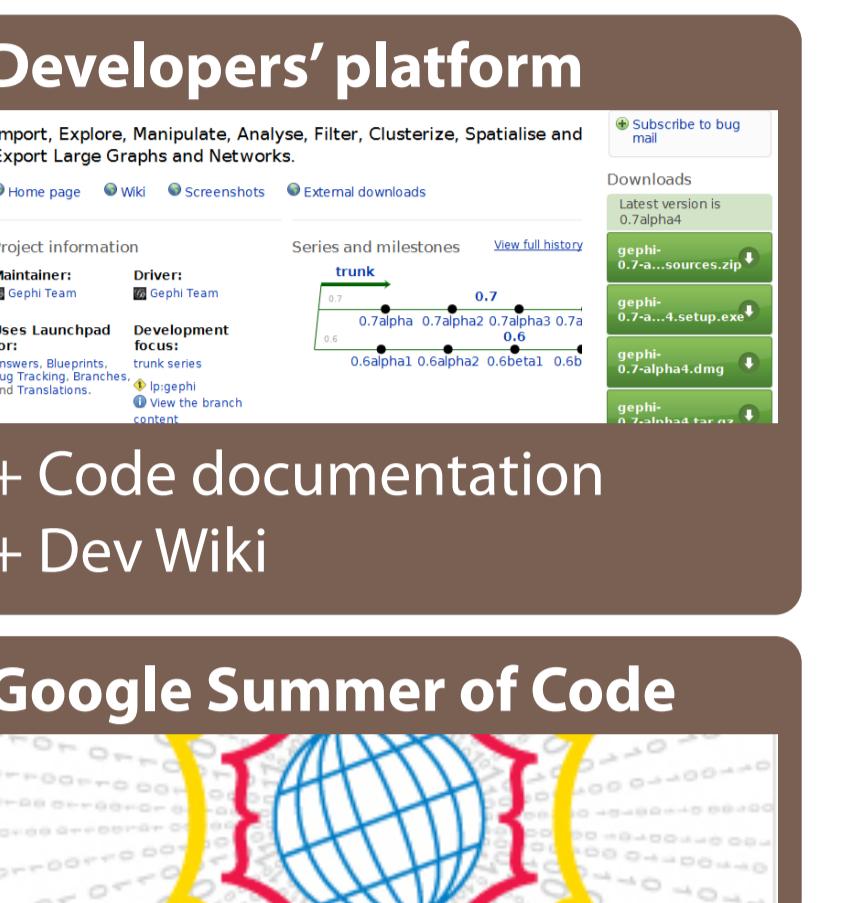
Discover



Stay in touch



Get help



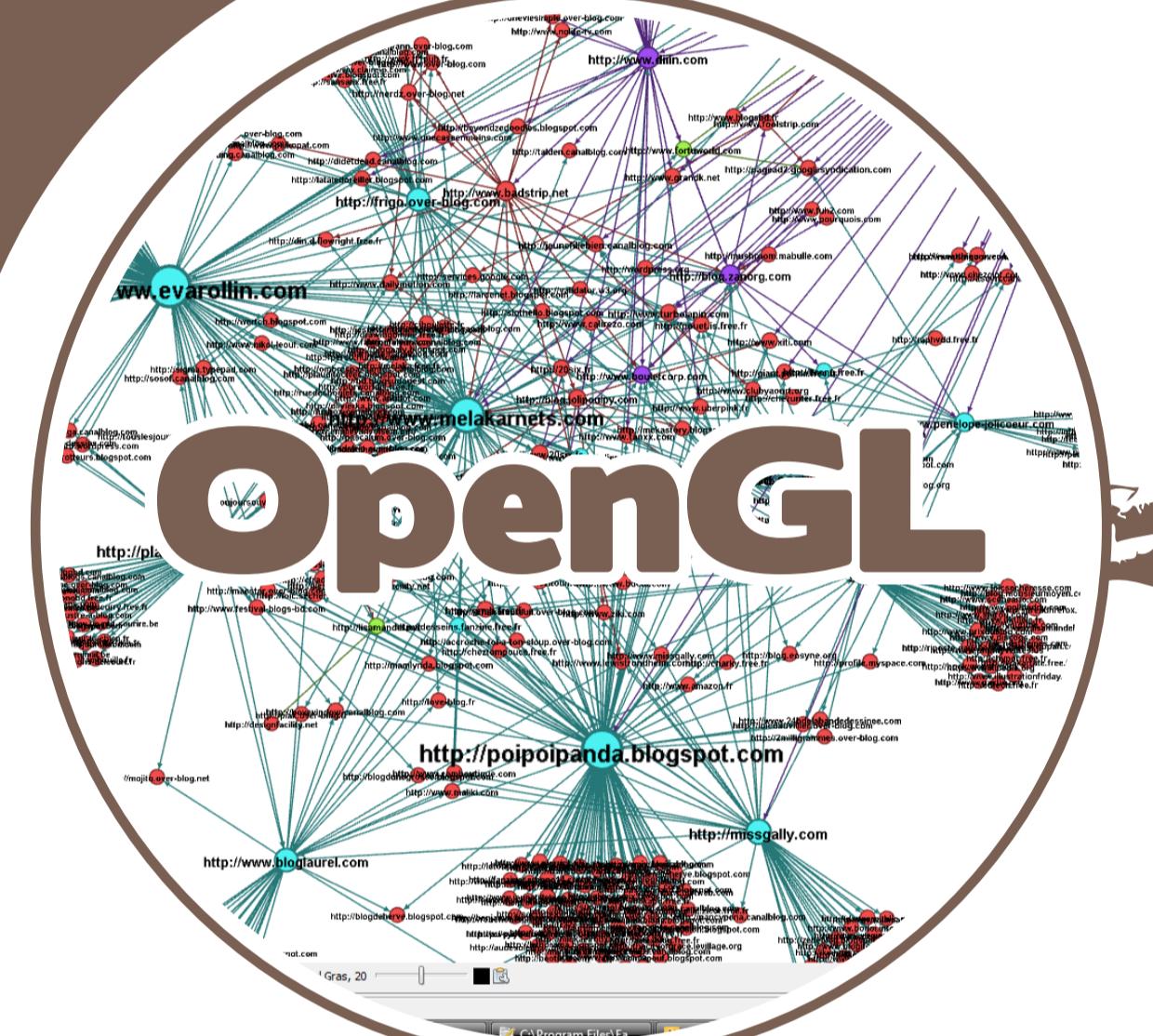
Contribute

Exploration engine

“Video-game”-like specs:

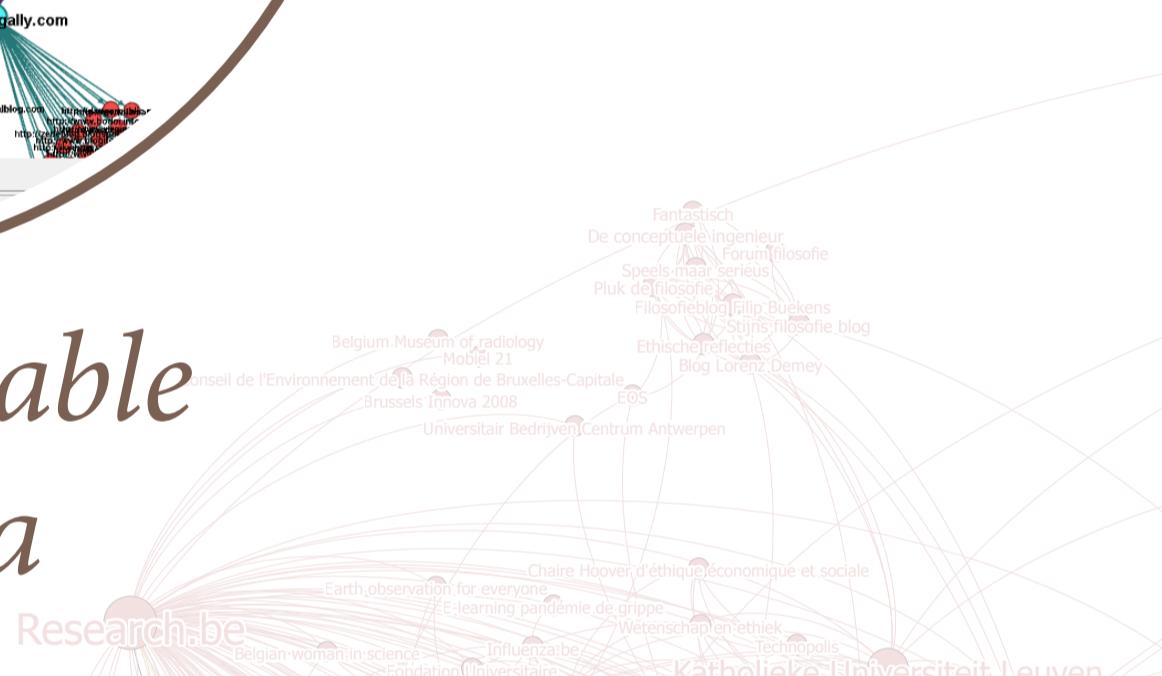
- Frustum culling + octree
- Level of detail (LOD)
- Multi-thread

Performance



*Interaction-oriented
Strongly dynamic and poorly customizable
Designed to make you manipulate data*

2 different engines for 2 purposes



Processing

Mapping engine

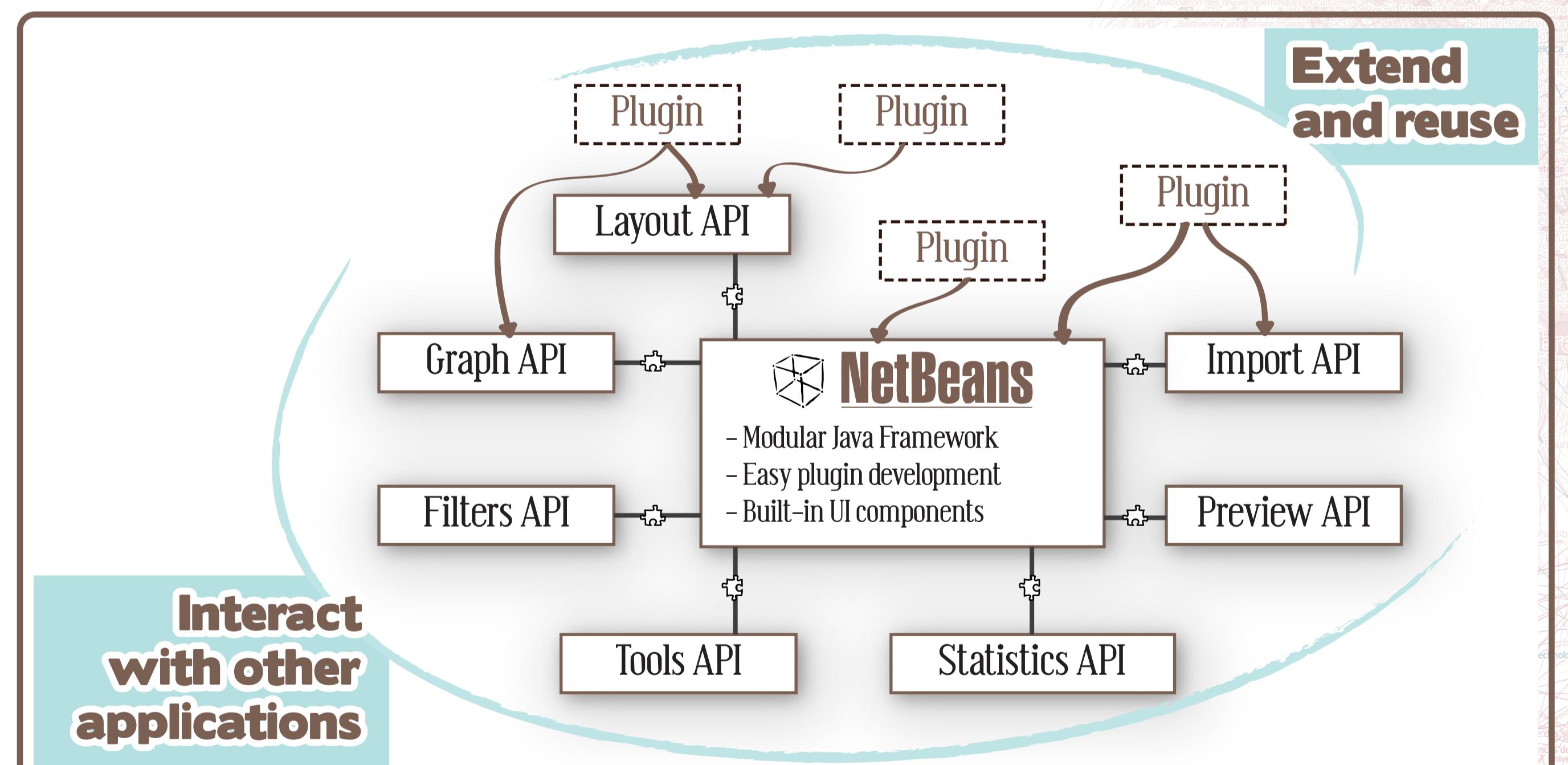
“Illustrator”-like specs:

- Aesthetics refinement
- Vectorial rendering
- SVG / PDF export

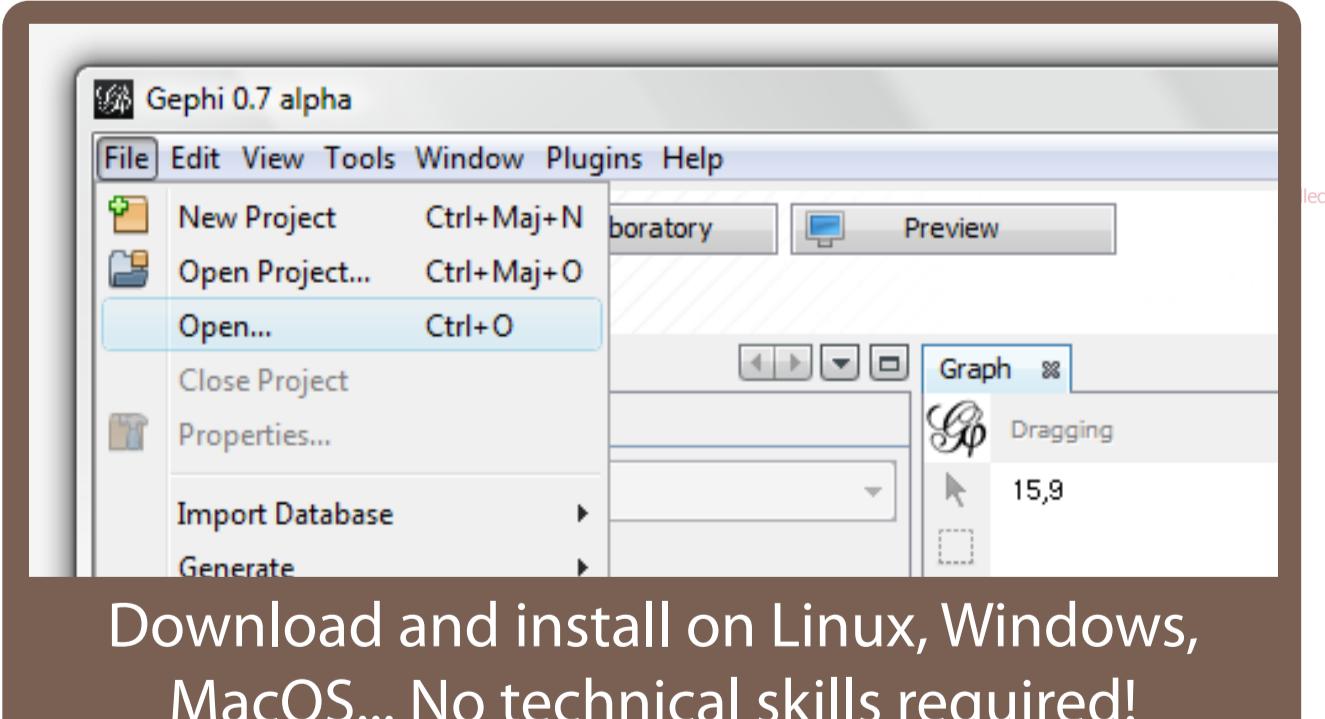
Quality

*Visualization-oriented
Highly customizable and completely static
Designed to make you communicate data*

Researchers! Architecture matters

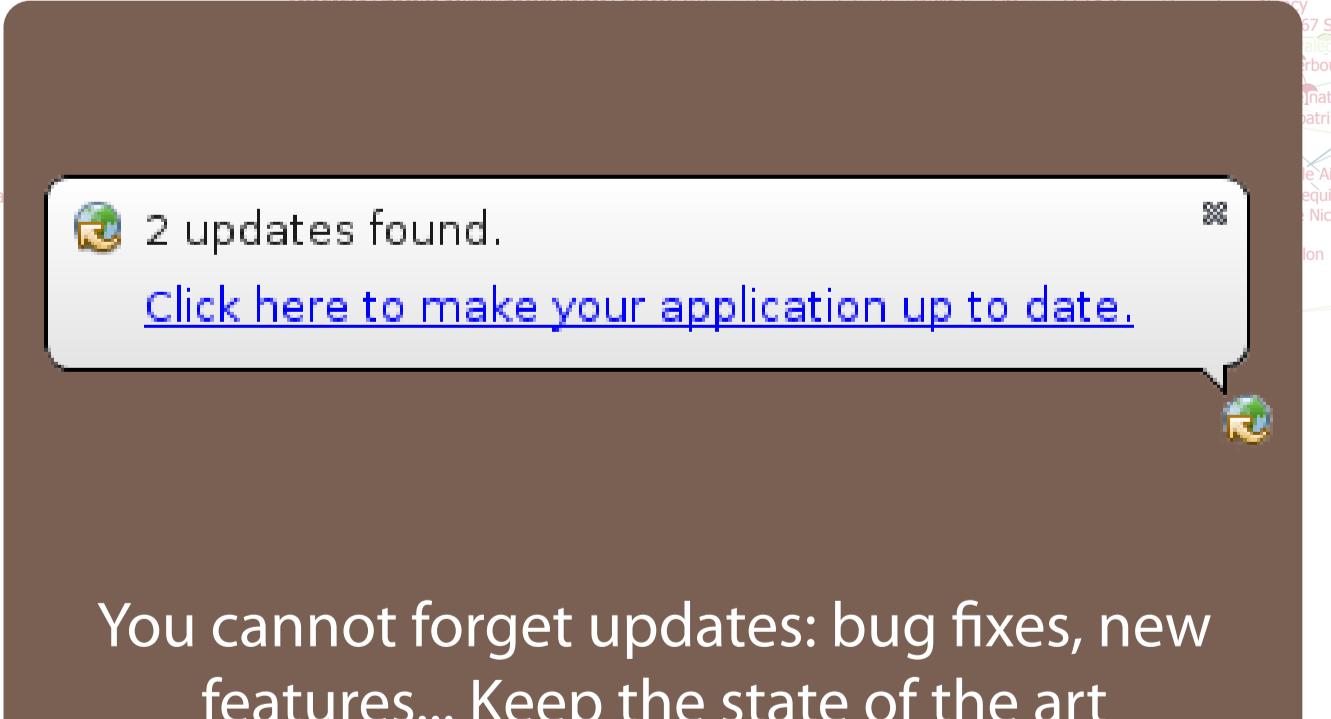


Install, Open, Save



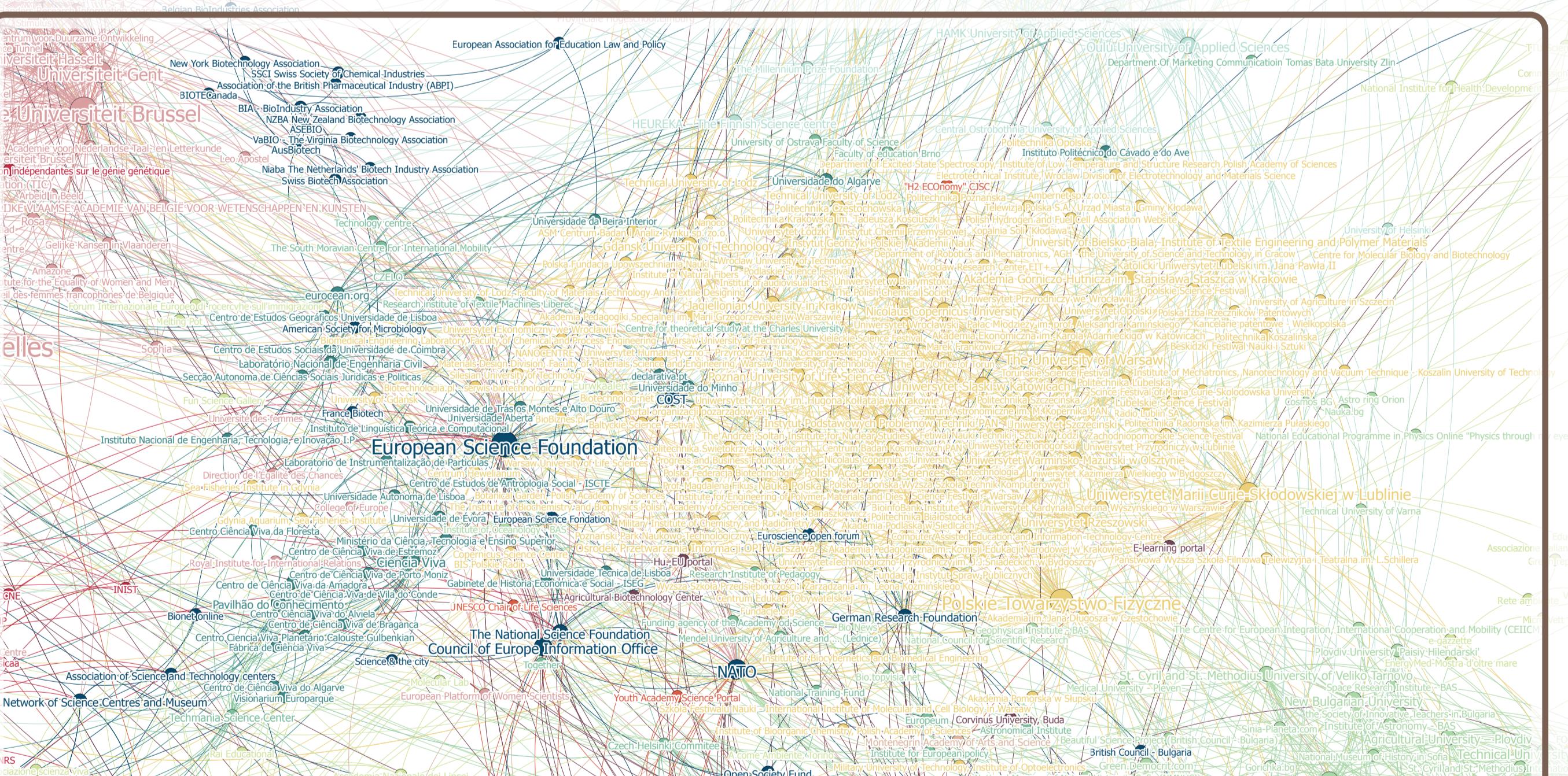
Download and install on Linux, Windows, MacOs... No technical skills required!

Automatic updates

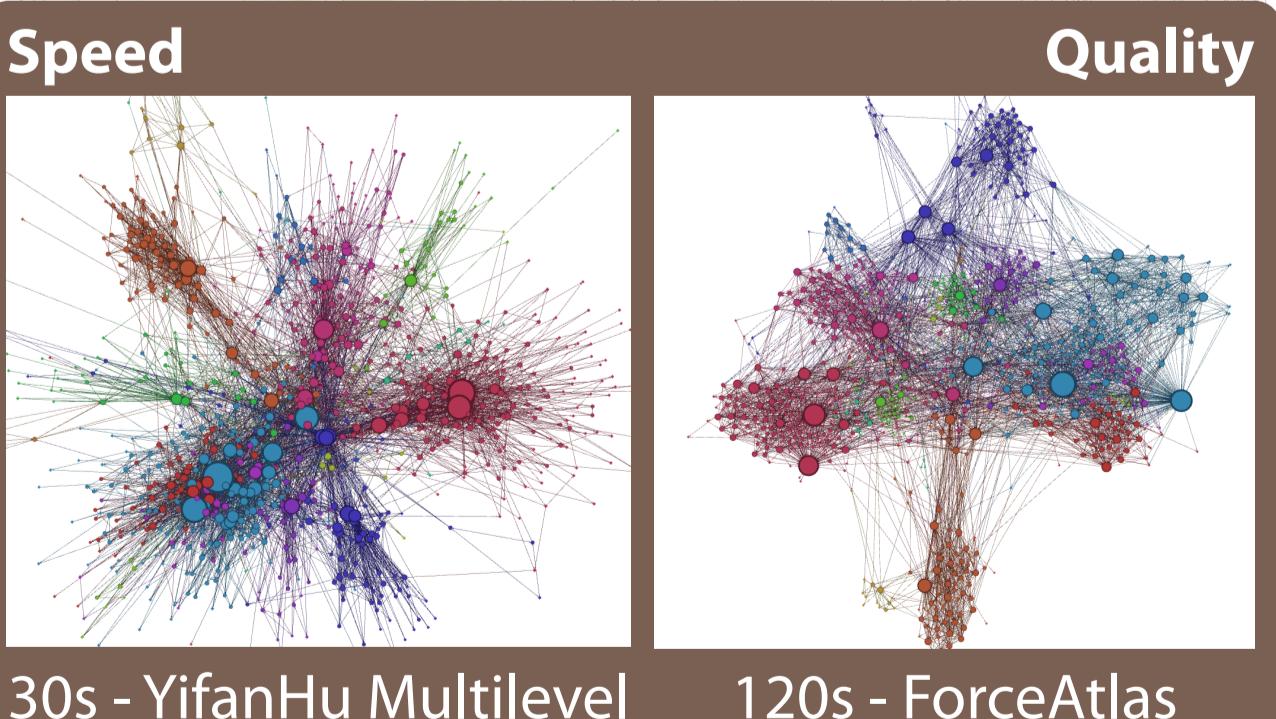


You cannot forget updates: bug fixes, new features... Keep the state of the art

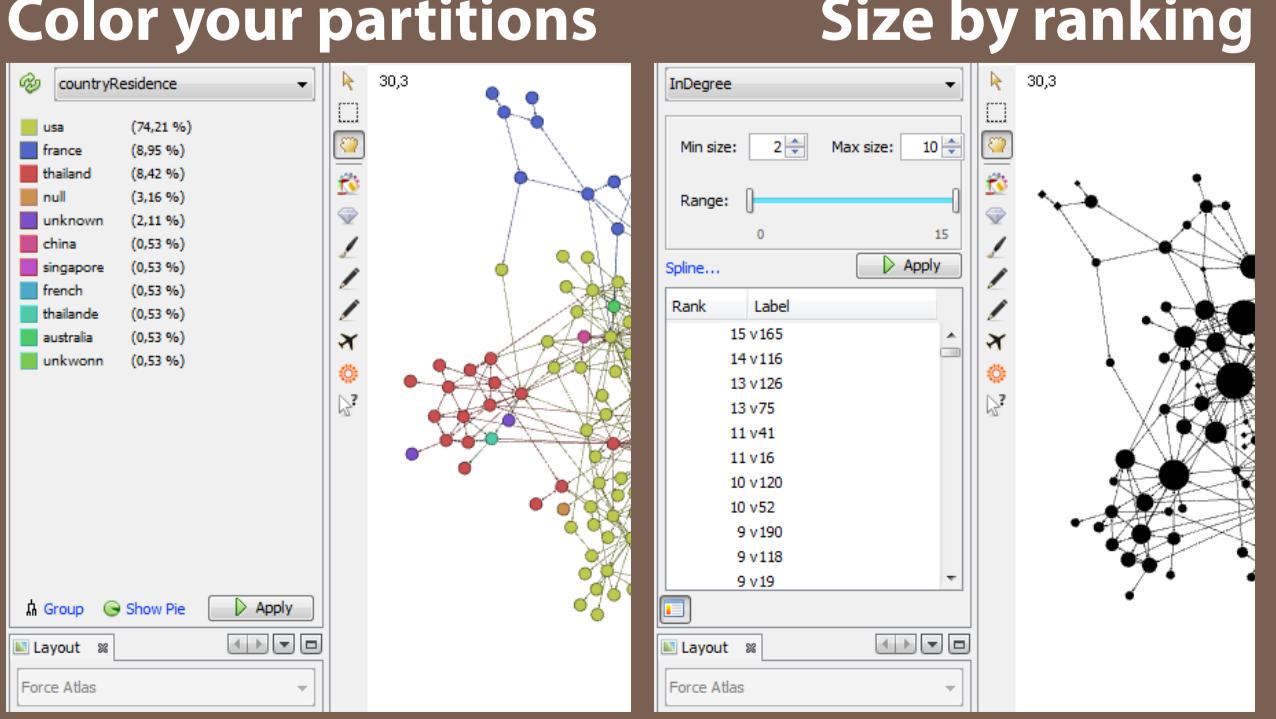
Engineers! Semiotics matters



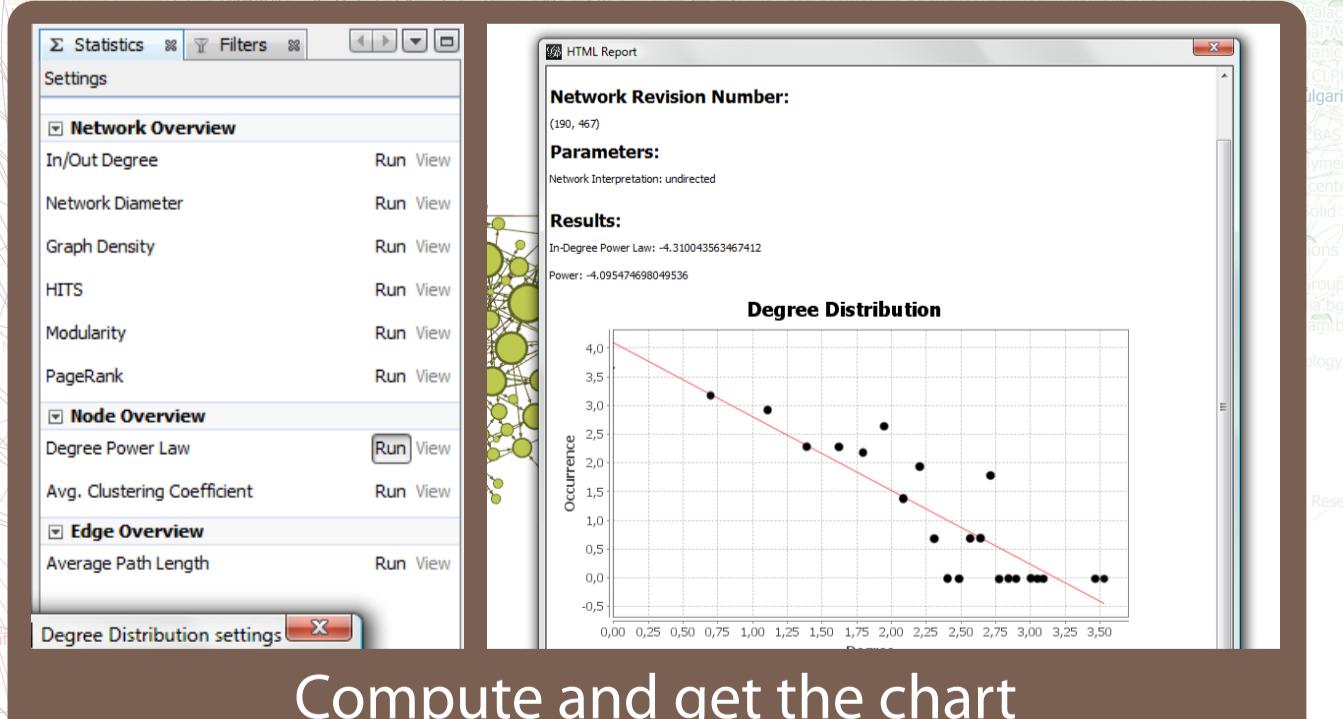
Choose the right layout



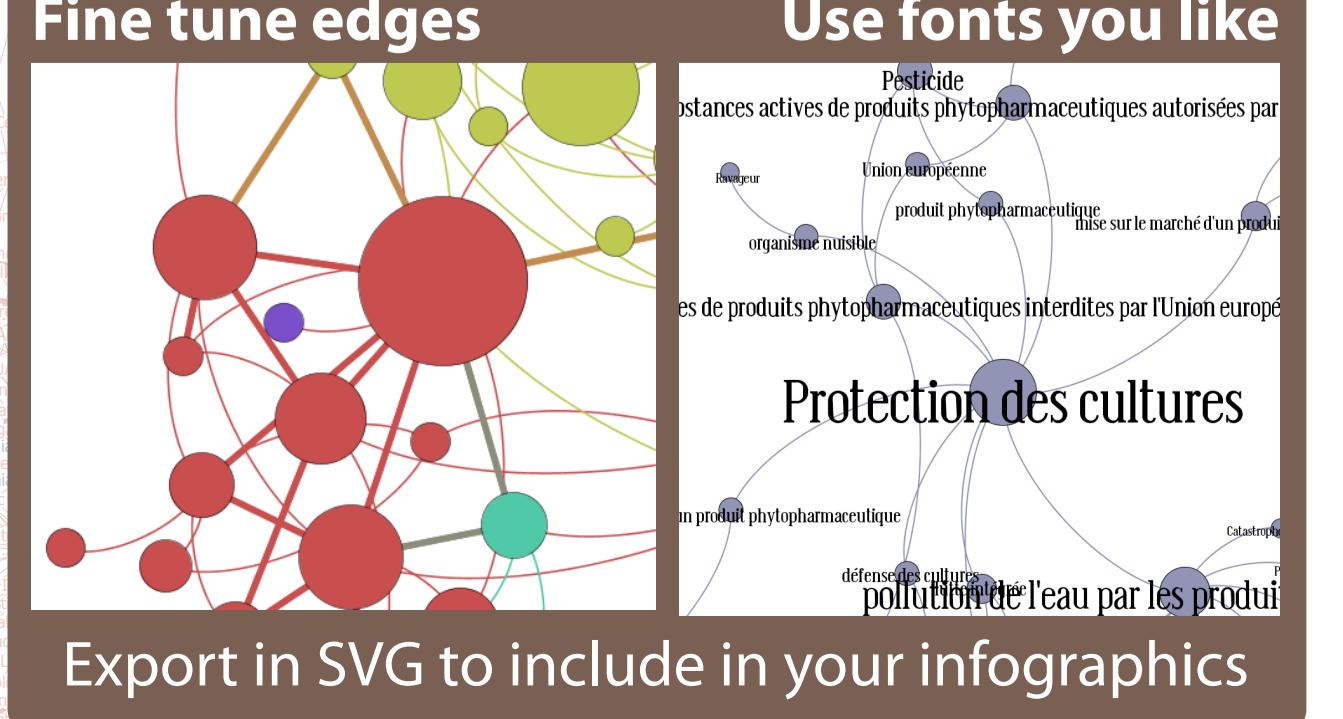
Easy sizes & colors



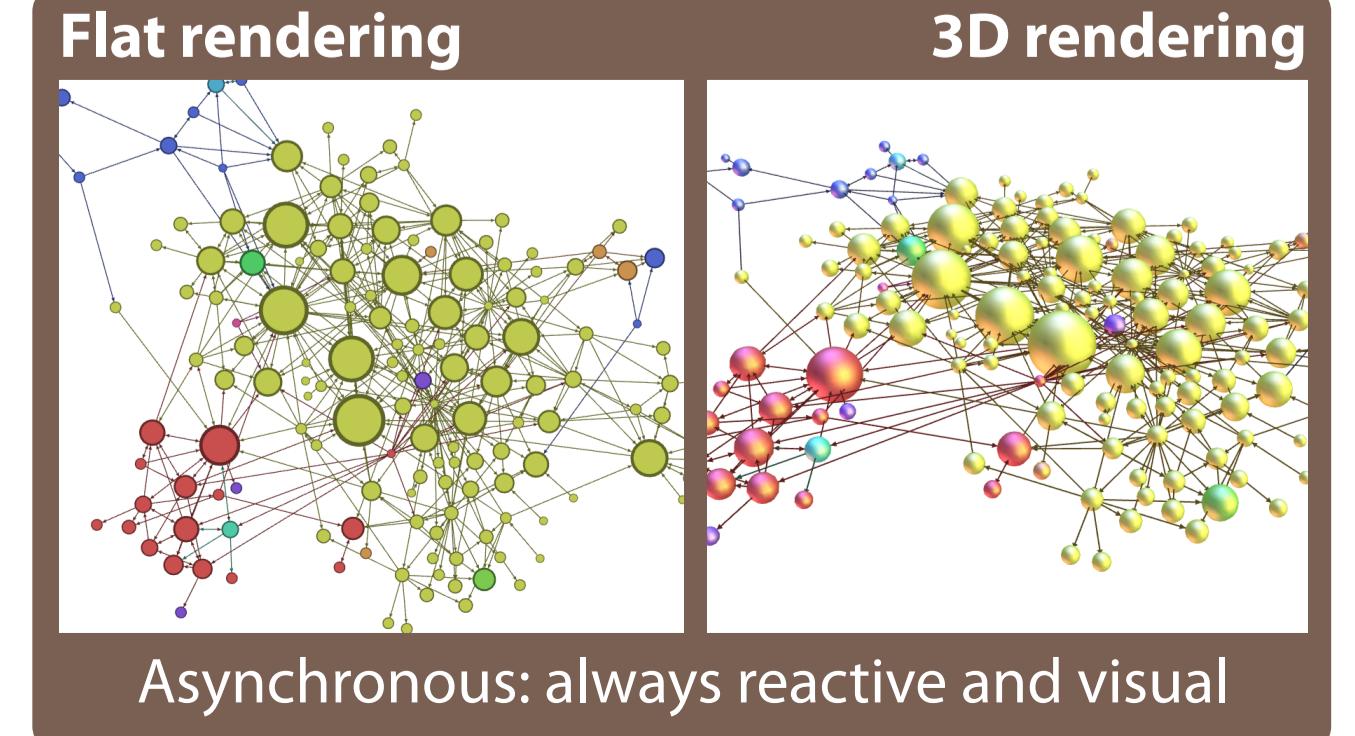
Stats & Metrics



Vectorial export



Mature OpenGL engine



Interaction oriented

