

Visualization with ParaView

Greg Johnson

Before we begin...

- Make sure you have ParaView 3.8.0 installed so you can follow along in the lab section
 - <http://paraview.org/paraview/resources/software.html>

Background

- <http://www.paraview.org/>
- Open-source, multi-platform parallel data analysis and visualization application
- Mature, feature-rich interface
- Good for general-purpose, rapid visualization
- Built upon the Visualization ToolKit (VTK) library
- Primary contributors:
 - Kitware, Inc.
 - Sandia National Laboratory
 - Los Alamos National Laboratory
 - Army Research Laboratory

Data Types

- Supports a wide variety of data types
 - Structured grids
 - uniform rectilinear, non-uniform rectilinear, and curvilinear
 - Unstructured grids
 - Polygonal data
 - Images
 - Multi-block
 - AMR
- Time series support

Visualization Algorithms

- Supports a wide variety of visualization algorithms
 - Isosurfaces
 - Cutting planes
 - Streamlines
 - Glyphs
 - Volume rendering
 - Clipping
 - Height maps
 - ...

Special Features

- Supports derived variables
 - New scalar / vector variables that are functions of existing variables in your data set
- Scriptable via Python
- Saves animations
- Can run in parallel / distributed mode for large data visualization

Data Formats

- Supports a wide variety of data formats
 - VTK (<http://www.vtk.org/VTK/img/file-formats.pdf>)
 - EnSight
 - Plot3D
 - Various polygonal formats
- Users can write data readers to extend support to other formats
- Conversion to the VTK format is straightforward

Data Formats

- VTK Simple Legacy Format
 - ASCII or binary
 - Supports all VTK grid types
 - Easiest for data conversion
- *Note: use VTK XML format for parallel I/O*

```
# vtk DataFile Version 2.0  
Really cool data ](1)  
ASCII | BINARY ](2)  
DATASET type ](3)  
...  
POINT_DATA n ](4)  
...  
CELL_DATA n ](5)  
...
```

Part 1: Header

Part 2: Title (256 characters maximum, terminated with newline \n character)

Part 3: Data type, either ASCII or BINARY

Part 4: Geometry/topology. *Type* is one of:

STRUCTURED_POINTS
STRUCTURED_GRID
UNSTRUCTURED_GRID
POLYDATA
RECTILINEAR_GRID
FIELD

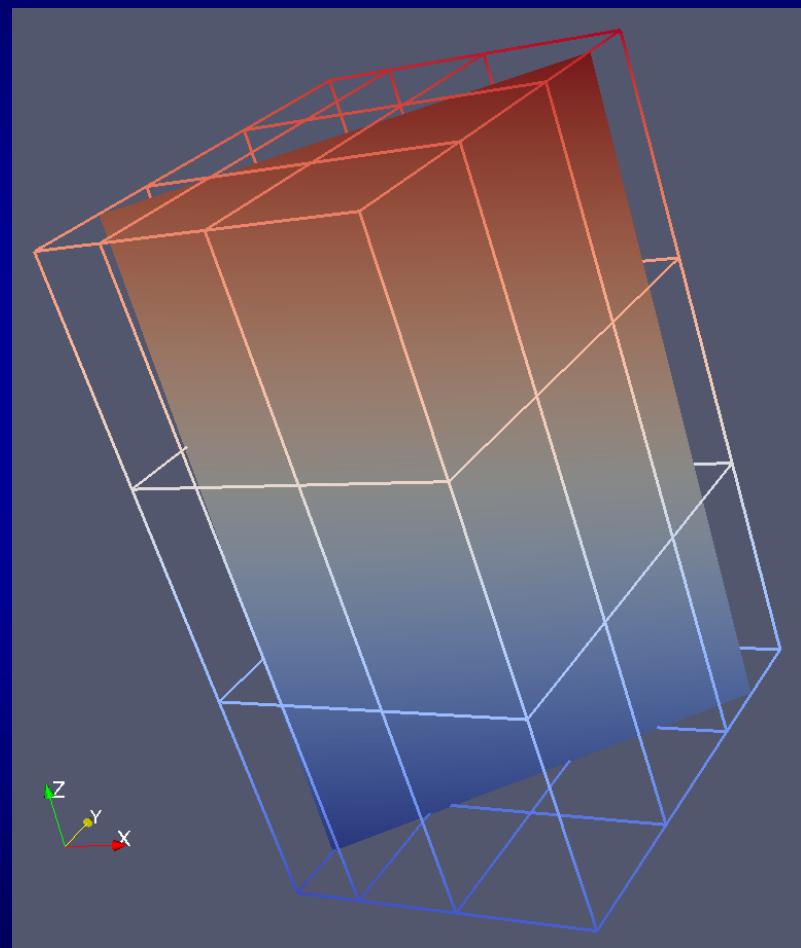
Part 5: Dataset attributes. The number of data items *n* of each type must match the number of points or cells in the dataset. (If *type* is FIELD, point and cell data should be omitted.)

VTK simple legacy format (<http://www.vtk.org/VTK/img/file-formats.pdf>)

Data Formatting Example

- Data set: 4x4x4 rectilinear grid with one scalar variable

```
example.vtk
# vtk DataFile Version 2.0
one scalar variable on a rectilinear grid
ASCII
DATASET RECTILINEAR_GRID
DIMENSIONS 4 4 4
X_COORDINATES 4 float
0 1 2.5 4.5
Y_COORDINATES 4 float
0 2 4 6
Z_COORDINATES 4 float
0 3 6 9
POINT_DATA 64
SCALARS scalar_variable float 1
LOOKUP_TABLE default
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44
45 46 47 48 49 50 51 52 53 54 55 56 57 58
59 60 61 62 63
```

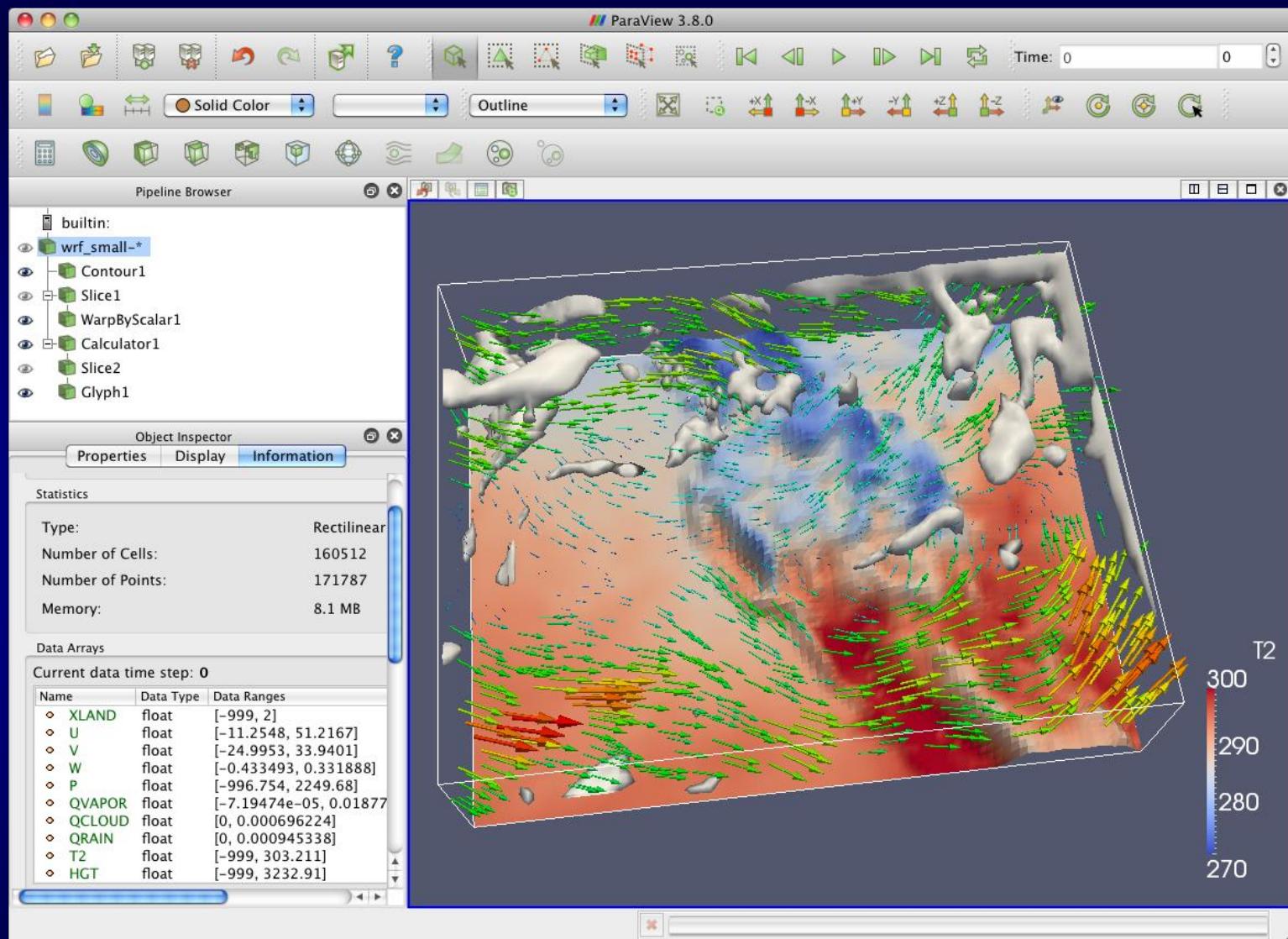


ParaView Visualization Pipeline

- All processing operations (**filters**) produce data sets
- Can further process the result of every operation to build complex visualizations
 - e.g. can extract a cutting plane, and apply glyphs (i.e. vector arrows) to the result
 - Gives a plane of glyphs through your 3D volume

Demonstration

- WRF weather forecast data set
 - Rectilinear grid
 - Multiple scalar and vector variables
 - Time series
- Can show:
 - Clouds
 - Wind
 - Temperature
 - ...



ParaView Test-Drive

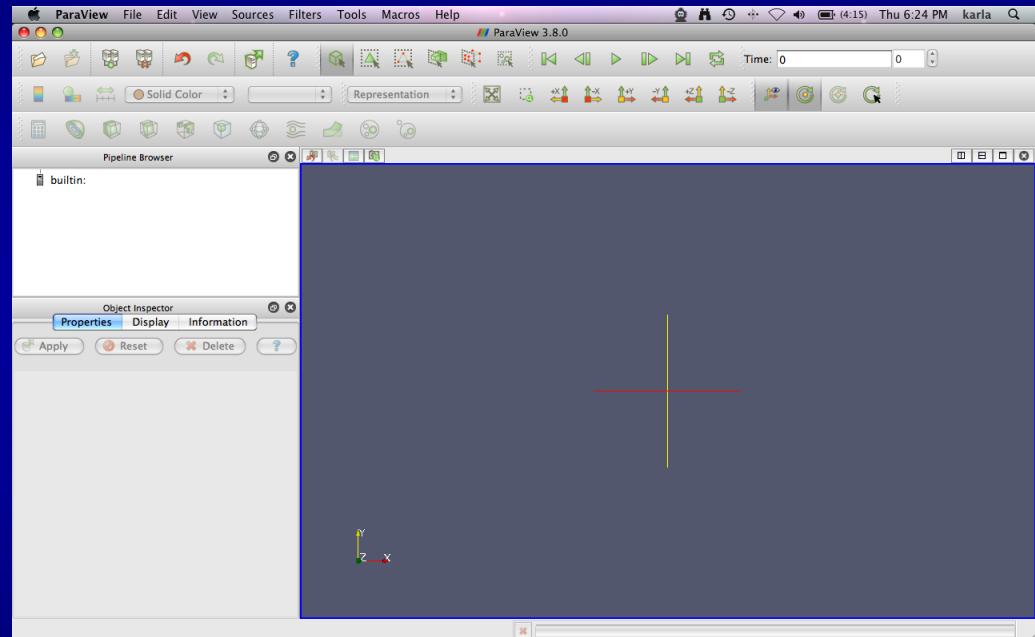
Getting Started

- Download example data file ‘RectGrid2.vtk’
 - <http://portal.longhorn.tacc.utexas.edu/training/>
 - Right-click, Save link as...
- Open ParaView

ParaView

Today we will:

- Create isosurfaces for a scalar variable
- Clip and slice the isosurfaces
- Use glyphs to display a vector field
- Use streamlines to show flow through a vector field
- Edit color maps
- Add slices to show variable values over a plane
- Adjust opacities of filters
- Add color legends
- Create volume rendering

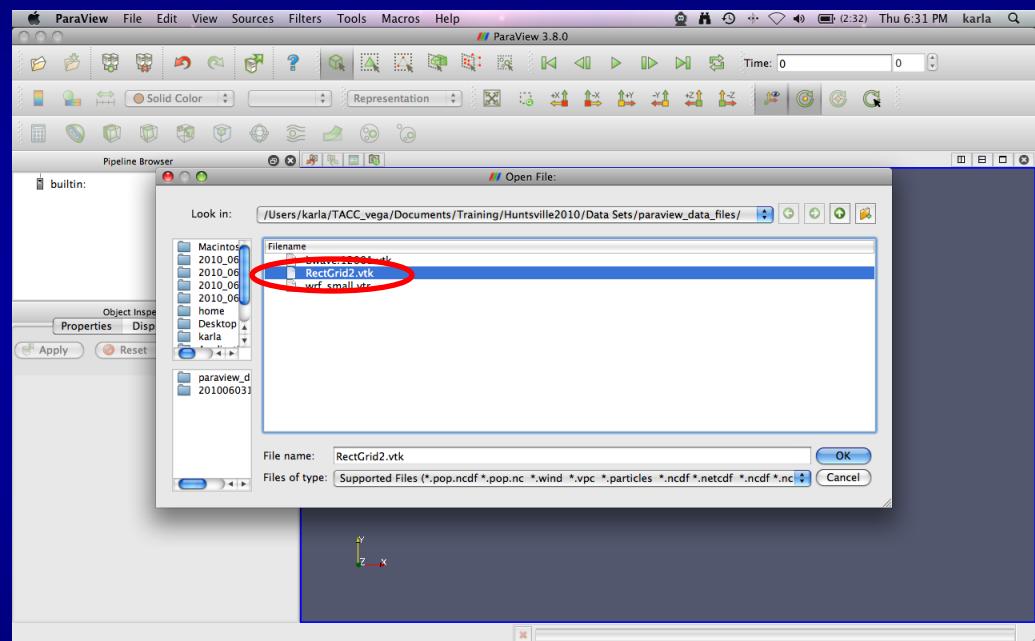


ParaView

Open the file

RectGrid2.vtk

- **Click** File -> Open
- **Select** RectGrid2.vtk
- **Click** OK
- **Click** blue Apply
- Box outline of dataset extent displayed

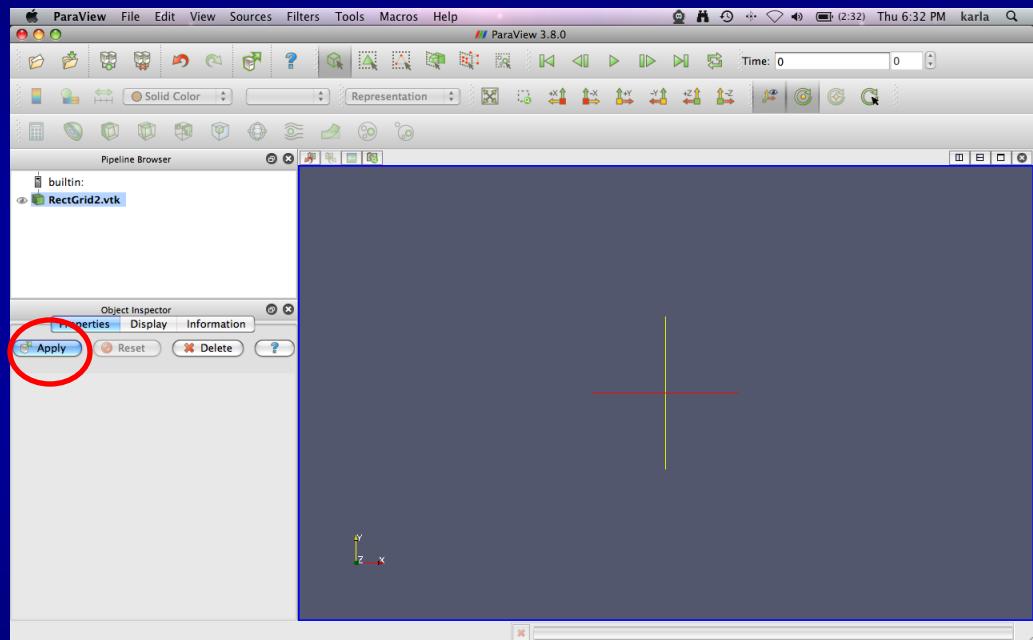


ParaView

Open the file

RectGrid2.vtk

- Click File -> Open
- Select RectGrid2.vtk
- Click OK
- Click blue Apply
- Box outline of dataset extent displayed

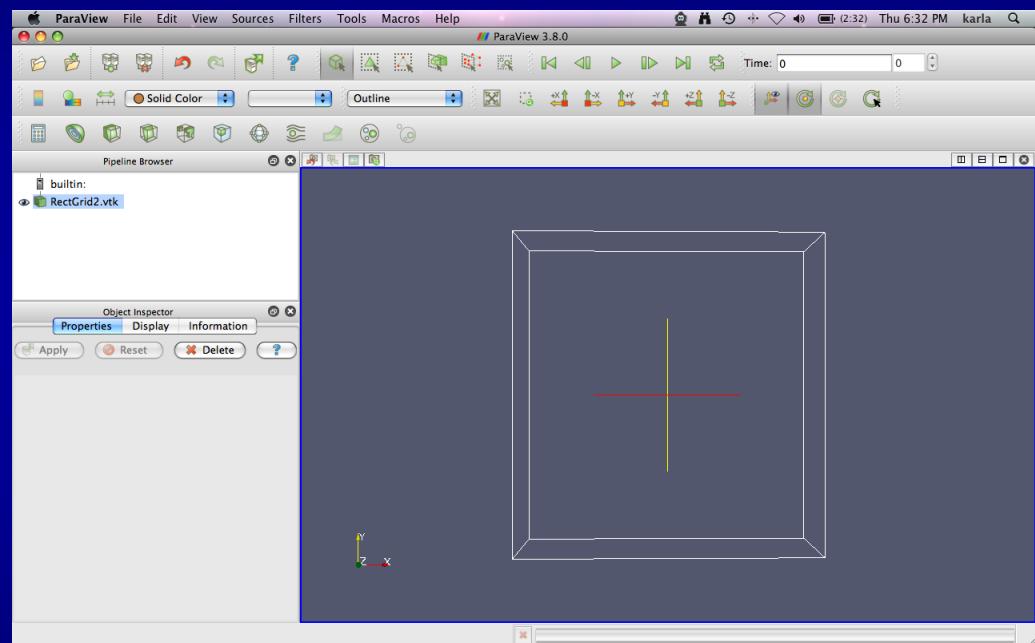


ParaView

Open the file

RectGrid2.vtk

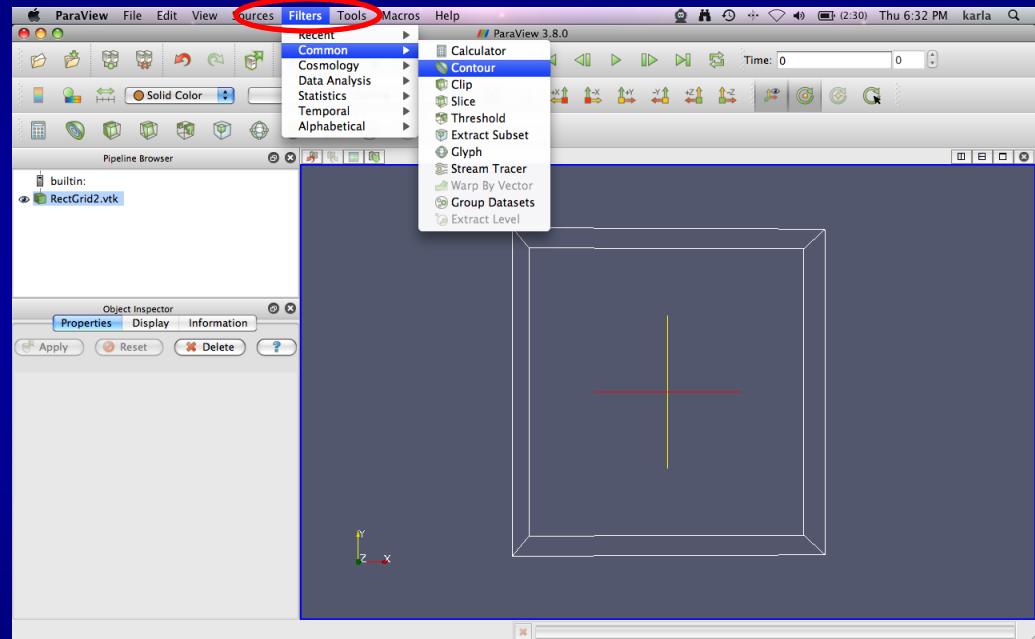
- Click File -> Open
- Select RectGrid2.vtk
- Click OK
- Click blue Apply
- Box outline of dataset extent displayed



ParaView

Create isosurfaces

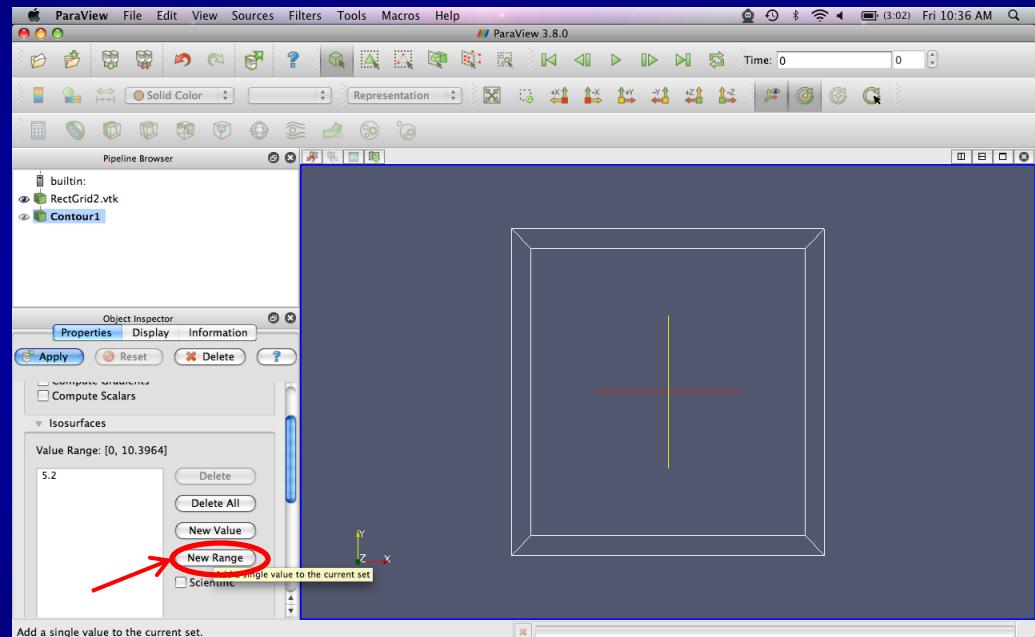
- **Click** Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- **Click** New Range
- Keep defaults, click OK
- **Click** blue Apply
- **Click** Display tab
- In Color by box, select vectors



ParaView

Create isosurfaces

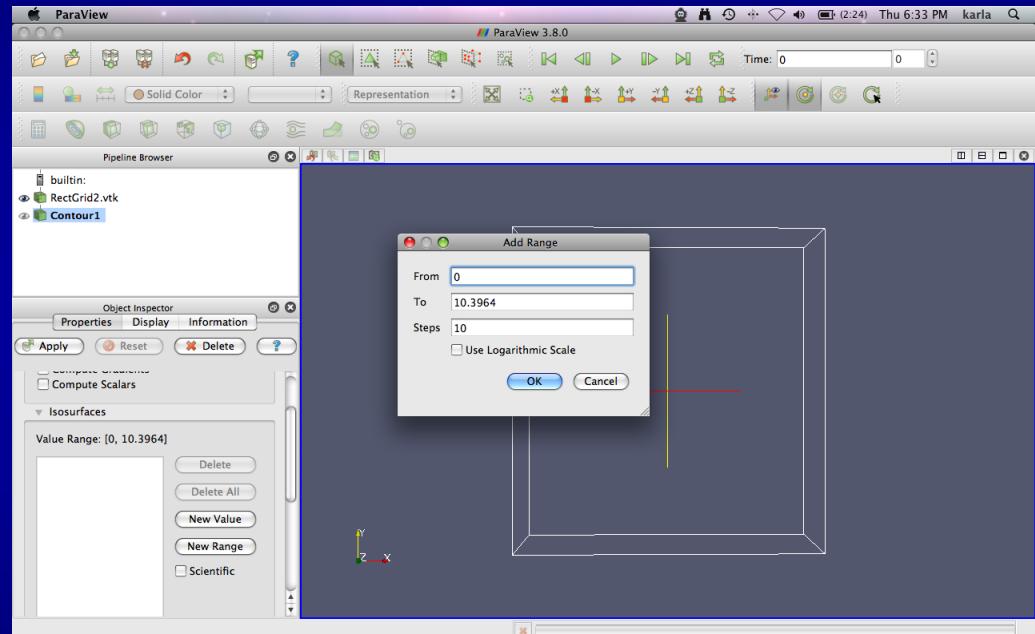
- Click Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
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- Keep defaults, click OK
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ParaView

Create isosurfaces

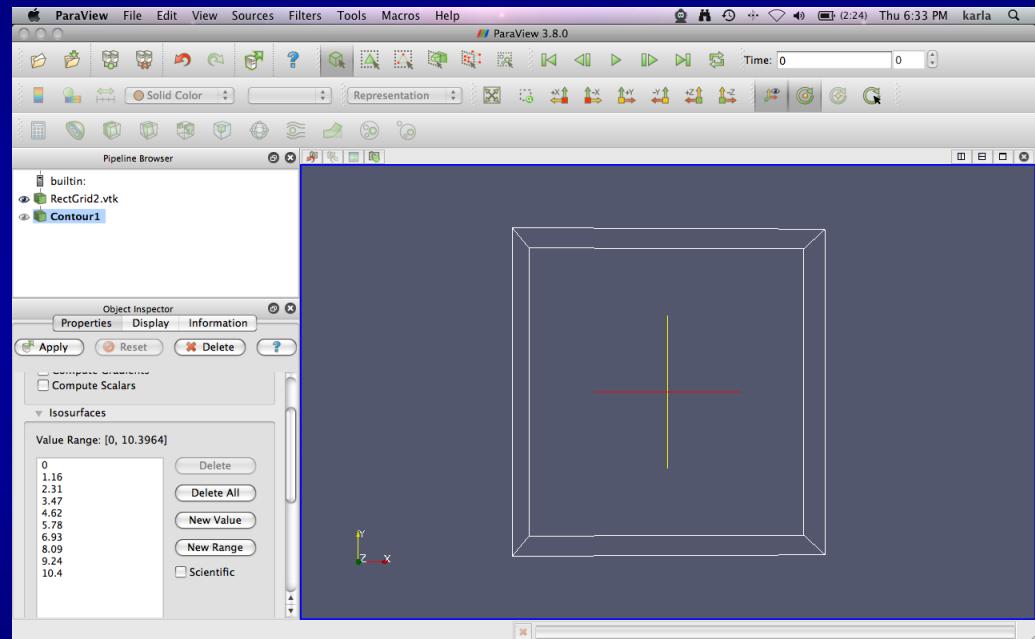
- **Click** Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- **Click** New Range
- **Keep defaults, click** OK
- **Click** blue Apply
- **Click** Display tab
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ParaView

Create isosurfaces

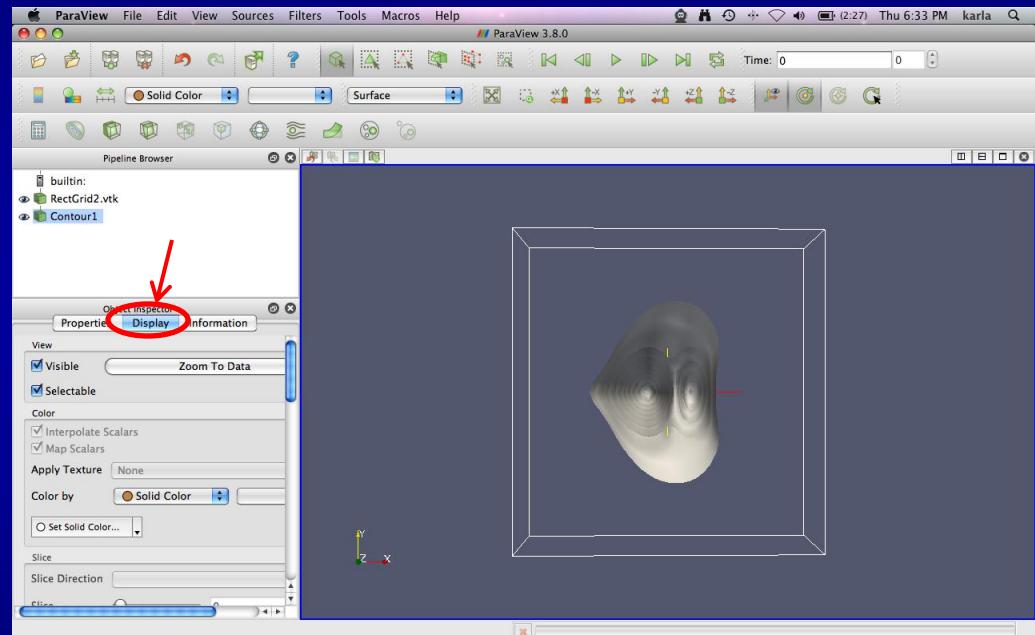
- **Click** Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- **Click** New Range
- Keep defaults, click OK
- **Click blue** Apply
- **Click** Display tab
- In Color by box, select vectors



ParaView

Create isosurfaces

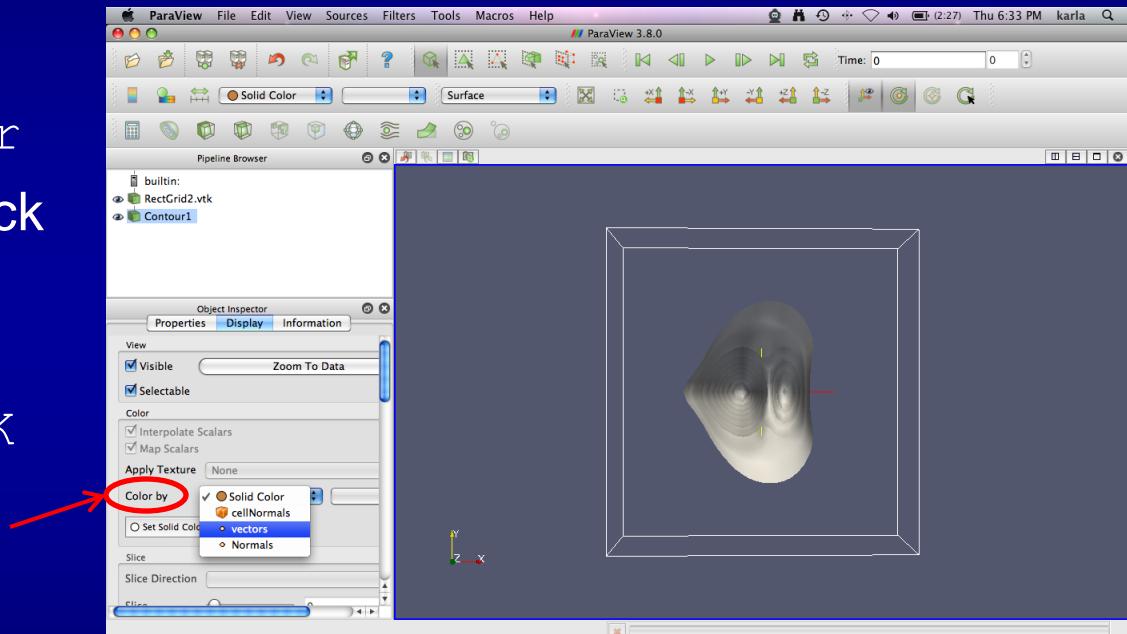
- **Click** Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- **Click** New Range
- Keep defaults, click OK
- Click blue Apply
- **Click** Display tab
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ParaView

Create isosurfaces

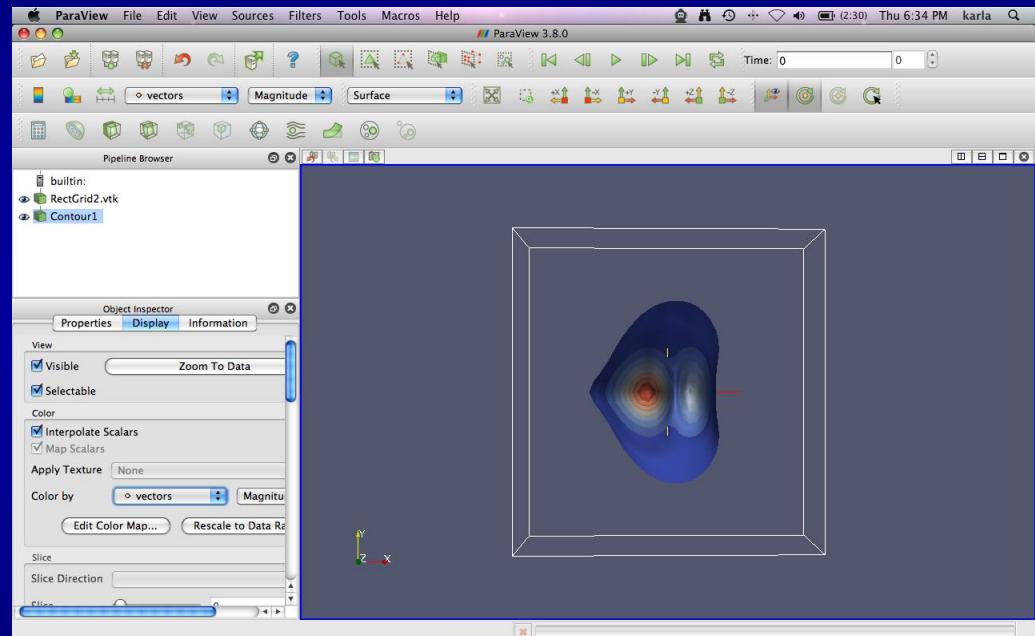
- Click Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- Click New Range
- Keep defaults, click OK
- Click blue Apply
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ParaView

Create isosurfaces

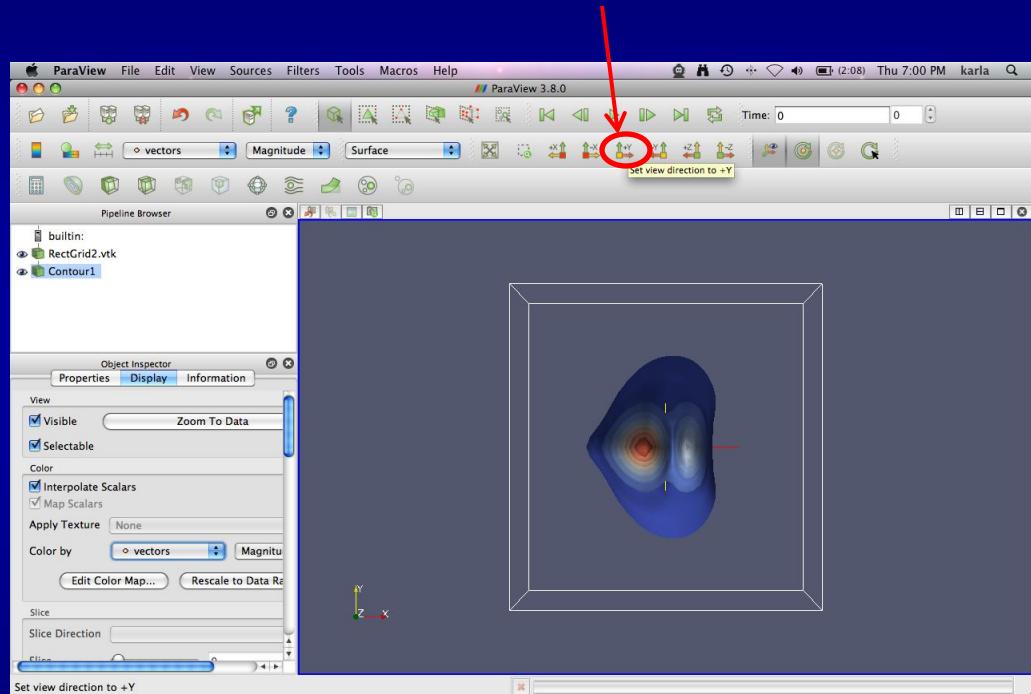
- **Click** Filters -> Common -> Contour
- In Isosurfaces box, click Delete All
- **Click** New Range
- Keep defaults, click OK
- **Click** blue Apply
- **Click** Display tab
- In Color by box, select vectors



ParaView

Clip isosurfaces

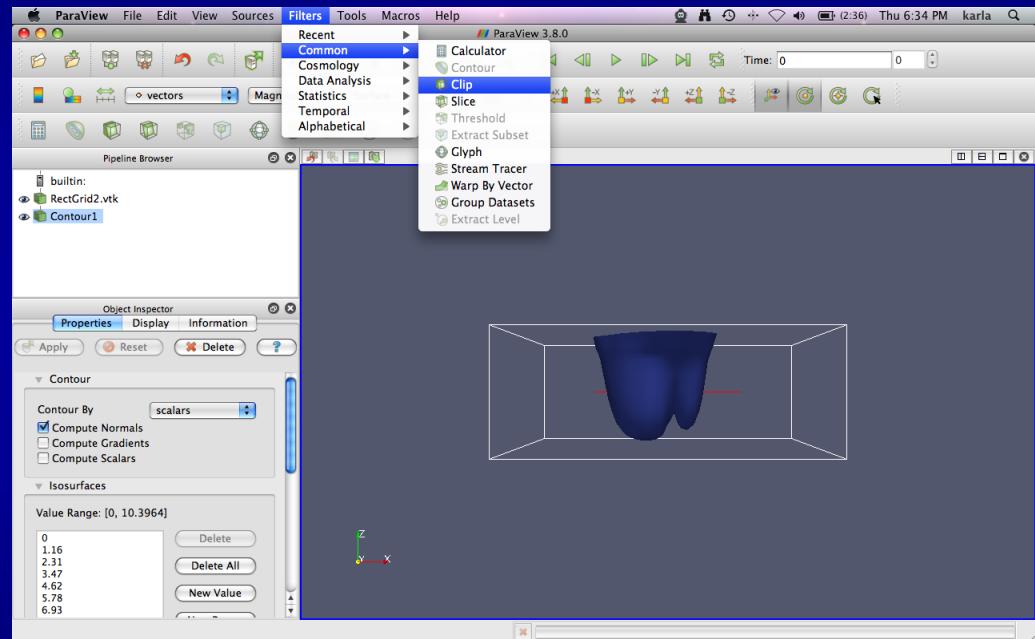
- Click +Y view button
- Click Filters -> Common -> Clip
- Drag arrow point around to front of surface (arrow turns red when selected)
- Click blue Apply
- Click Inside Out checkbox
- Click blue Apply
- Click Show Center button to remove crosshairs



ParaView

Clip isosurfaces

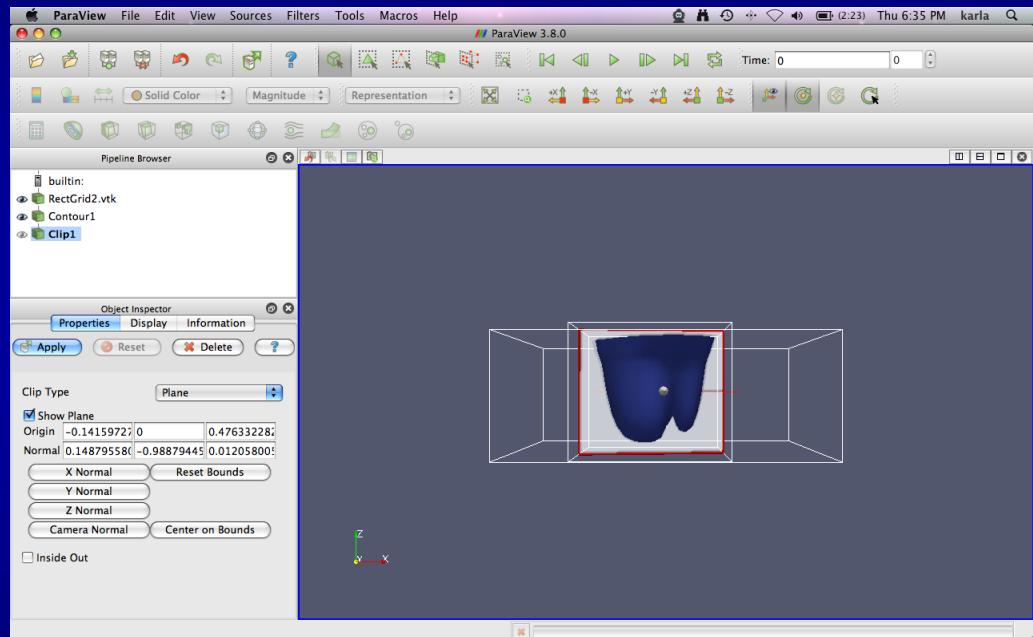
- Click +Y view button
- Click Filters -> Common -> Clip
- Drag arrow point around to front of surface (arrow turns red when selected)
- Click blue Apply
- Click Inside Out checkbox
- Click blue Apply
- Click Show Center button to remove crosshairs



ParaView

Clip isosurfaces

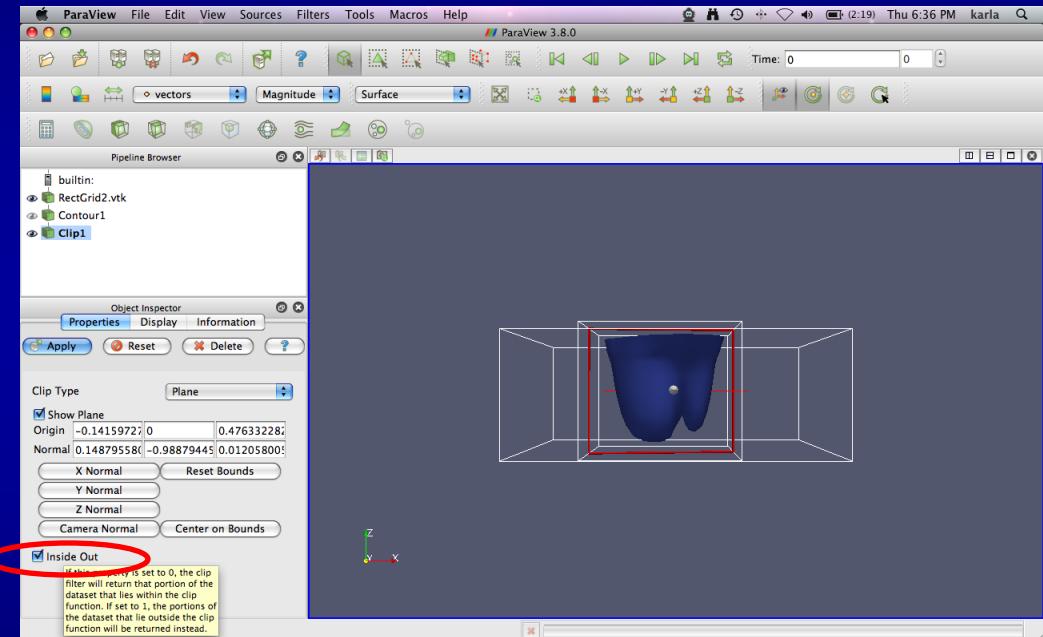
- Click +Y view button
- Click Filters -> Common -> Clip
- Drag arrow point around to front of surface (arrow turns red when selected)
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ParaView

Clip isosurfaces

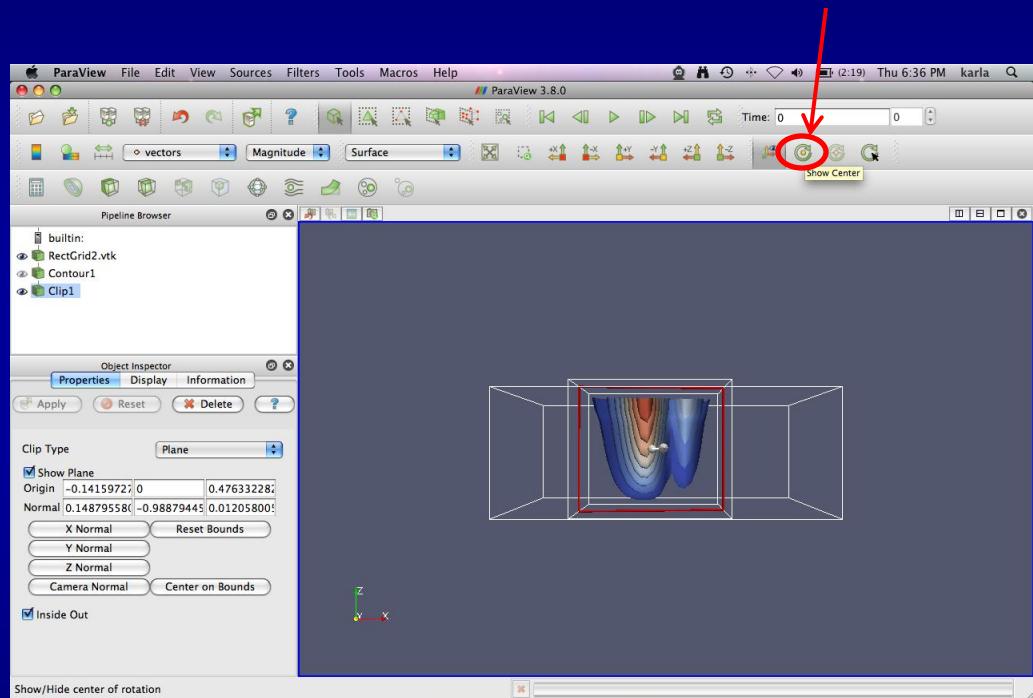
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ParaView

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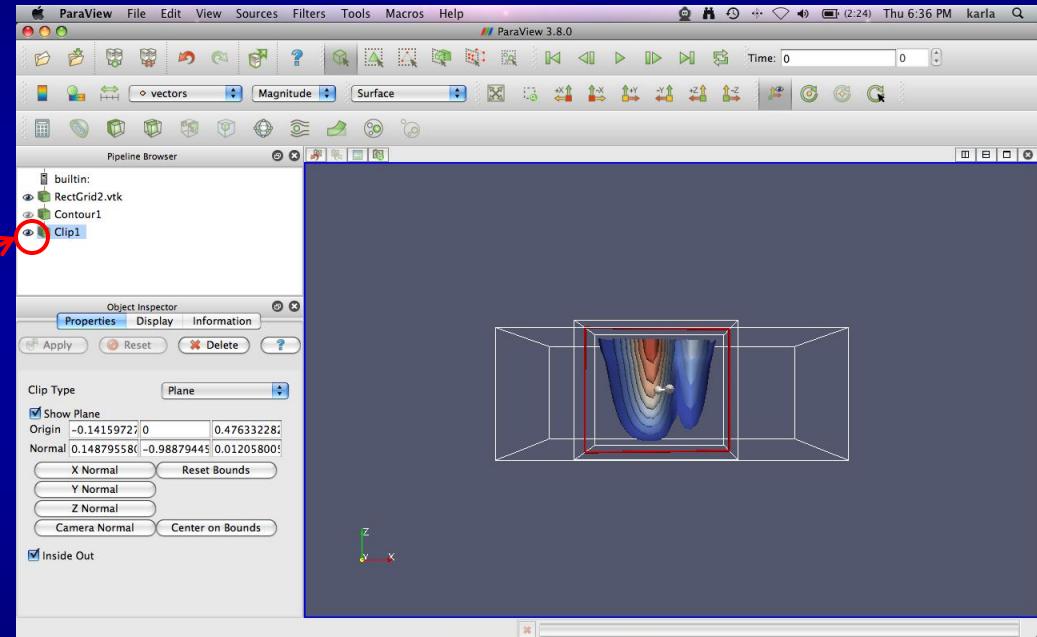
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ParaView

Slice isosurfaces

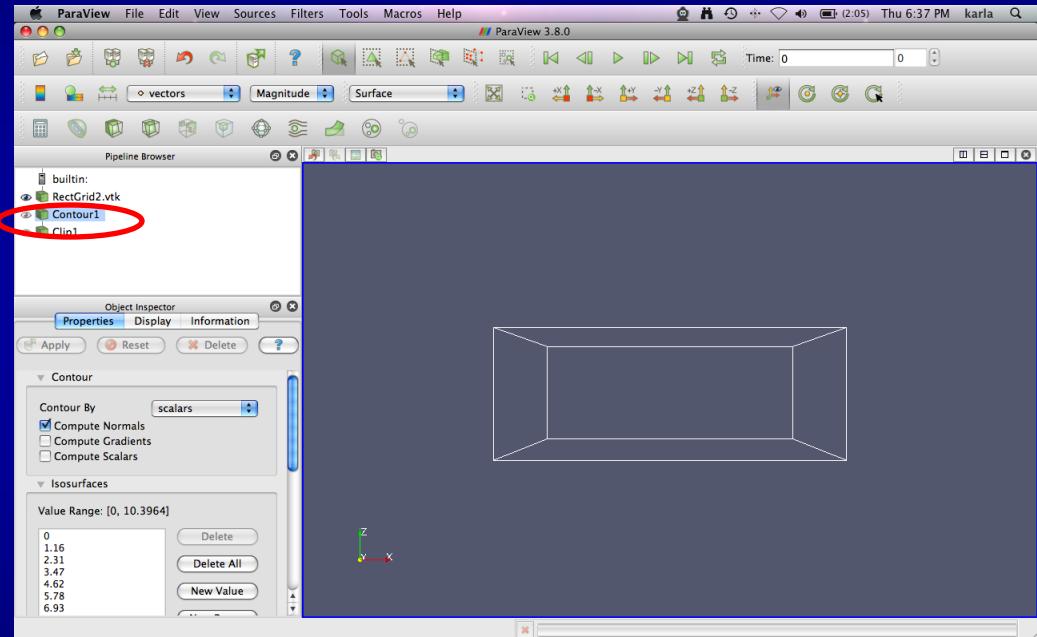
- Click eye next to Clip1 to hide clip plot
- Click Contour1 in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Click blue Apply



ParaView

Slice isosurfaces

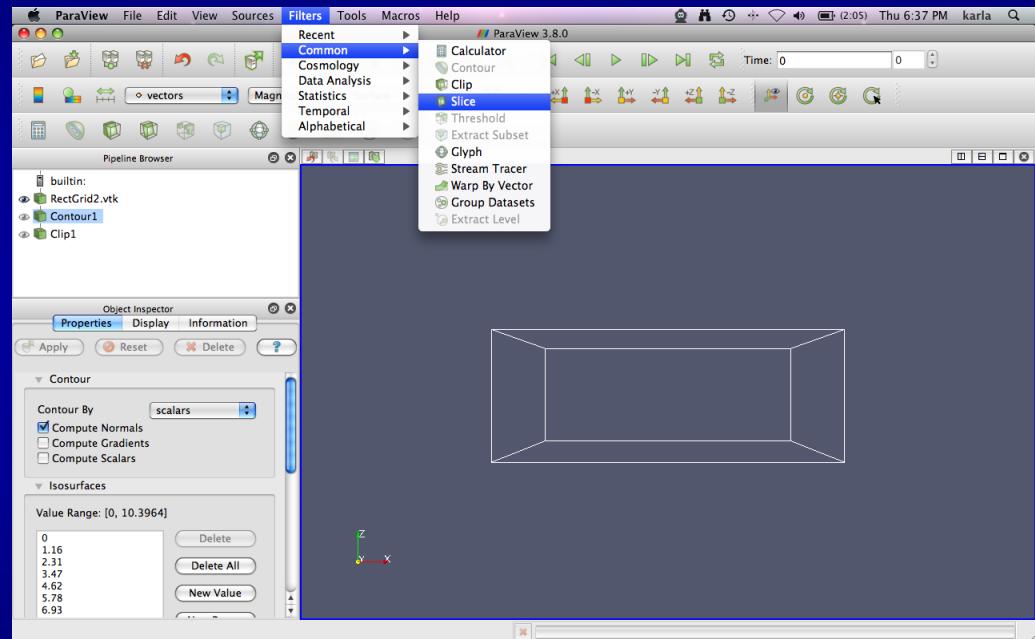
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ParaView

Slice isosurfaces

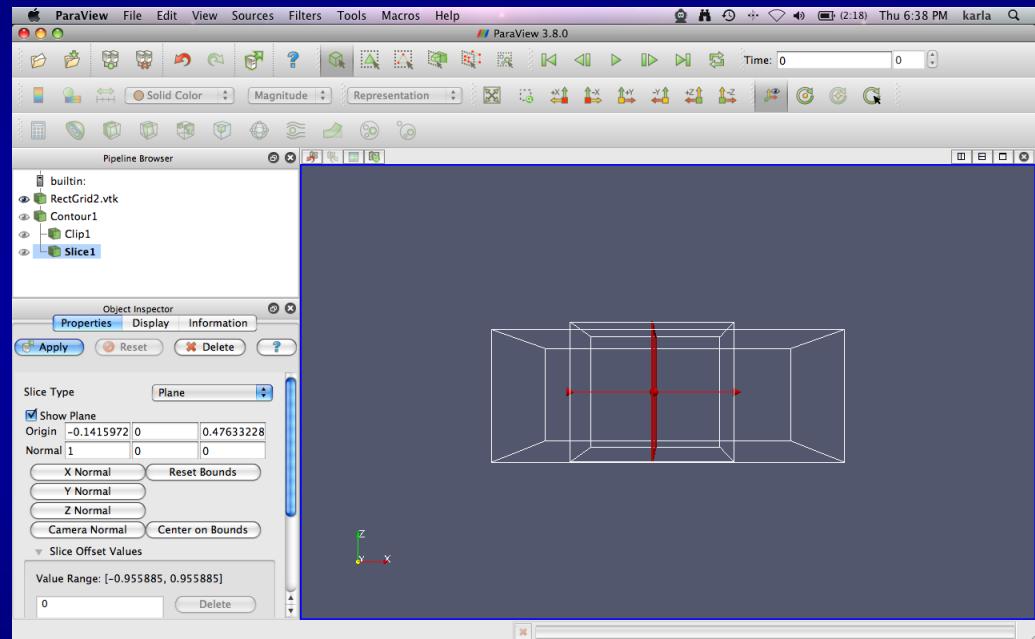
- Click eye next to Clip1 to hide clip plot
- Click Contour1 in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Click blue Apply



ParaView

Slice isosurfaces

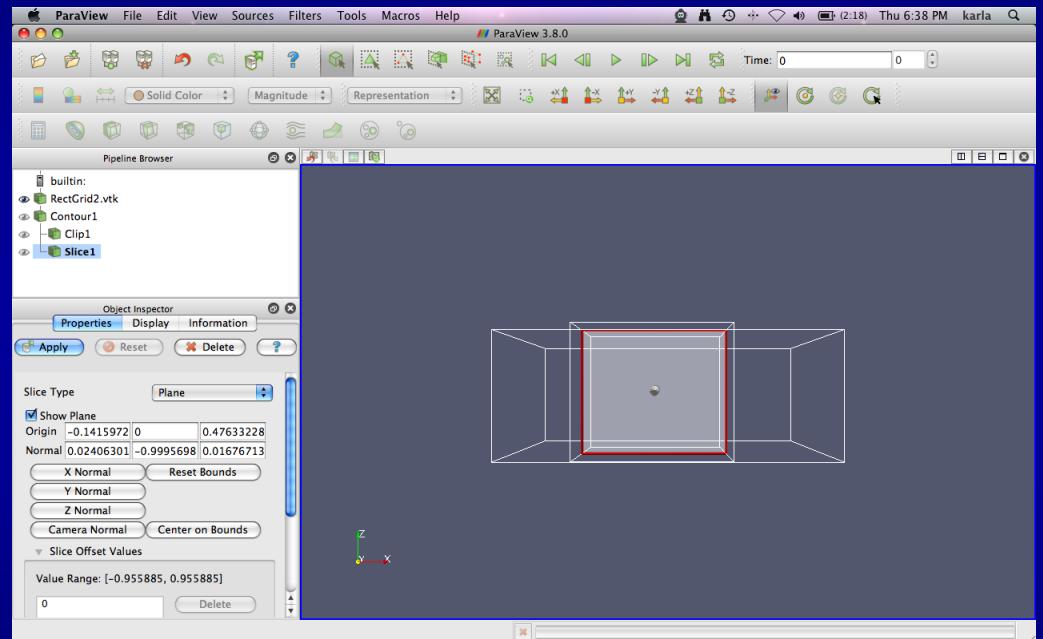
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ParaView

Slice isosurfaces

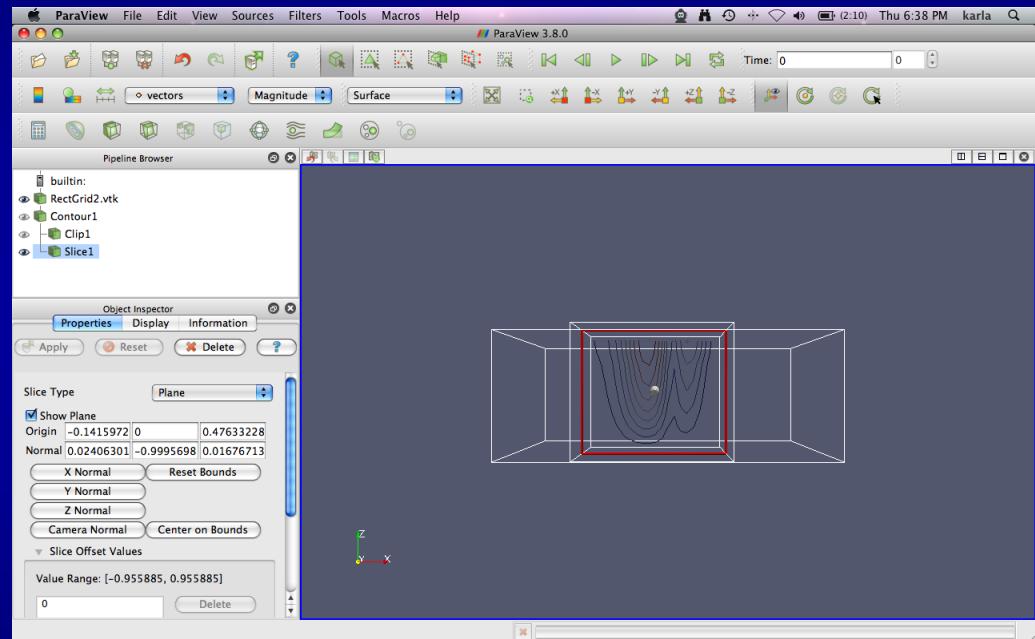
- Click eye next to Clip1 to hide clip plot
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ParaView

Slice isosurfaces

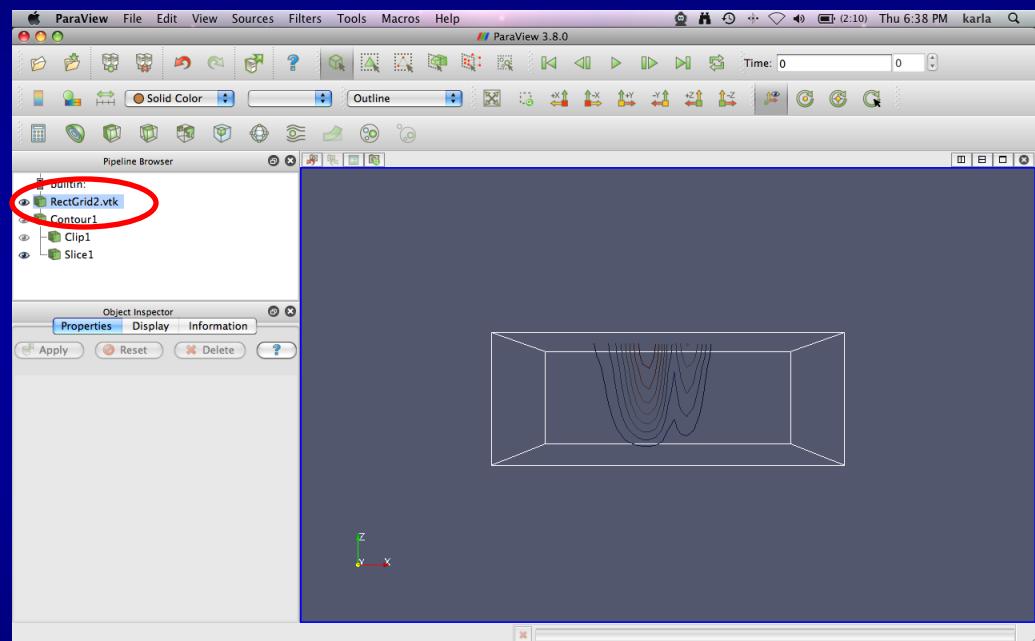
- Click eye next to Clip1 to hide clip plot
- Click Contour1 in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Click blue Apply



ParaView

Create Glyph of Vector Field

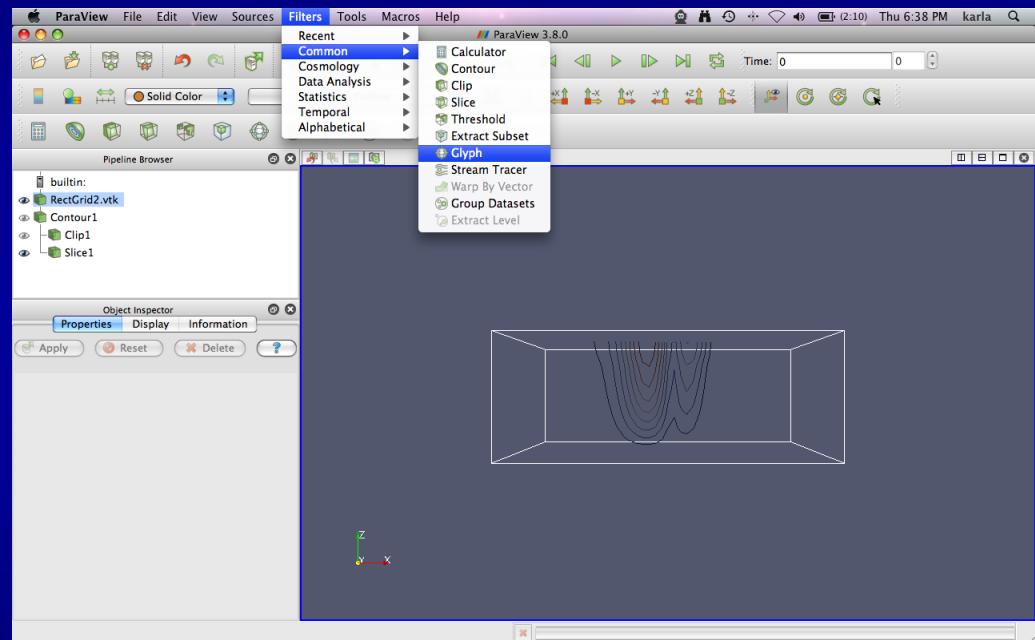
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Glyph
- Click blue Apply



ParaView

Create Glyph of Vector Field

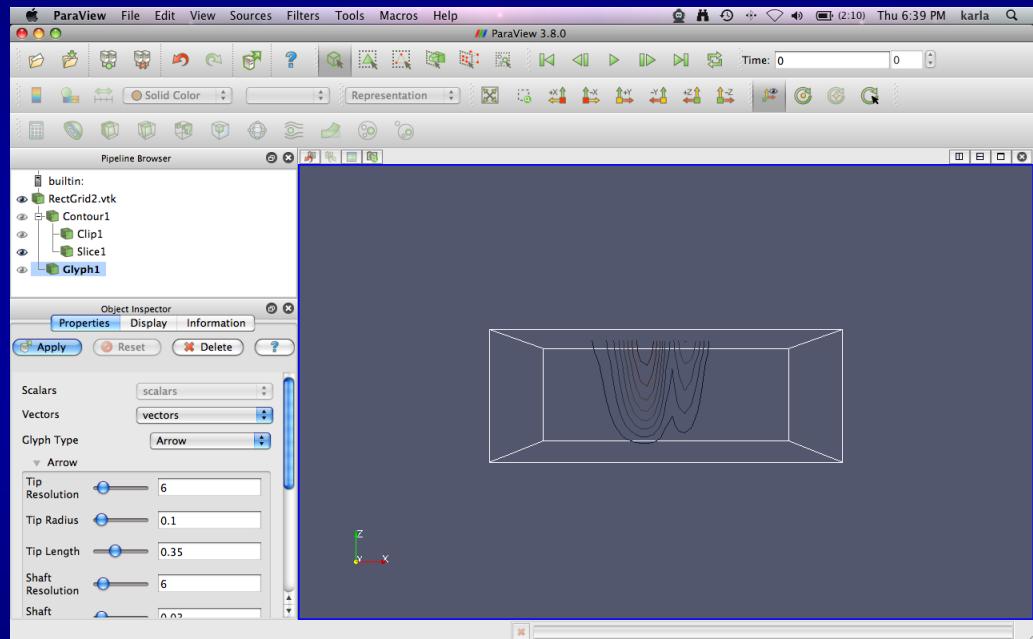
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Glyph
- Click blue Apply



ParaView

Create Glyph of Vector Field

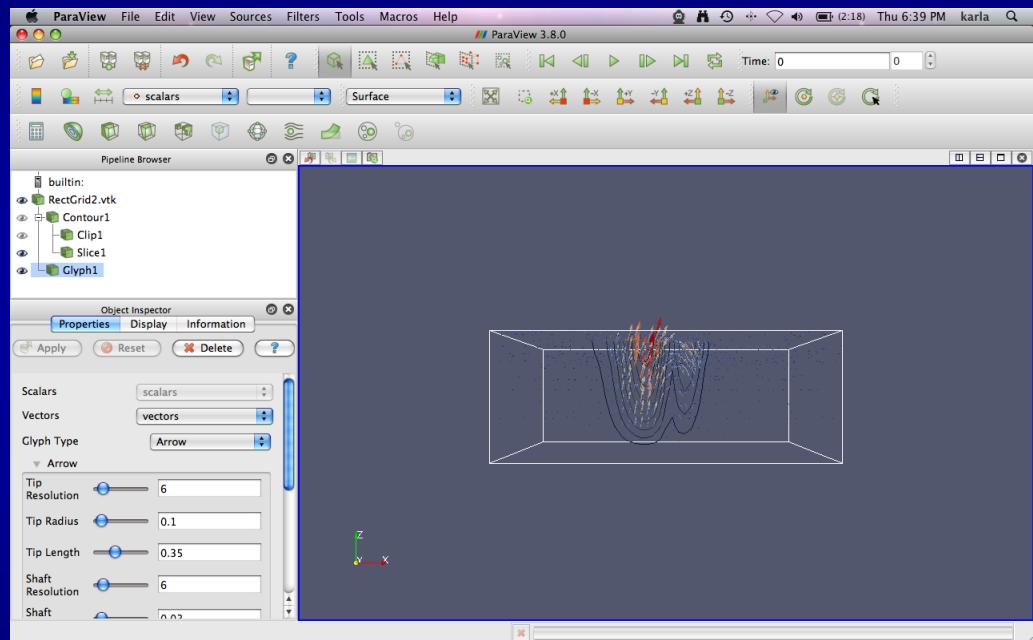
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Glyph
- Click blue Apply



ParaView

Create Glyph of Vector Field

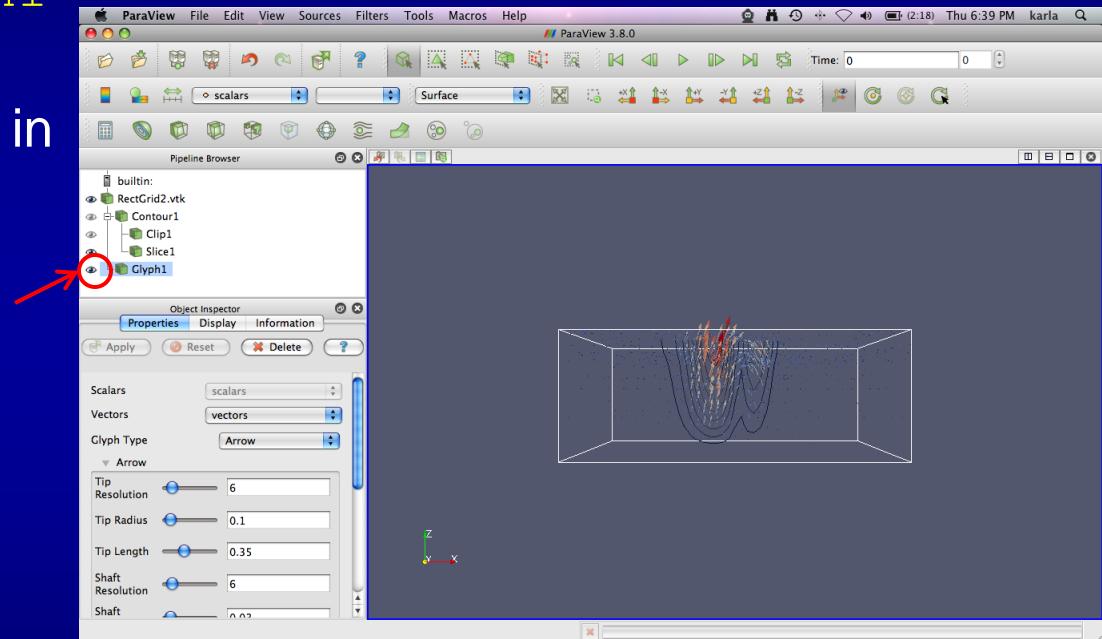
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Glyph
- Click blue Apply



ParaView

Create Streamlines

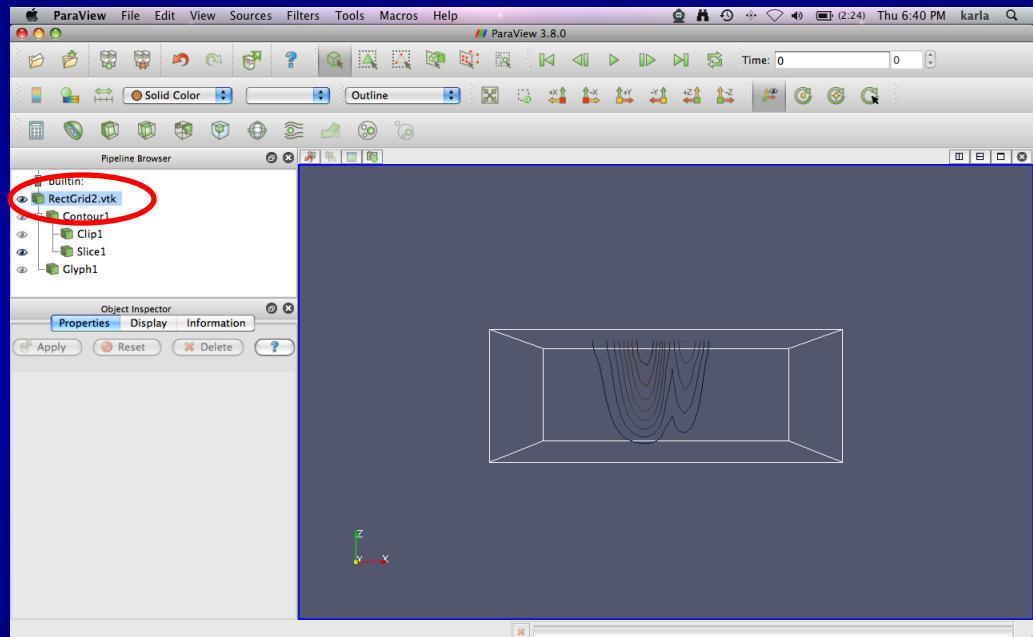
- Click eye next to Glyph1 to hide glyph plot
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Stream Tracer
- Click blue Apply
- Under Display tab, in the Color by box, select Vorticity



ParaView

Create Streamlines

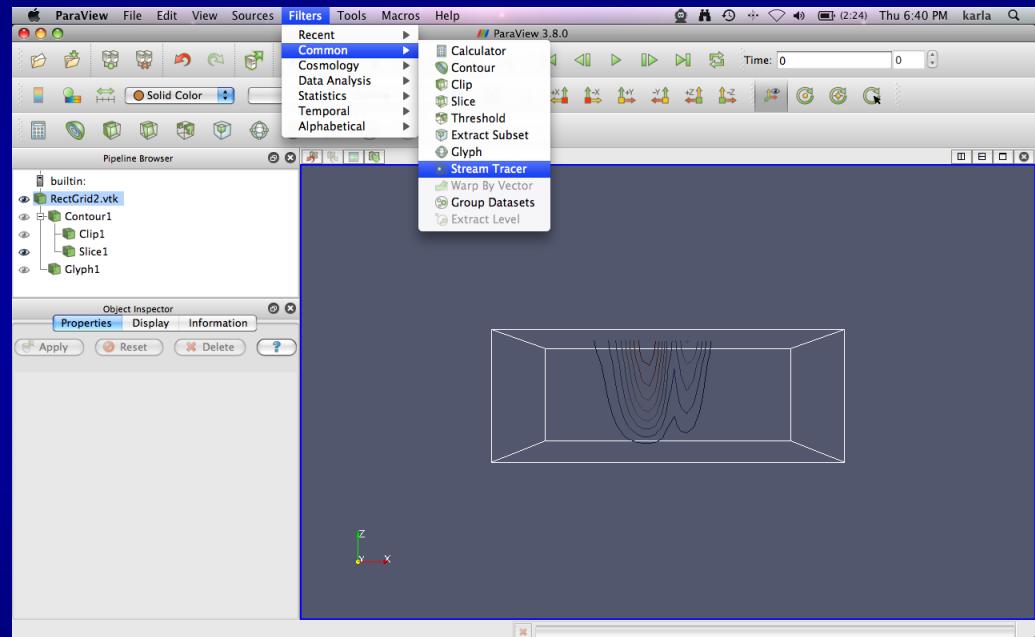
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- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Stream Tracer
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ParaView

Create Streamlines

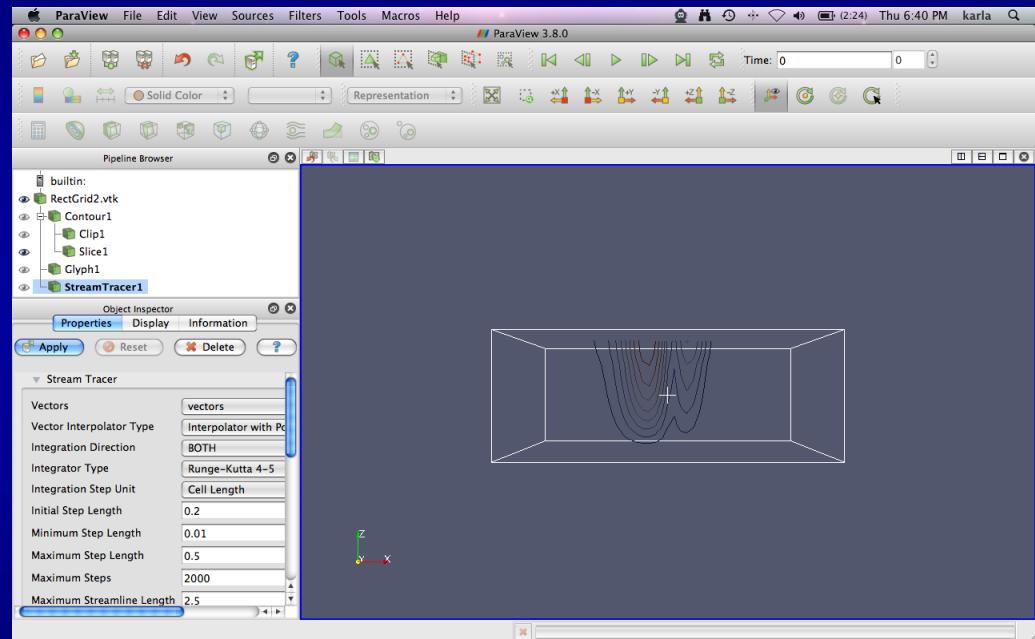
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ParaView

Create Streamlines

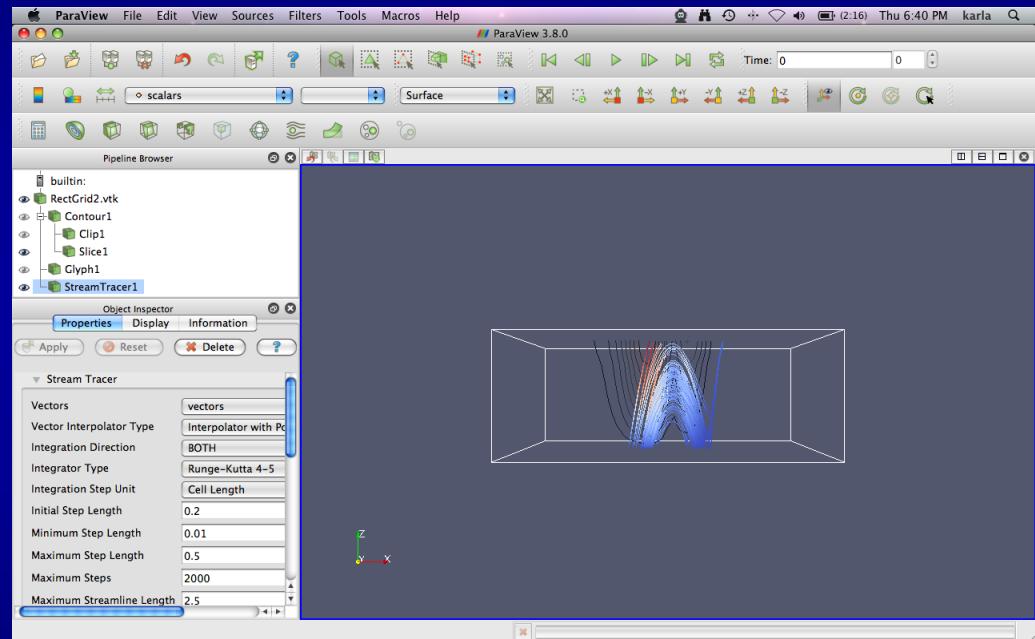
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ParaView

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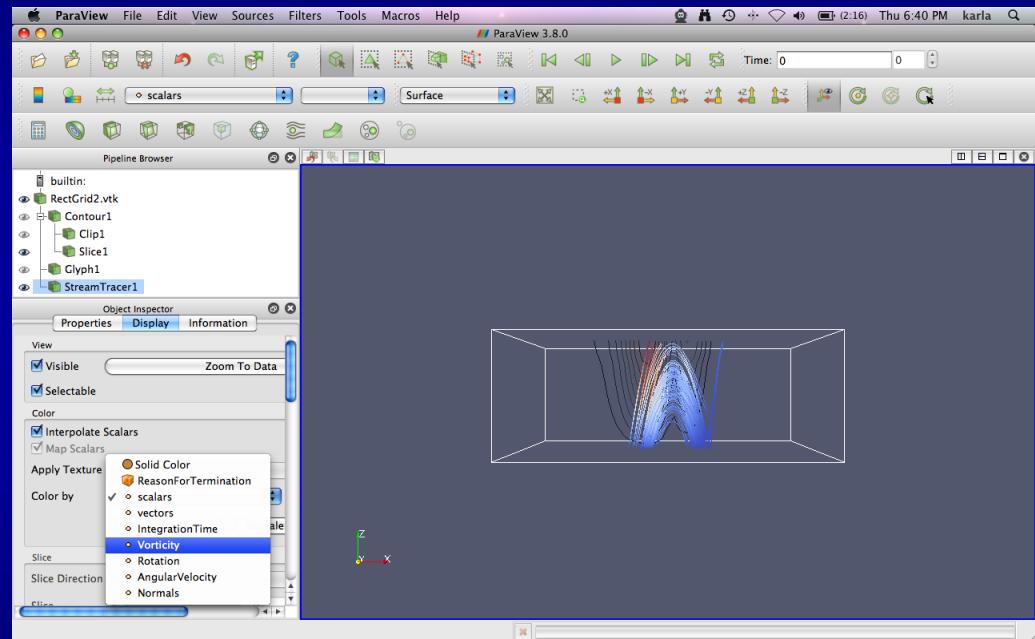
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ParaView

Create Streamlines

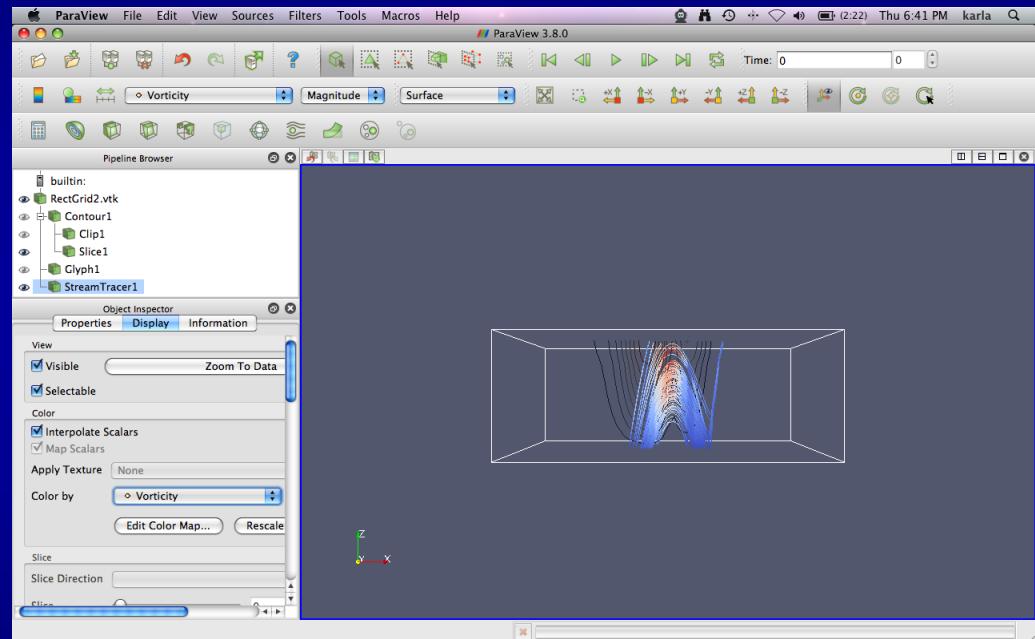
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- Click RectGrid2.vtk in Pipeline Browser
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- Click blue Apply
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ParaView

Create Streamlines

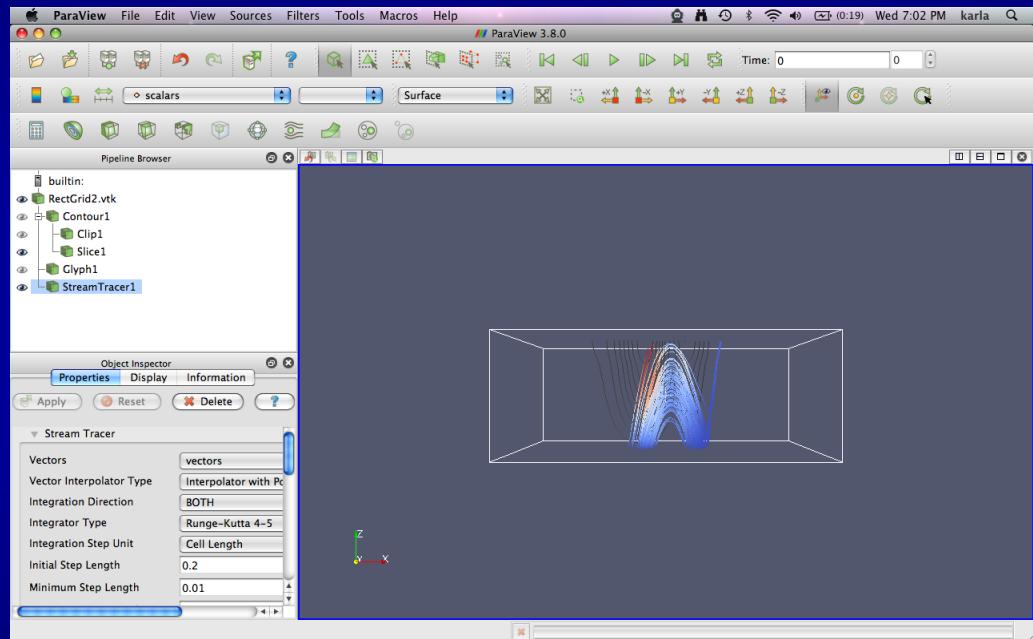
- Click eye next to Glyph1 to hide glyph plot
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Stream Tracer
- Click blue Apply
- Under Display tab, in the Color by box, select Vorticity



ParaView

Create Tubes

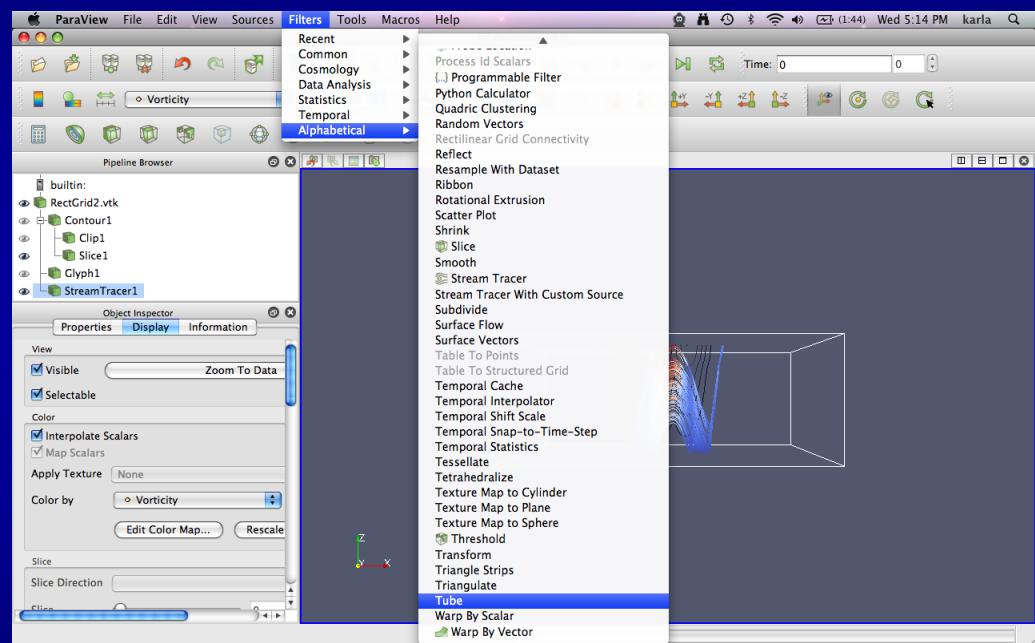
- Click StreamTracer1 in Pipeline Browser
- Click Filters -> Alphabetical -> Tube
- Click blue Apply



ParaView

Create Tubes

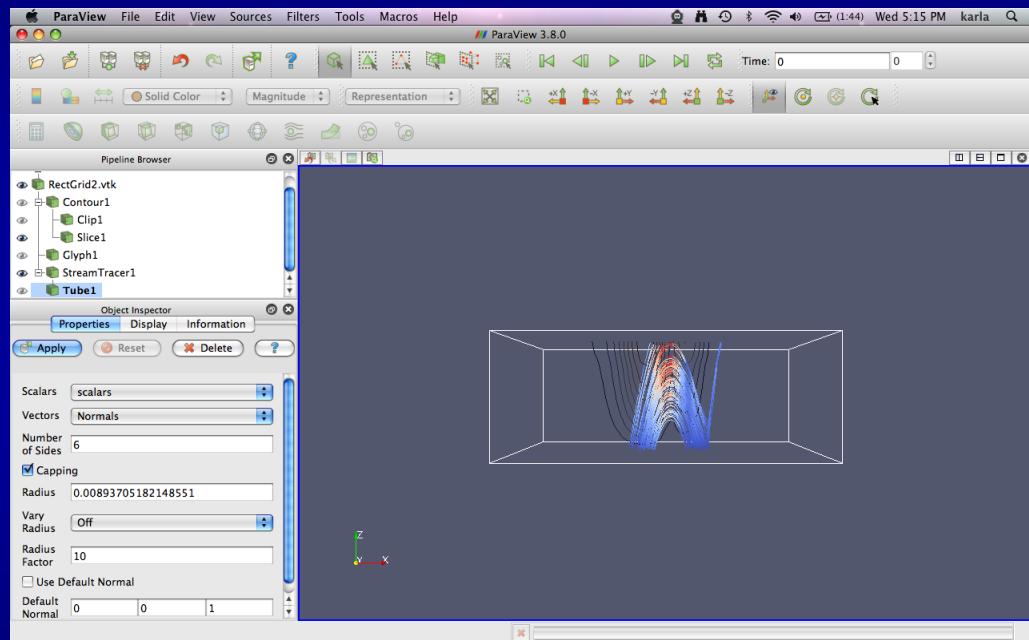
- Click StreamTracer1 in Pipeline Browser
- Click Filters -> Alphabetical -> Tube
- Click blue Apply



ParaView

Create Tubes

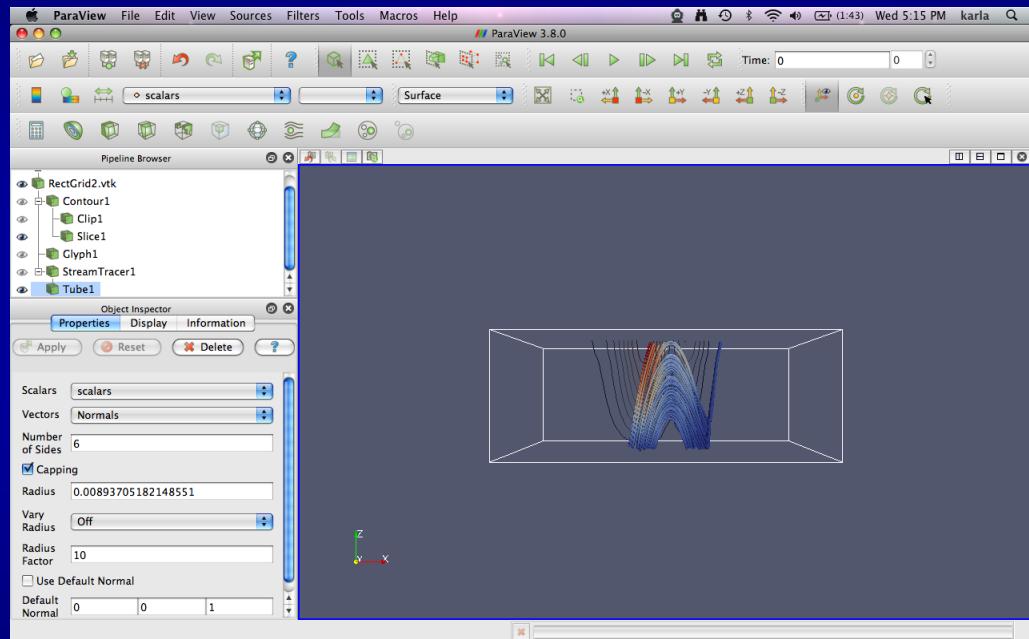
- Click StreamTracer1 in Pipeline Browser
- Click Filters -> Alphabetical -> Tube
- Click blue Apply



ParaView

Create Tubes

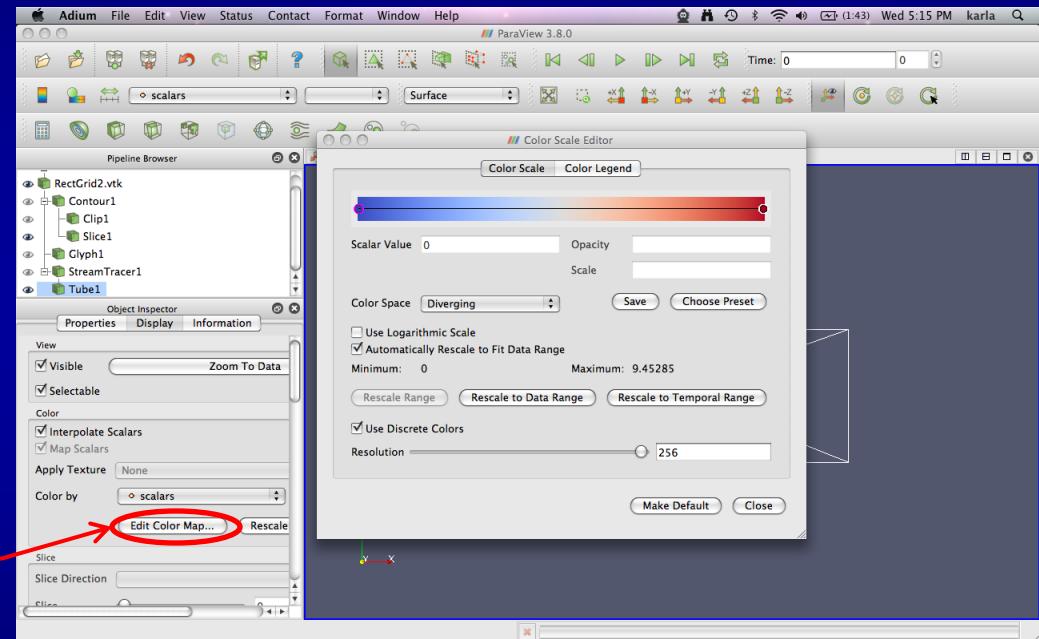
- Click StreamTracer1 in Pipeline Browser
- Click Filters -> Alphabetical -> Tube
- Click blue Apply



ParaView

Edit Color Map

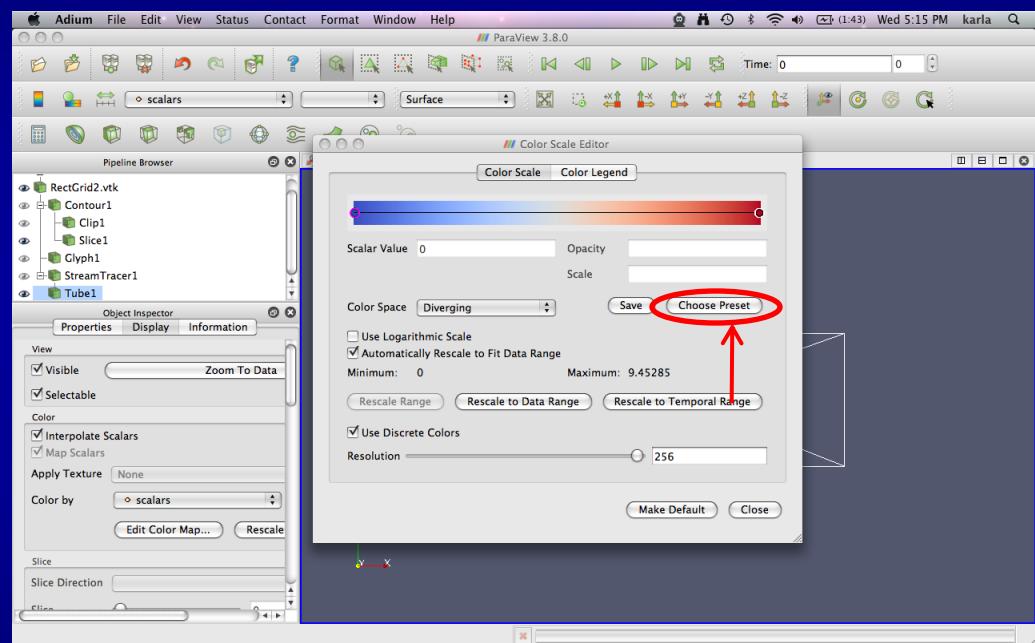
- Click Edit Color Map
- Click Choose Preset
- Select BLUE...HSV
- Click blue OK
- Click blue Close



ParaView

Edit Color Map

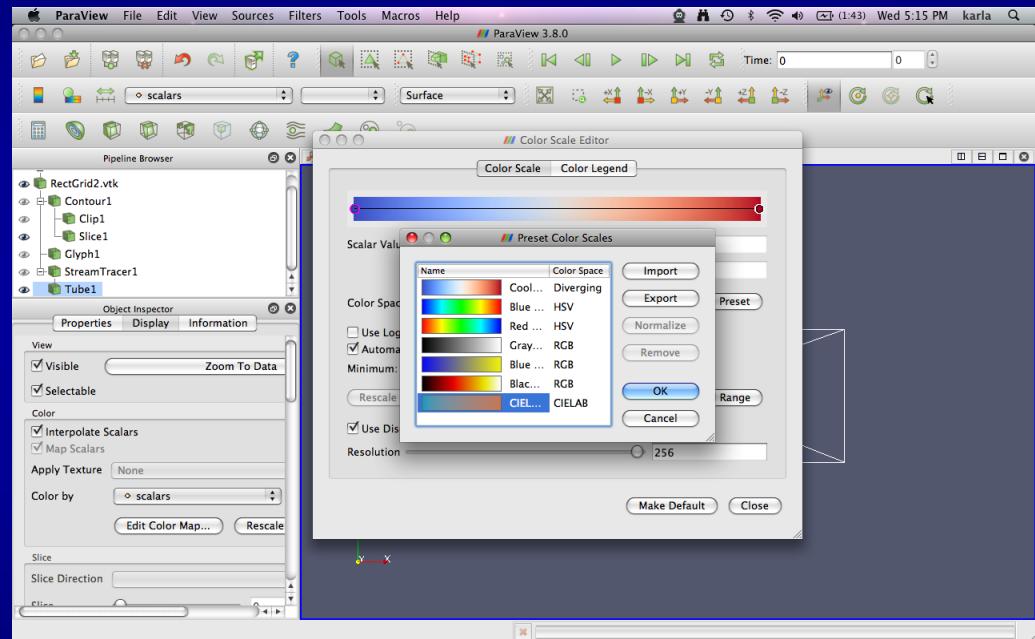
- Click Edit Color Map
- Click Choose Preset
- Select BLUE...HSV
- Click blue OK
- Click blue Close



ParaView

Edit Color Map

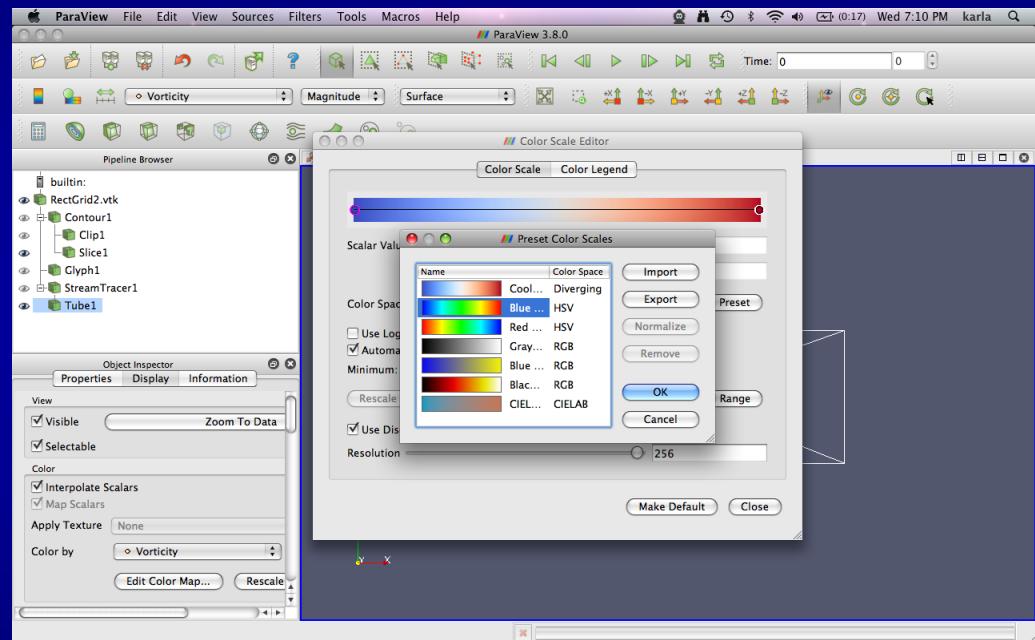
- Click Edit Color Map
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- Select BLUE...HSV
- Click blue OK
- Click blue Close



ParaView

Edit Color Map

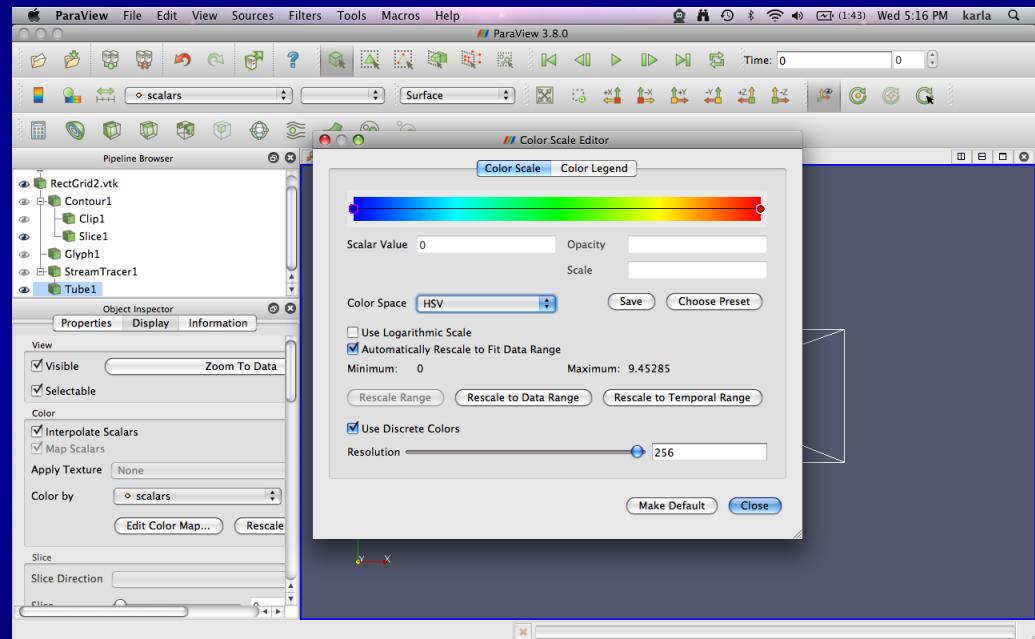
- Click Edit Color Map
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- Select BLUE...HSV
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ParaView

Edit Color Map

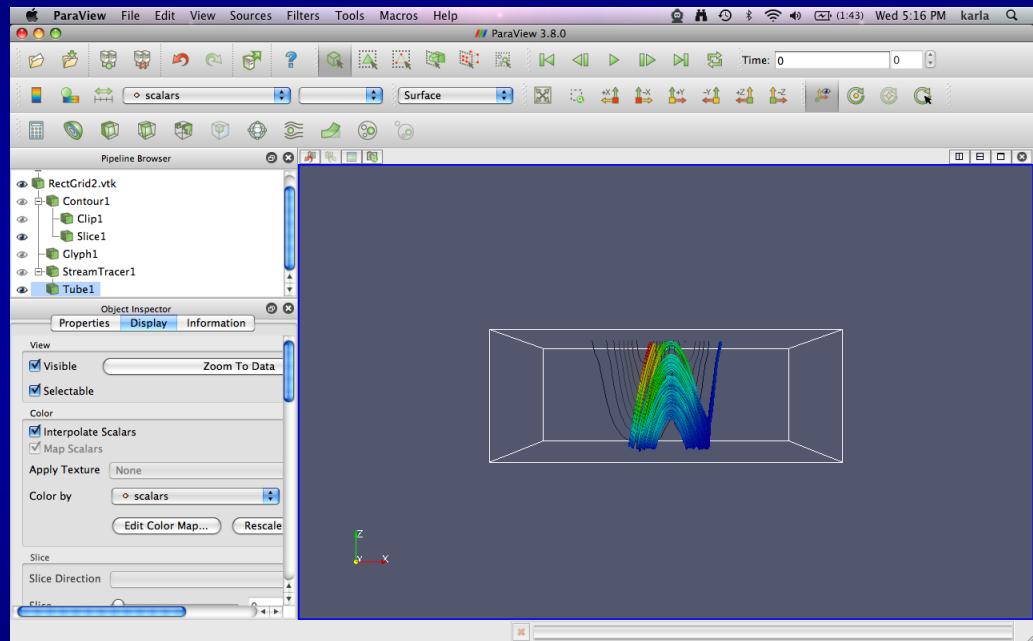
- Click Edit Color Map
- Click Choose Preset
- Select BLUE...HSV
- Click blue OK
- Click blue Close



ParaView

Edit Color Map

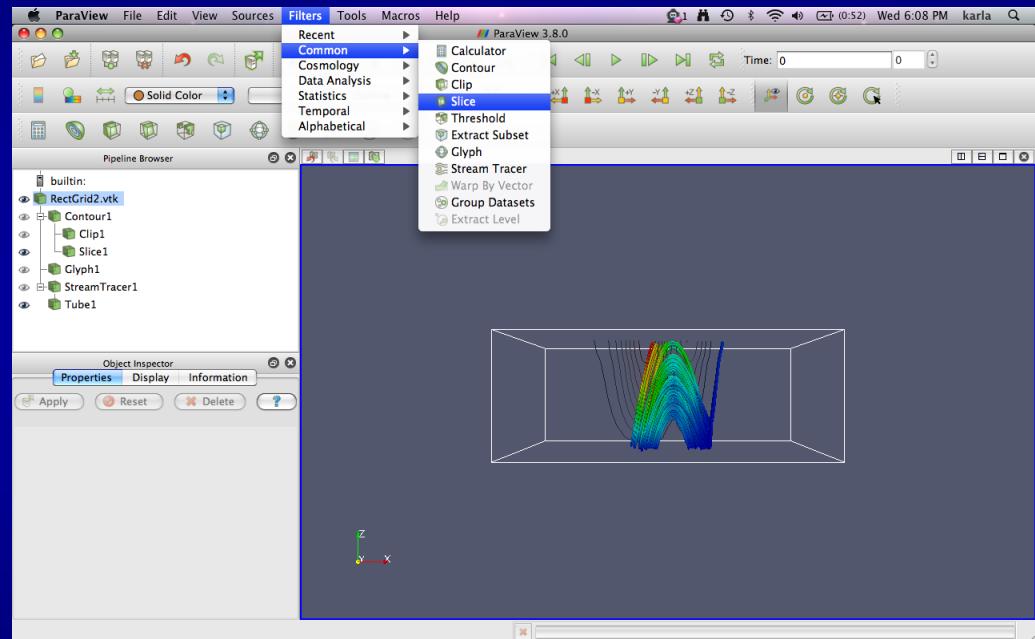
- Click Edit Color Map
- Click Choose Preset
- Select BLUE...HSV
- Click blue OK
- Click blue Close



ParaView

Create Slice

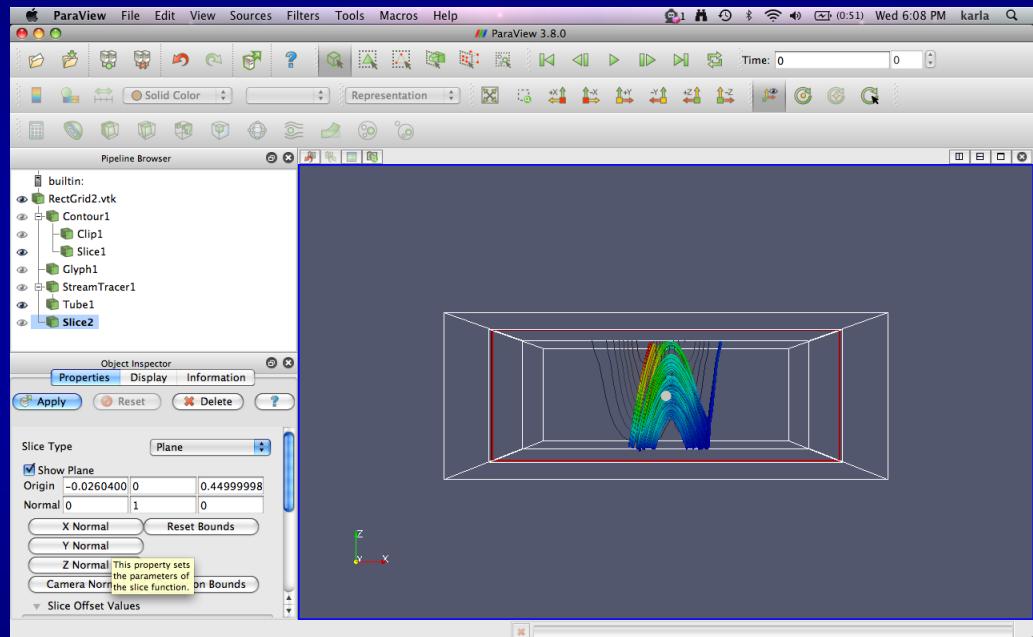
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Or click Y Normal
- Click blue Apply
- Click Show Plane



ParaView

Create Slice

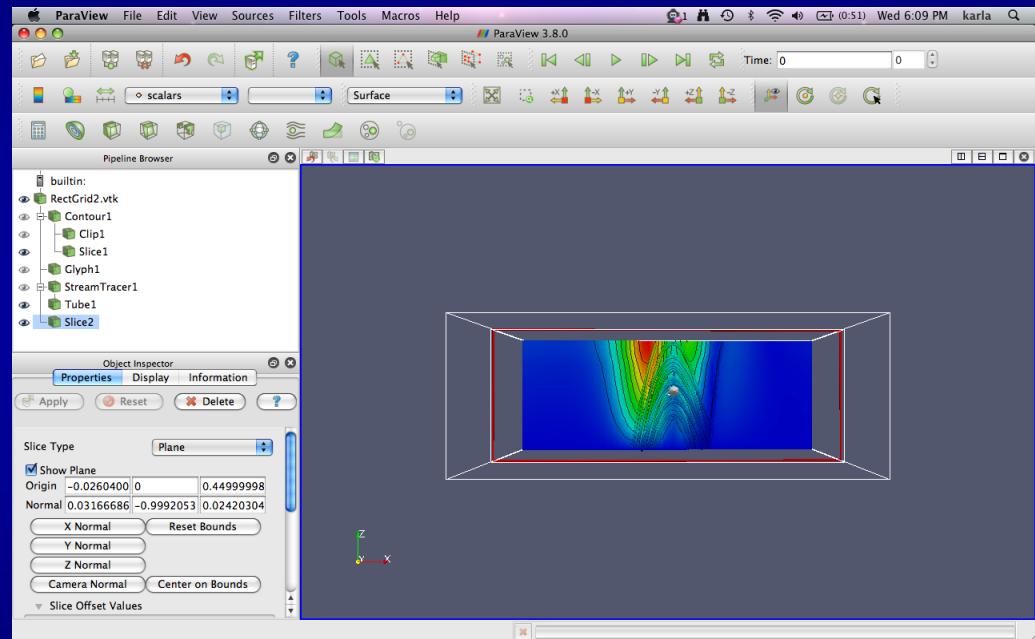
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Or click Y Normal
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- Click Show Plane



ParaView

Create Slice

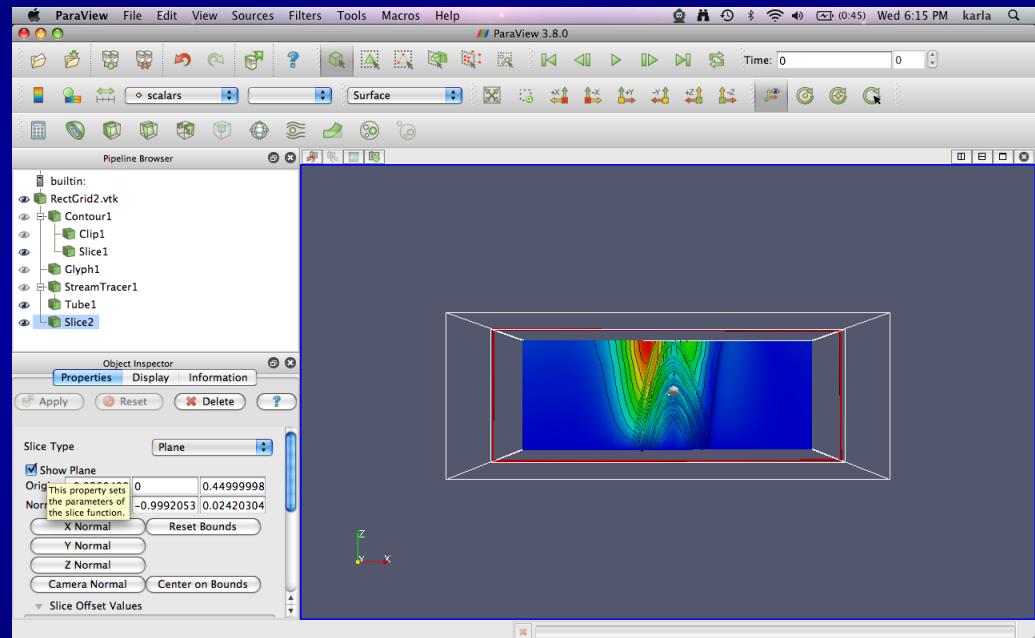
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Or click Y Normal
- Click blue Apply
- Click Show Plane



ParaView

Create Slice

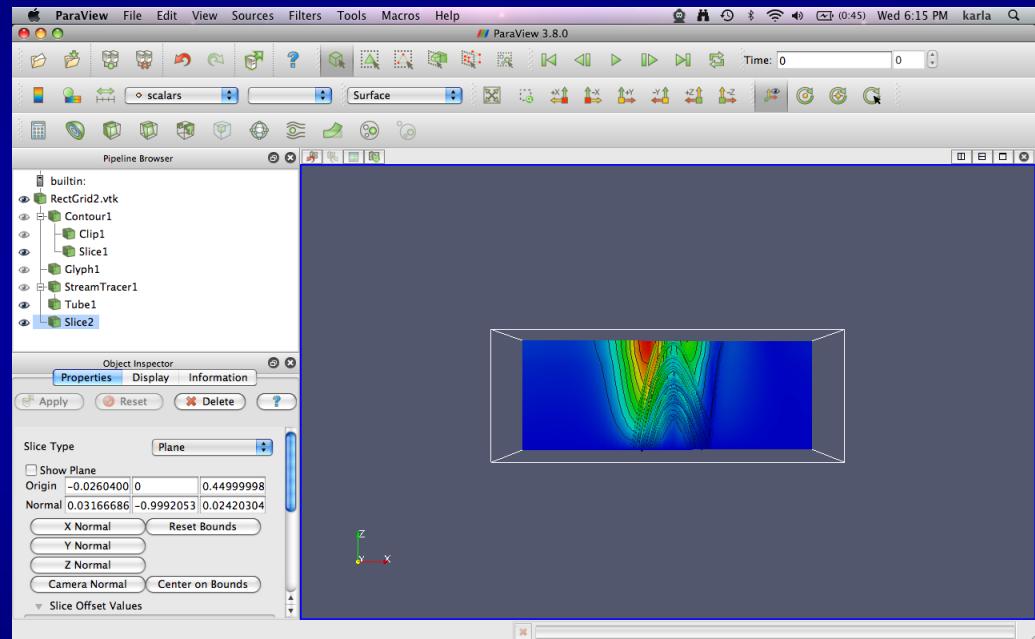
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Or click Y Normal
- Click blue Apply
- Click Show Plane



ParaView

Create Slice

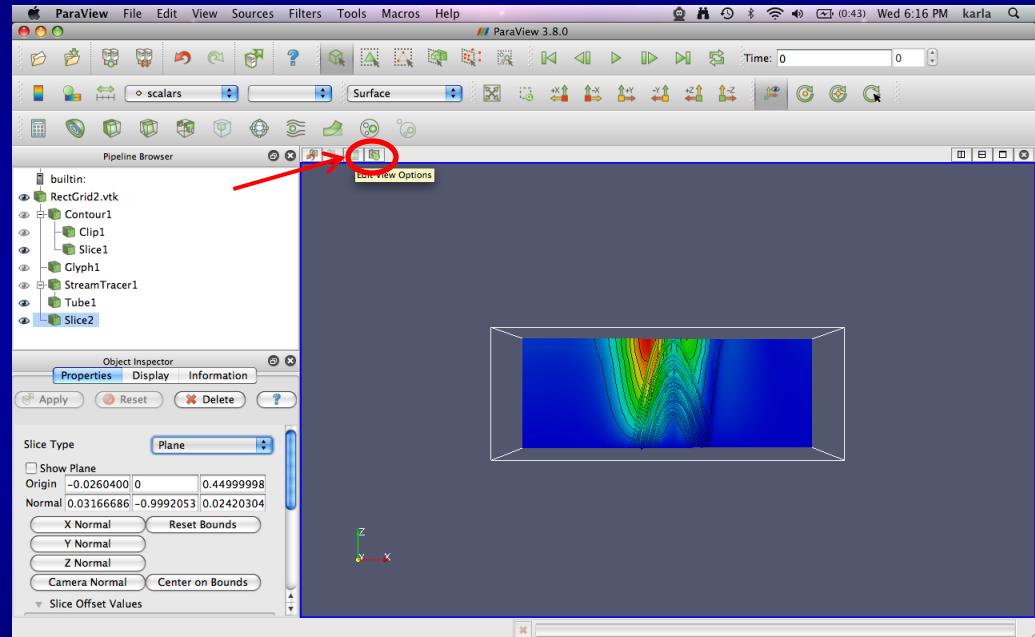
- Click RectGrid2.vtk in Pipeline Browser
- Click Filters -> Common -> Slice
- Drag arrow point around to front of surface (arrow turns red when selected)
- Or click Y Normal
- Click blue Apply
- Click Show Plane



ParaView

Background Color

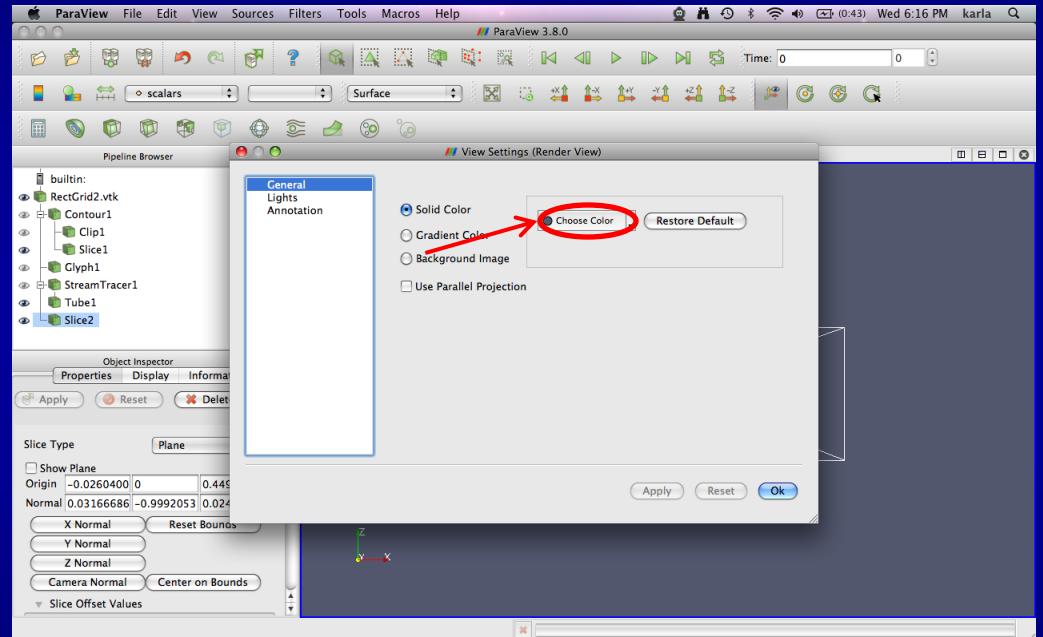
- Click the  button above the 3D view
- Click Choose Color
- Drag box to black
- Click blue Ok
- Click blue Ok



ParaView

Background Color

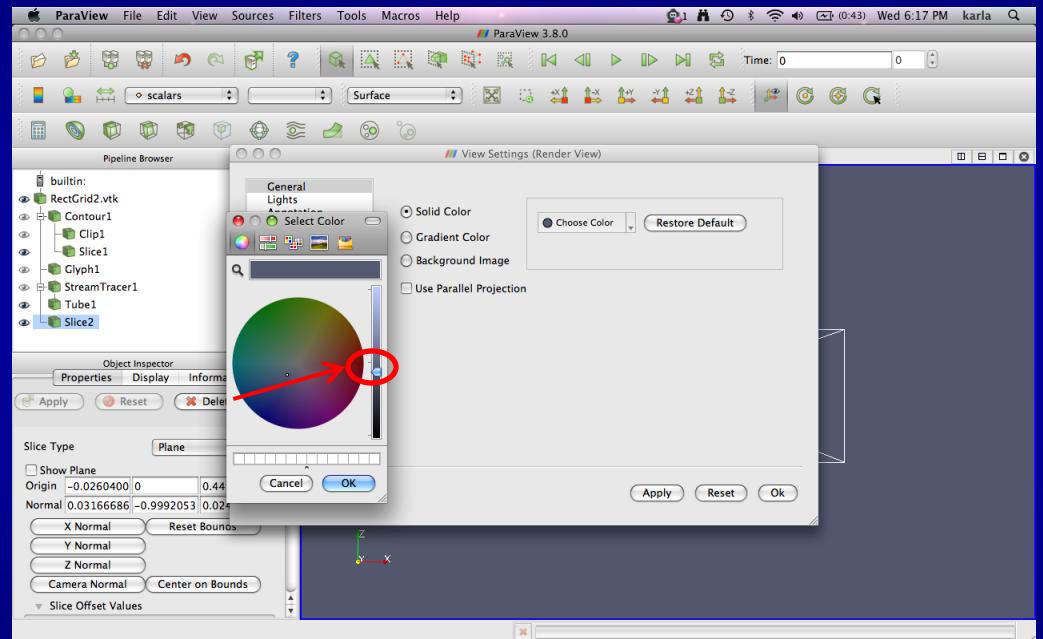
- Click the  button above the 3D view
- Click Choose Color
- Drag box to black
- Click blue Ok
- Click blue Ok



ParaView

Background Color

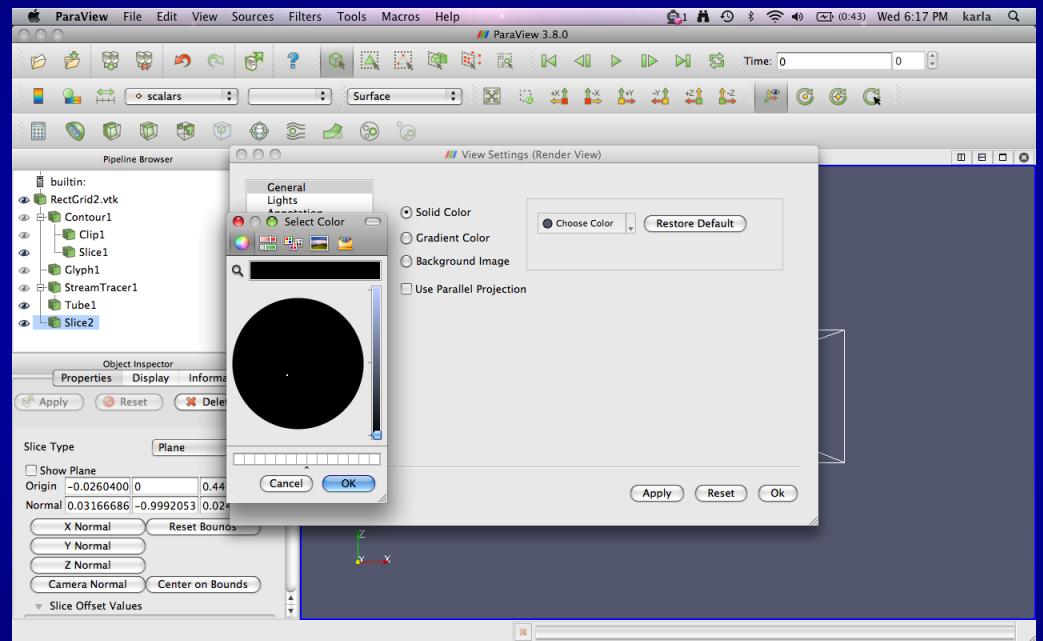
- Click the  button above the 3D view
- Click Choose Color
- Drag box to black
- Click blue Ok
- Click blue Ok



ParaView

Background Color

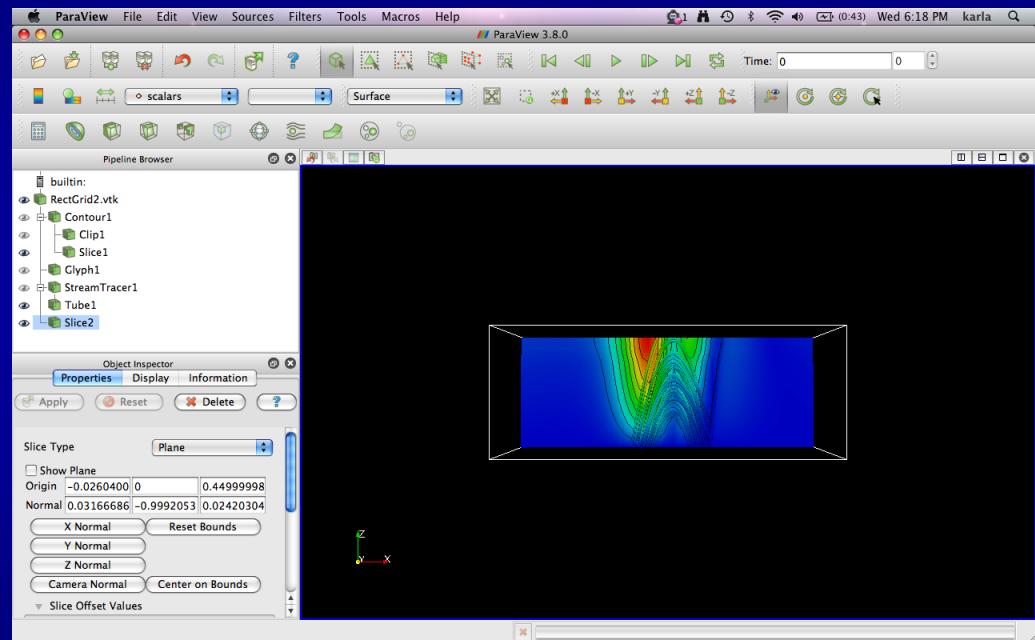
- Click the  button above the 3D view
- Click Choose Color
- Drag box to black
- Click blue Ok
- Click blue Ok



ParaView

Background Color

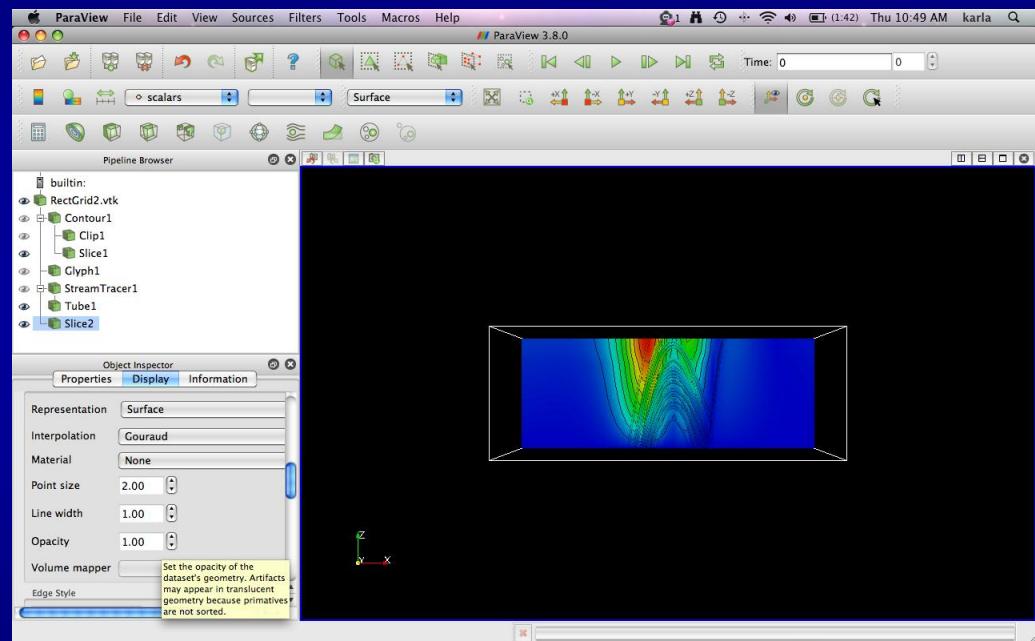
- Click the  button above the 3D view
- Click Choose Color
- Drag box to black
- Click blue Ok
- Click blue Ok



ParaView

Object Opacity

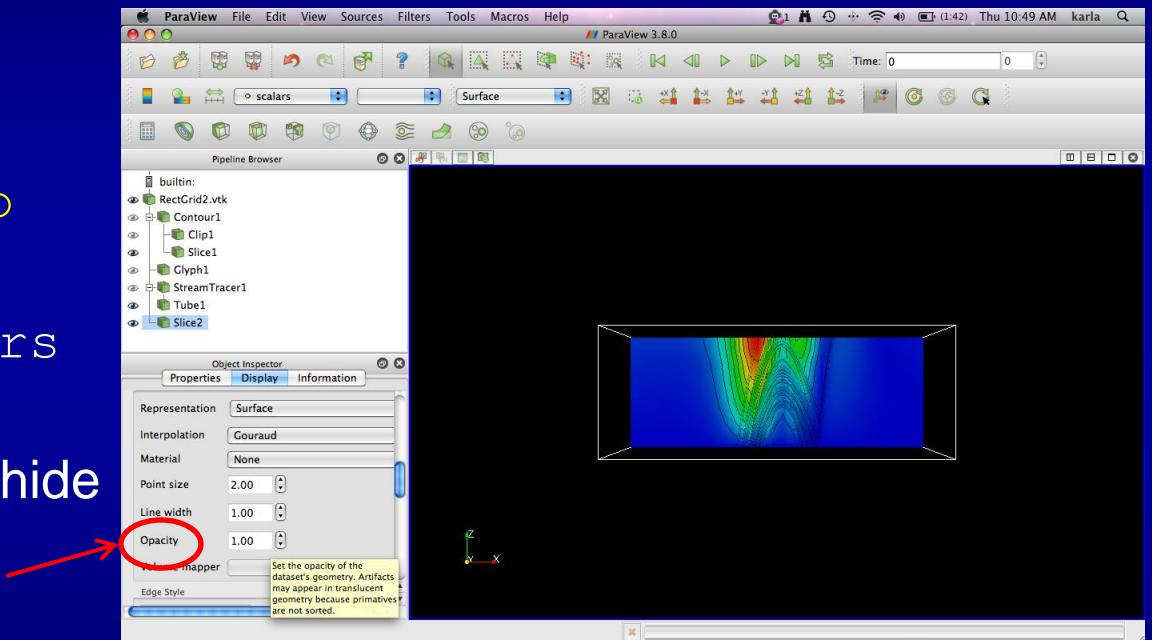
- Click Slice2 in Pipeline Browser
- Click Display
- Change Opacity to 0.70 -> Enter
- Click Color by vectors
- Click eye next to RectGrid2.vtk to hide box outline



ParaView

Object Opacity

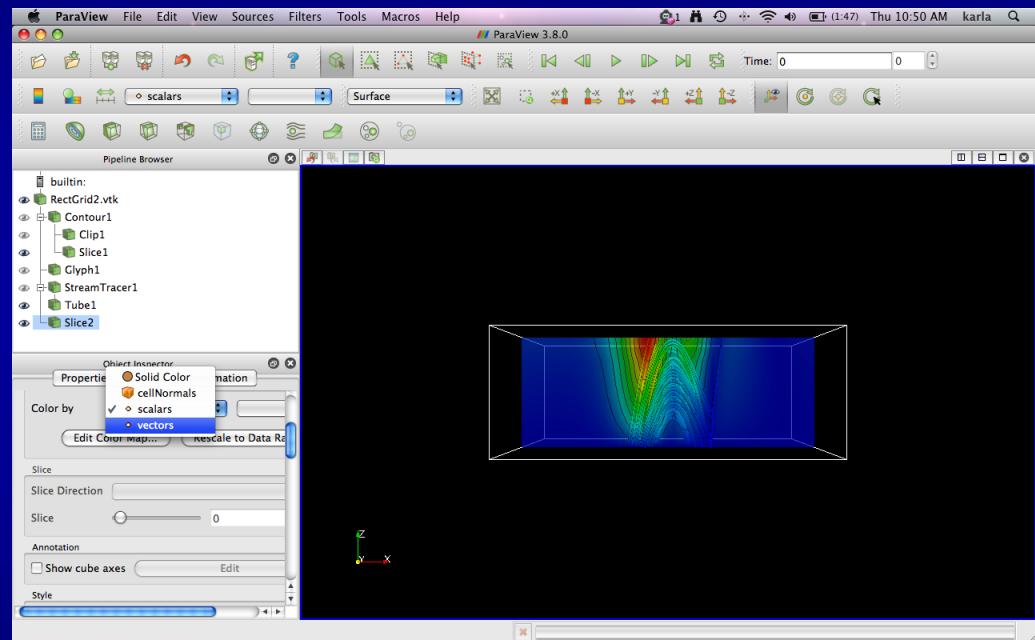
- Click Slice2 in Pipeline Browser
- Click Display
- Change Opacity to 0.70 -> Enter
- Click Color by vectors
- Click eye next to RectGrid2.vtk to hide box outline



ParaView

Object Opacity

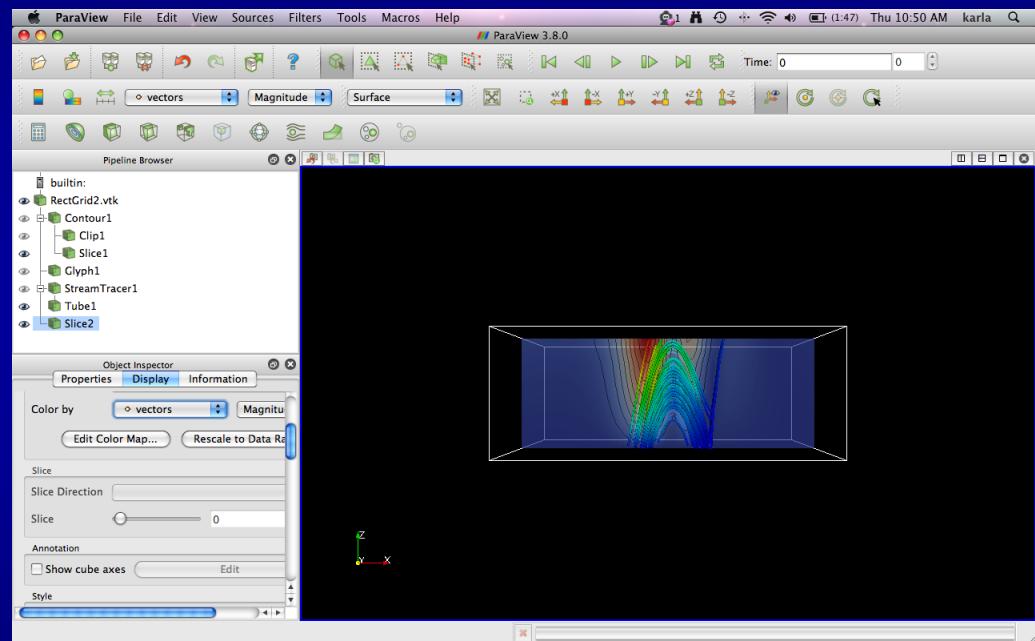
- Click Slice2 in Pipeline Browser
- Click Display
- Change Opacity to 0.70 -> Enter
- Click Color by vectors
- Click eye next to RectGrid2.vtk to hide box outline



ParaView

Object Opacity

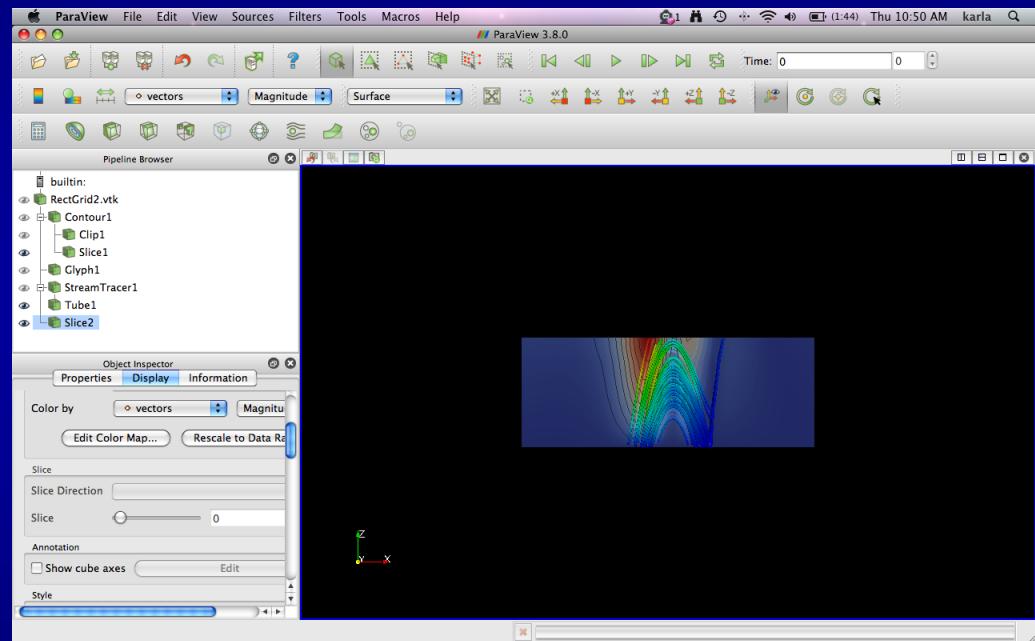
- Click Slice2 in Pipeline Browser
- Click Display
- Change Opacity to 0.70 -> Enter
- Click Color by vectors
- Click eye next to RectGrid2.vtk to hide box outline



ParaView

Object Opacity

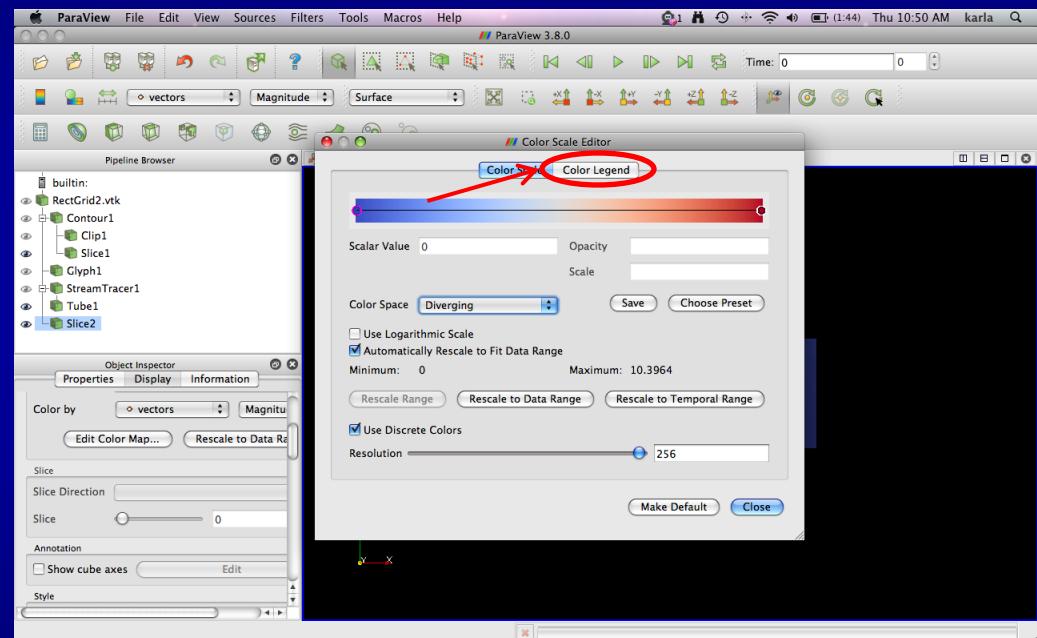
- Click Slice2 in Pipeline Browser
- Click Display
- Change Opacity to 0.70 -> Enter
- Click Color by vectors
- Click eye next to RectGrid2.vtk to hide box outline



ParaView

Enable Color Legend

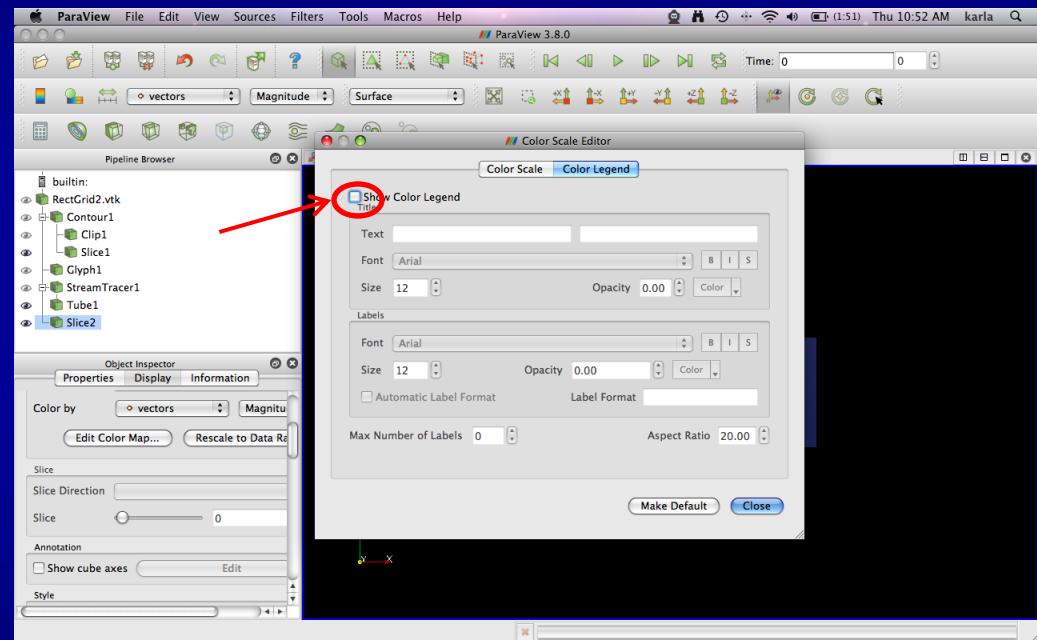
- Click Display
- Click Edit Color Map
- Click Color Legend
- Click Show Color Legend
- Click -> Blue Close
- Select Color Legend (notice white rectangle) and move to top of 3D viewer



ParaView

Enable Color Legend

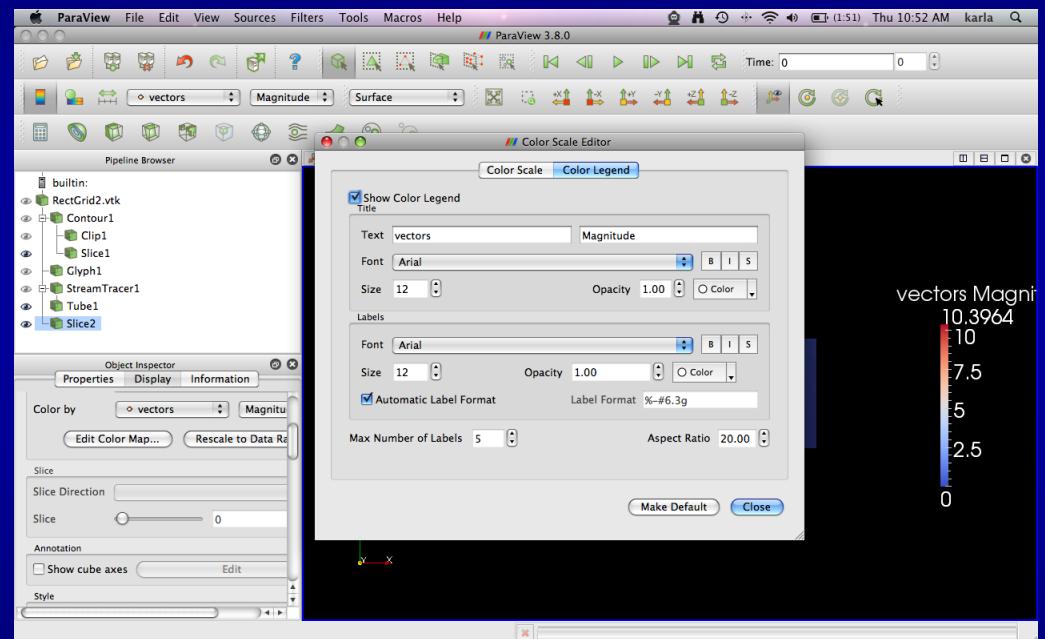
- Click Display
- Click Edit Color Map
- Click Color Legend
- Click Show Color Legend
- Click -> Blue Close
- Select Color Legend (notice white rectangle) and move to top of 3D viewer



ParaView

Enable Color Legend

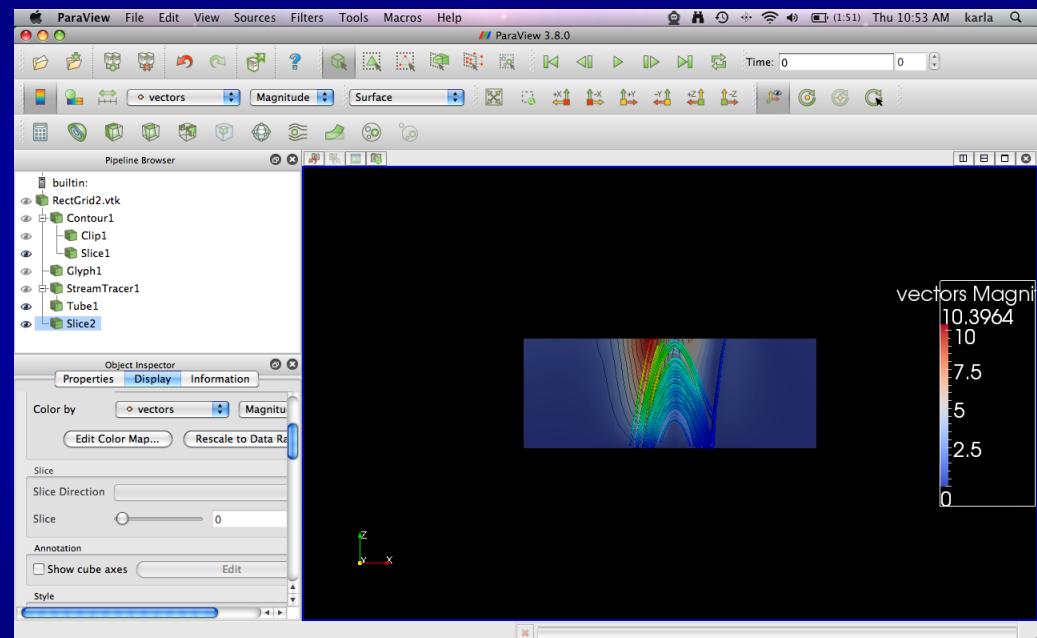
- **Click** Display
- **Click** Edit Color Map
- **Click** Color Legend
- **Click** Show Color Legend
- **Click** → Blue Close
- **Select** Color Legend (notice white rectangle) and move to top of 3D viewer



ParaView

Enable Color Legend

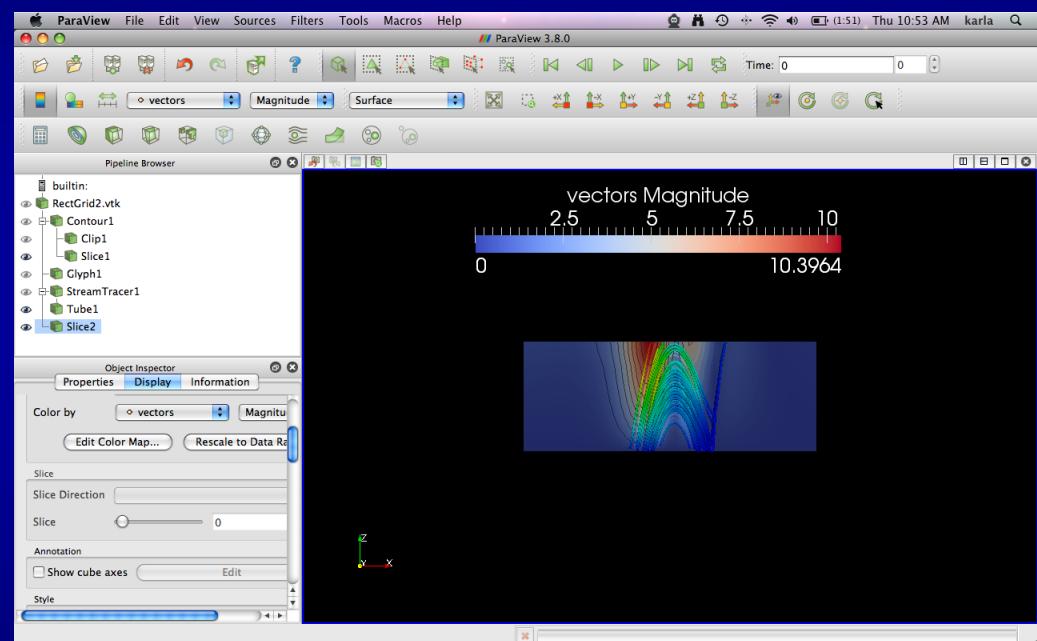
- **Click** Display
- **Click** Edit Color Map
- **Click** Color Legend
- **Click** Show Color Legend
- **Click** -> Blue Close
- **Select** Color Legend (notice white rectangle) and move to top of 3D viewer



ParaView

Enable Color Legend

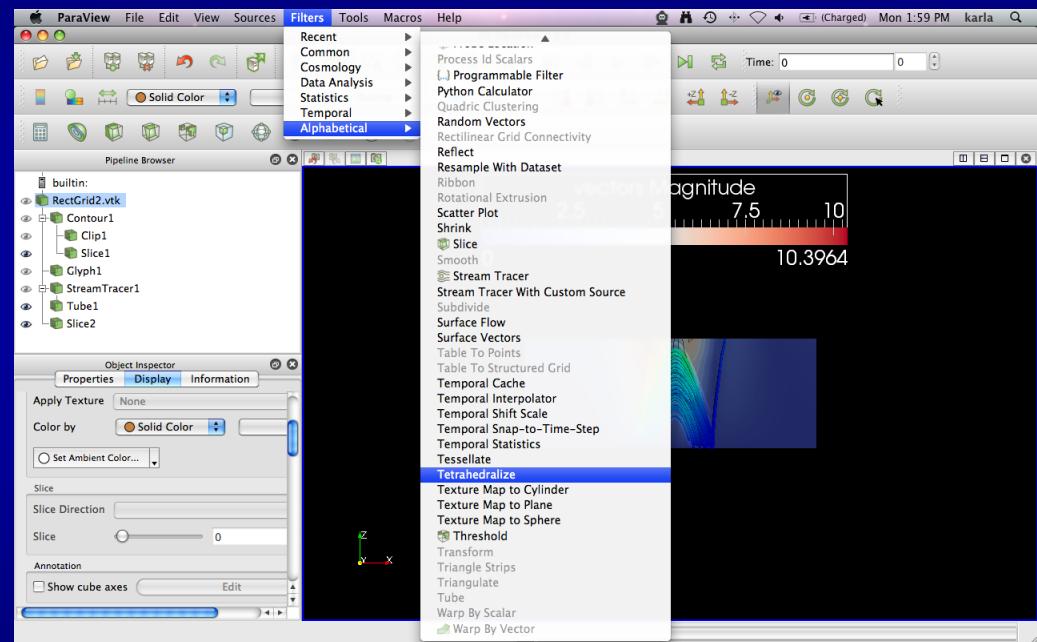
- **Click** Display
- **Click** Edit Color Map
- **Click** Color Legend
- **Click** Show Color Legend
- **Click** -> Blue Close
- **Select** Color Legend (notice white rectangle) and move to top of 3D viewer



ParaView

Create Volume Rendering

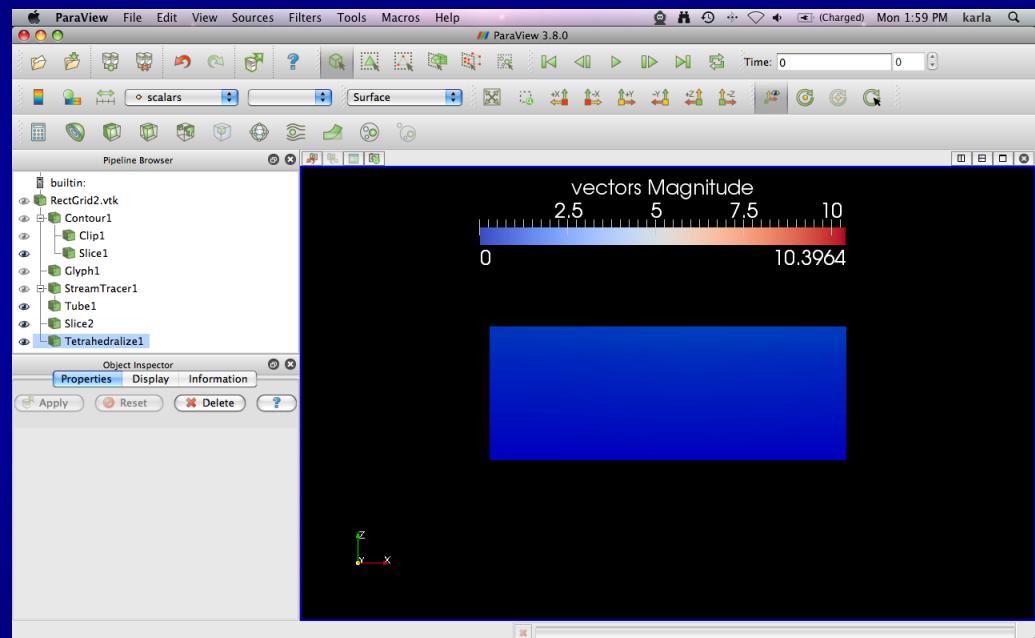
- **Click** RectGrid2.vtk in Pipeline Browser
- **Click** Filters -> Common -> Tetrahedralize
- **Click** -> Apply
- **Click** Display
- **Click** Representation
- **Select** Volume
- **Click** -> Edit Color Map (To edit transfer function)



ParaView

Create Volume Rendering

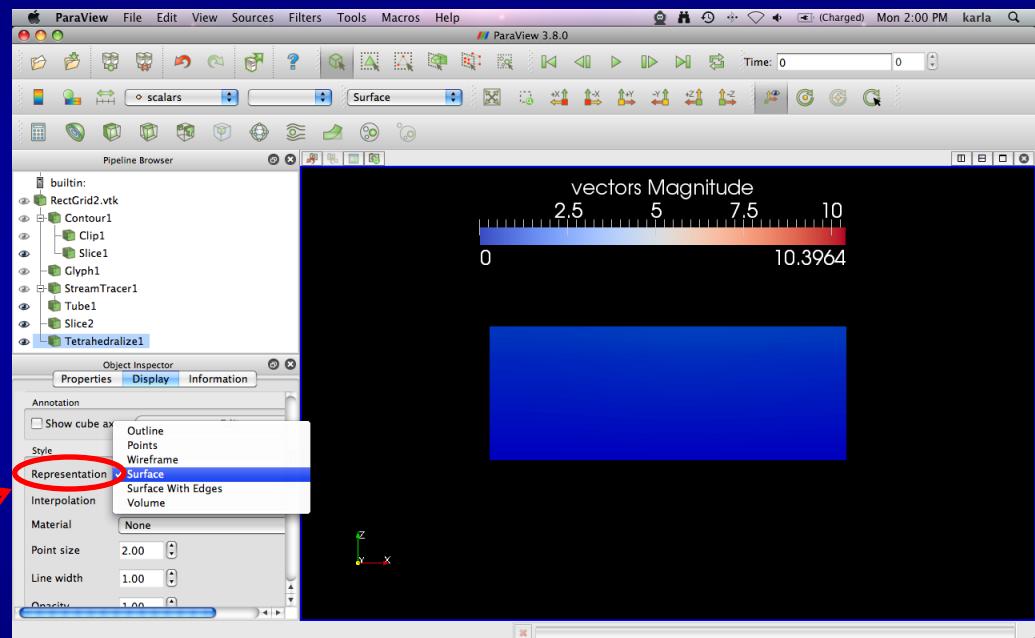
- **Click** RectGrid2.vtk
in Pipeline Browser
- **Click** Filters ->
Common ->
Tetrahedralize
- **Click** -> Apply
- **Click** Display
- **Click** Representation
- **Select** Volume
- **Click** -> Edit Color
Map (To edit
transfer function)



ParaView

Create Volume Rendering

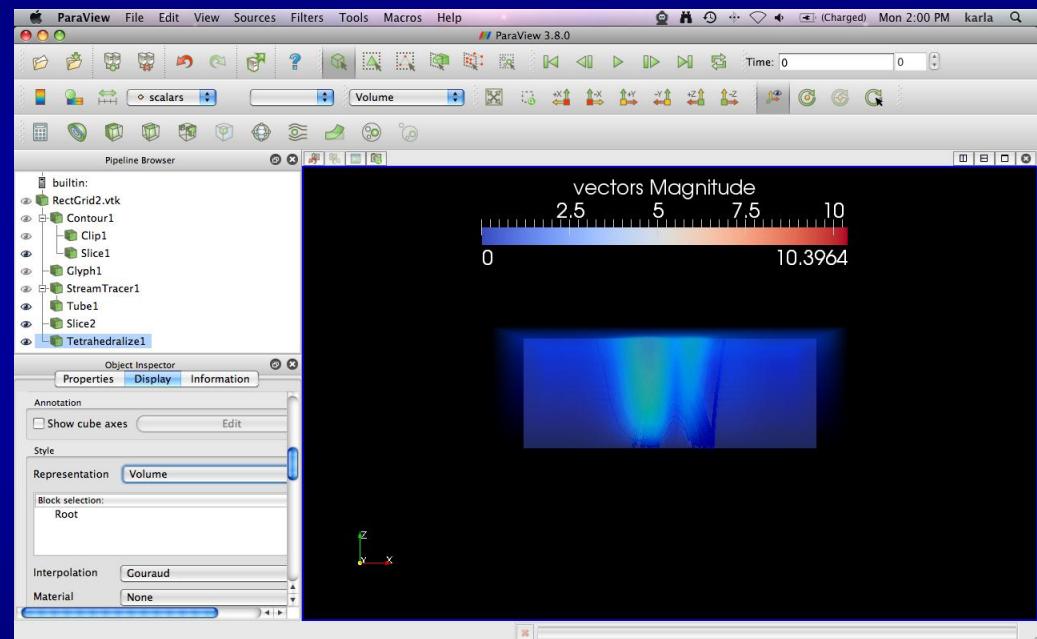
- **Click** RectGrid2.vtk
in Pipeline Browser
- **Click** Filters ->
Common ->
Tetrahedralize
- **Click** -> Apply
- **Click** Display
- **Click** Representation
- **Select** Volume
- **Click** -> Edit Color
Map (To edit
transfer function)



ParaView

Create Volume Rendering

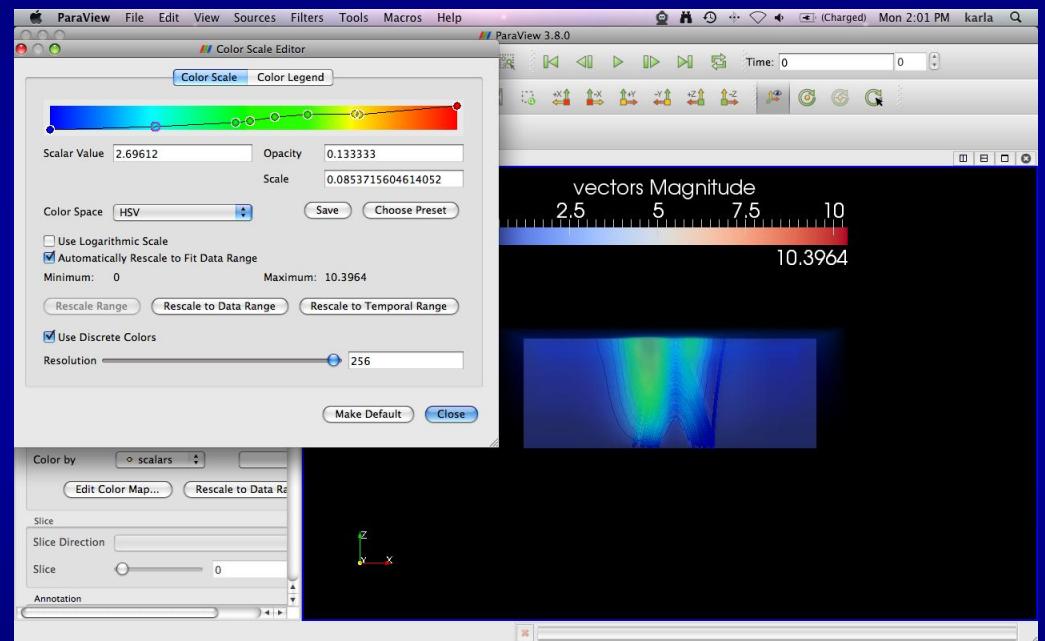
- **Click** RectGrid2.vtk
in Pipeline Browser
- **Click** Filters ->
Common ->
Tetrahedralize
- **Click** -> Apply
- **Click** Display
- **Click** Representation
- **Select** Volume
- **Click** -> Edit Color
Map (To edit
transfer function)

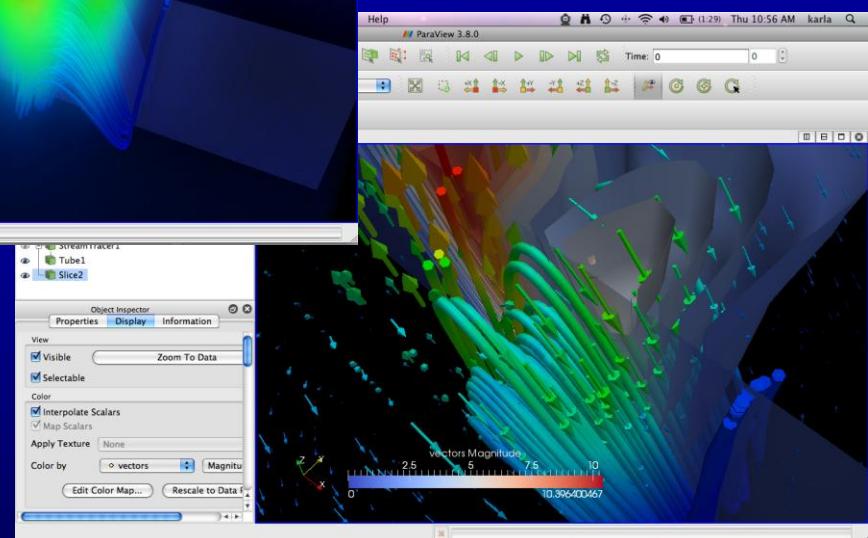
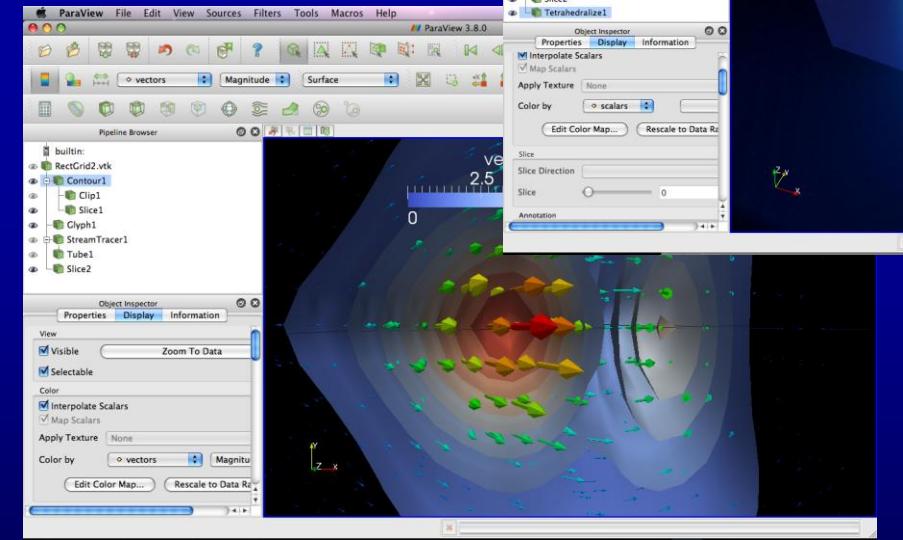
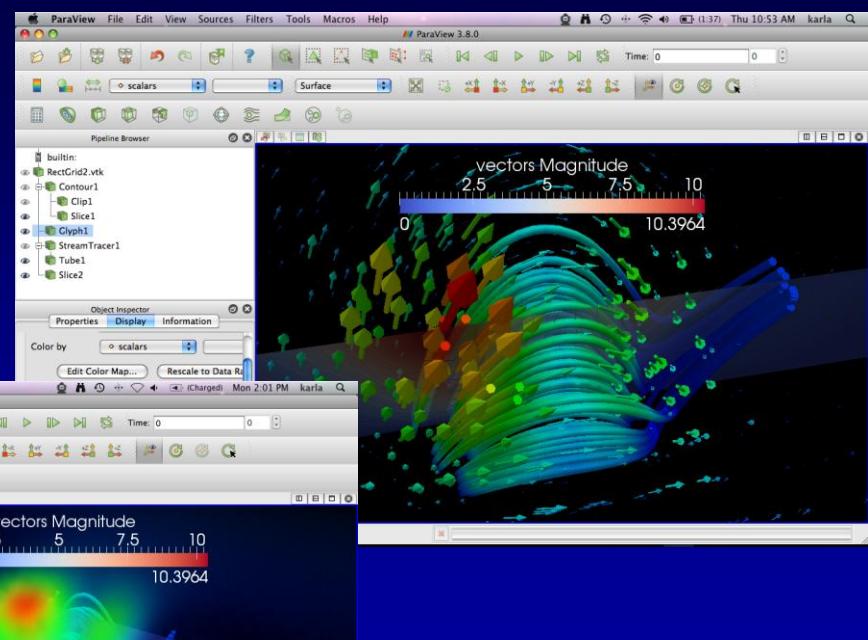
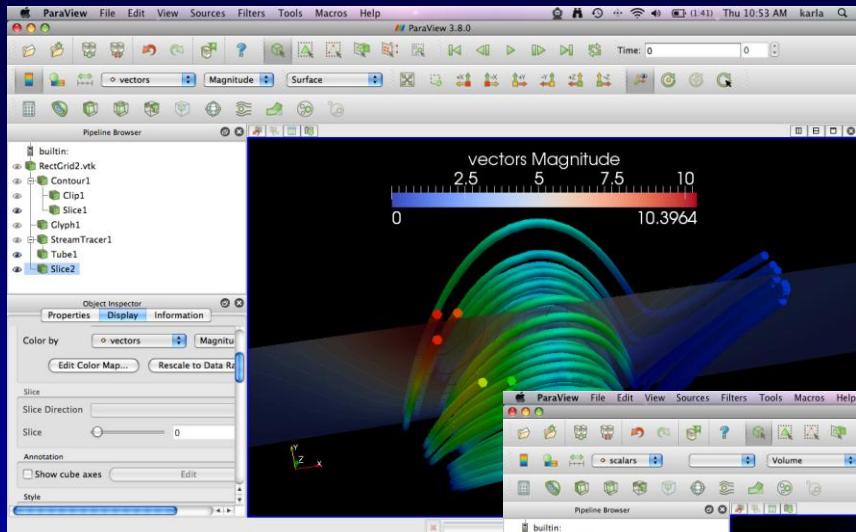


ParaView

Create Volume Rendering

- **Click** RectGrid2.vtk
in Pipeline Browser
- **Click** Filters ->
Common ->
Tetrahedralize
- **Click** -> Apply
- **Click** Display
- **Click** Representation
- **Select** Volume
- **Click** -> Edit Color
Map (to edit
transfer function)





Questions?

- More tutorials available:
 - http://www.paraview.org/Wiki/The_ParaView_Tutorial