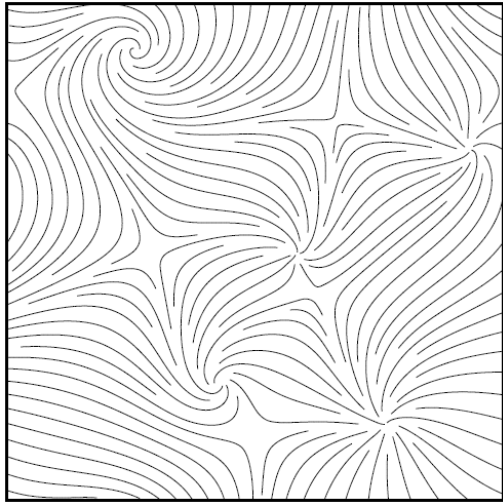


- Input
 - vector field \mathbf{v}
 - seed point
- Output
 - polyline approximating the stream line
- Concepts
 - forward / backward Integration
 - integrate in \mathbf{v} and $-\mathbf{v}$ to get the whole stream line
 - stop criteria
 - number of steps
 - arc length
 - domain
 - zero or low velocity
 - arc length parameterized output
 - integration in the direction field

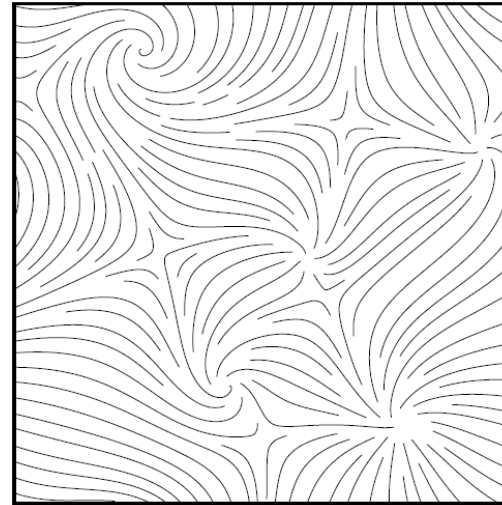
$$\mathbf{v}_d = \frac{\mathbf{v}}{\|\mathbf{v}\|}$$

- **Seeding of integral lines:**
- which stream/path/streak/time lines to visualize?
- too few: important details get lost
- too many: overload, visual clutter
- simple approaches:
 - start on regular grid points
 - start randomly

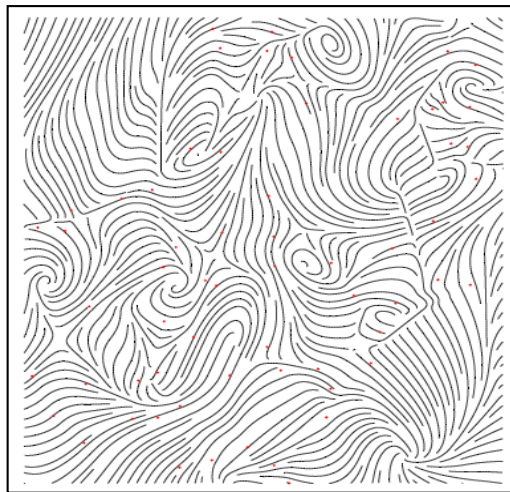
Placement Methods for Stream Lines



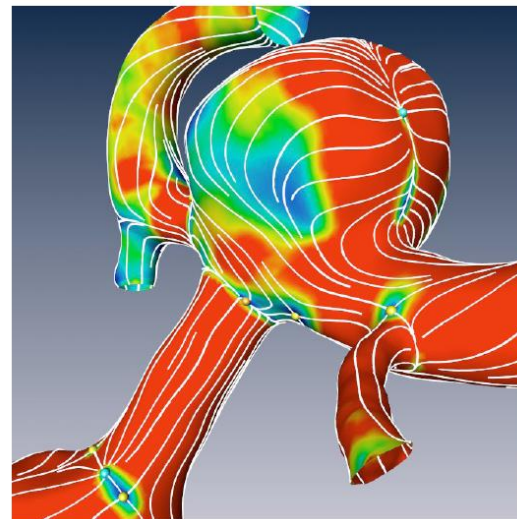
Turk and Banks, 1996



Jobard et al., 1997



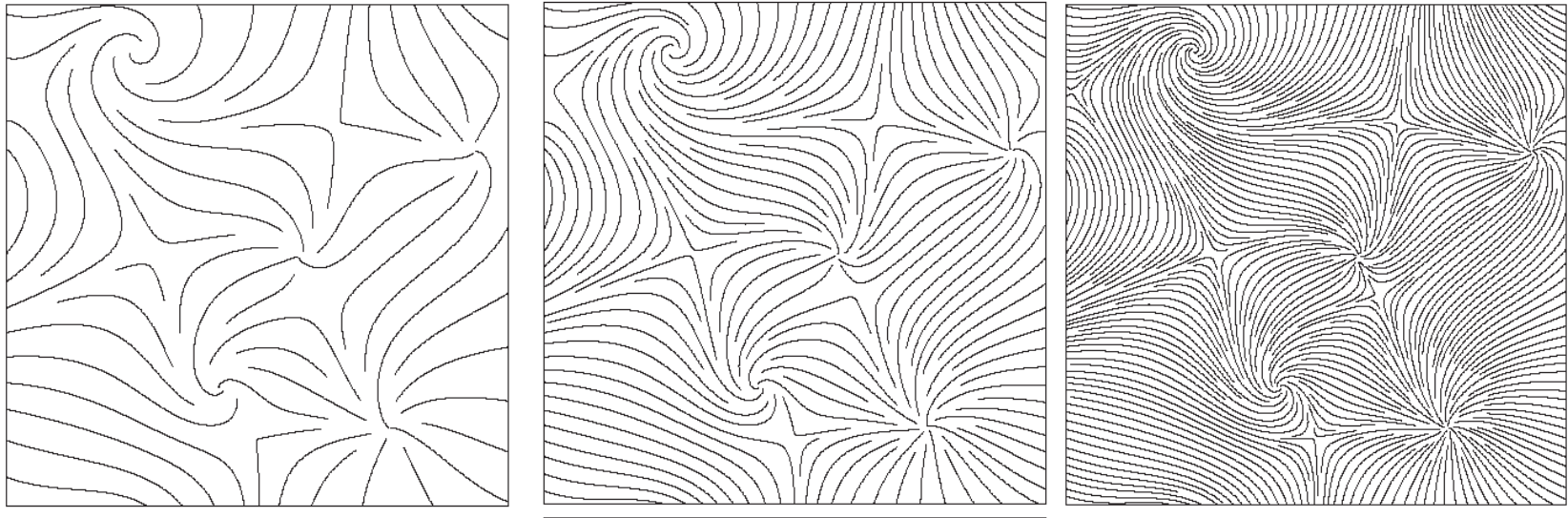
Mebarki et al., 2005



Rosanwo et al., 2009

- **Stream line seeding:**

- 2D: evenly spaced stream lines
- **Turk/Banks 96:**
 - start with streamlets (very short stream lines)
 - apply a series of energy-decreasing elementary operations: combine, delete, create, lengthen, shorten streamlets
 - energy: difference between low-pass filtered version of current placements and uniform grey image



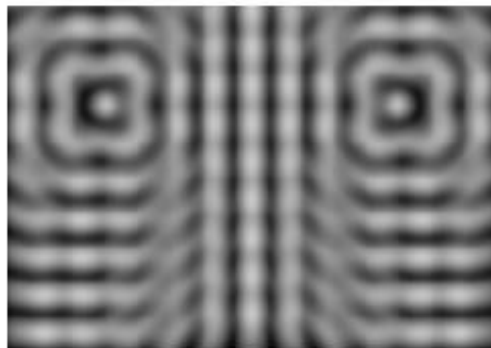
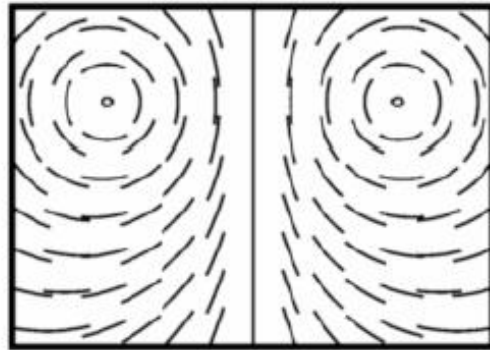


Figure 2: (a) Short streamlines with centers placed on a regular grid (top); (b) filtered version of same (bottom).

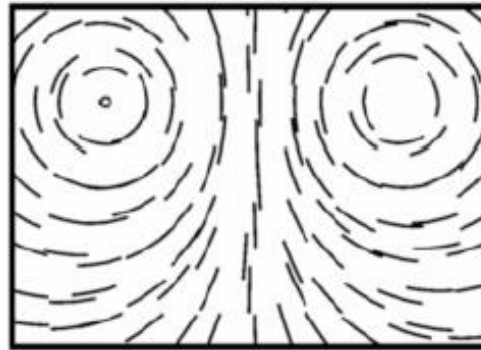


Figure 3: (a) Short streamlines with centers placed on a jittered grid (top); (b) filtered version showing bright and dark regions (bottom).

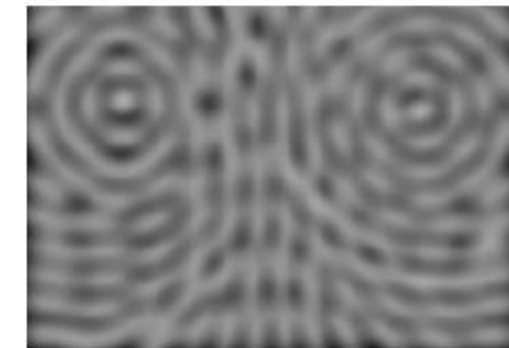
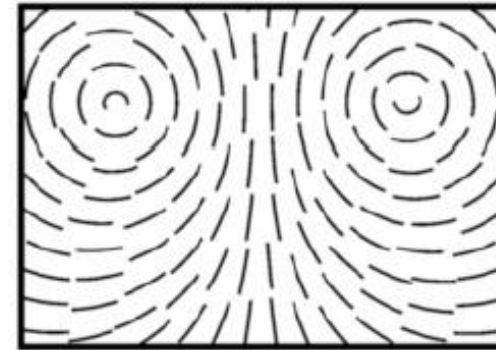


Figure 4: (a) Short streamlines placed by optimization (top); (b) filtered version showing fairly even gray value (bottom).

Flow Visualization: Geometry-Based Methods



Visualization, Tino Weinkauff, KTH Stockholm

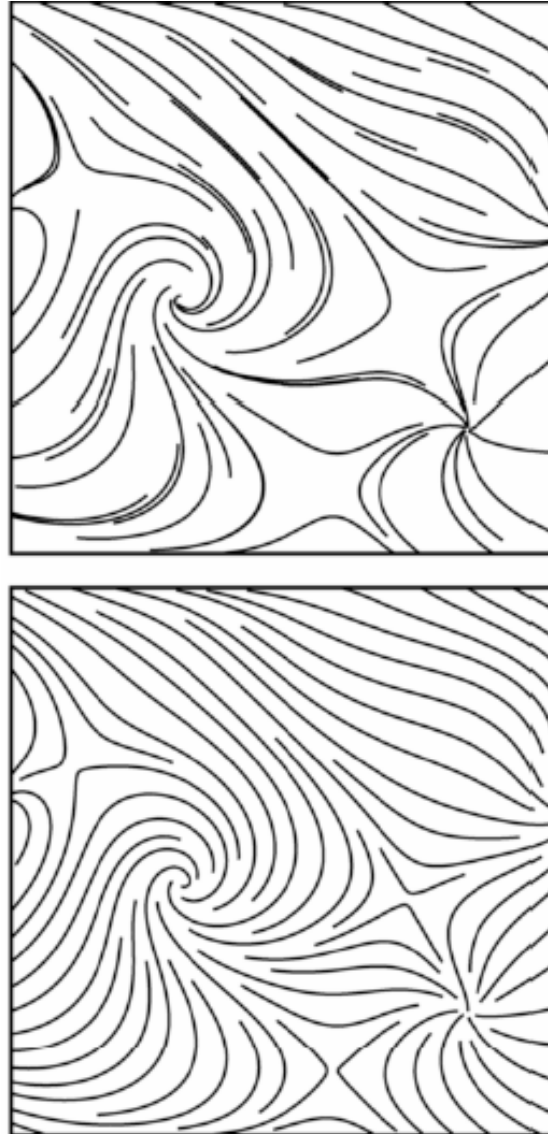


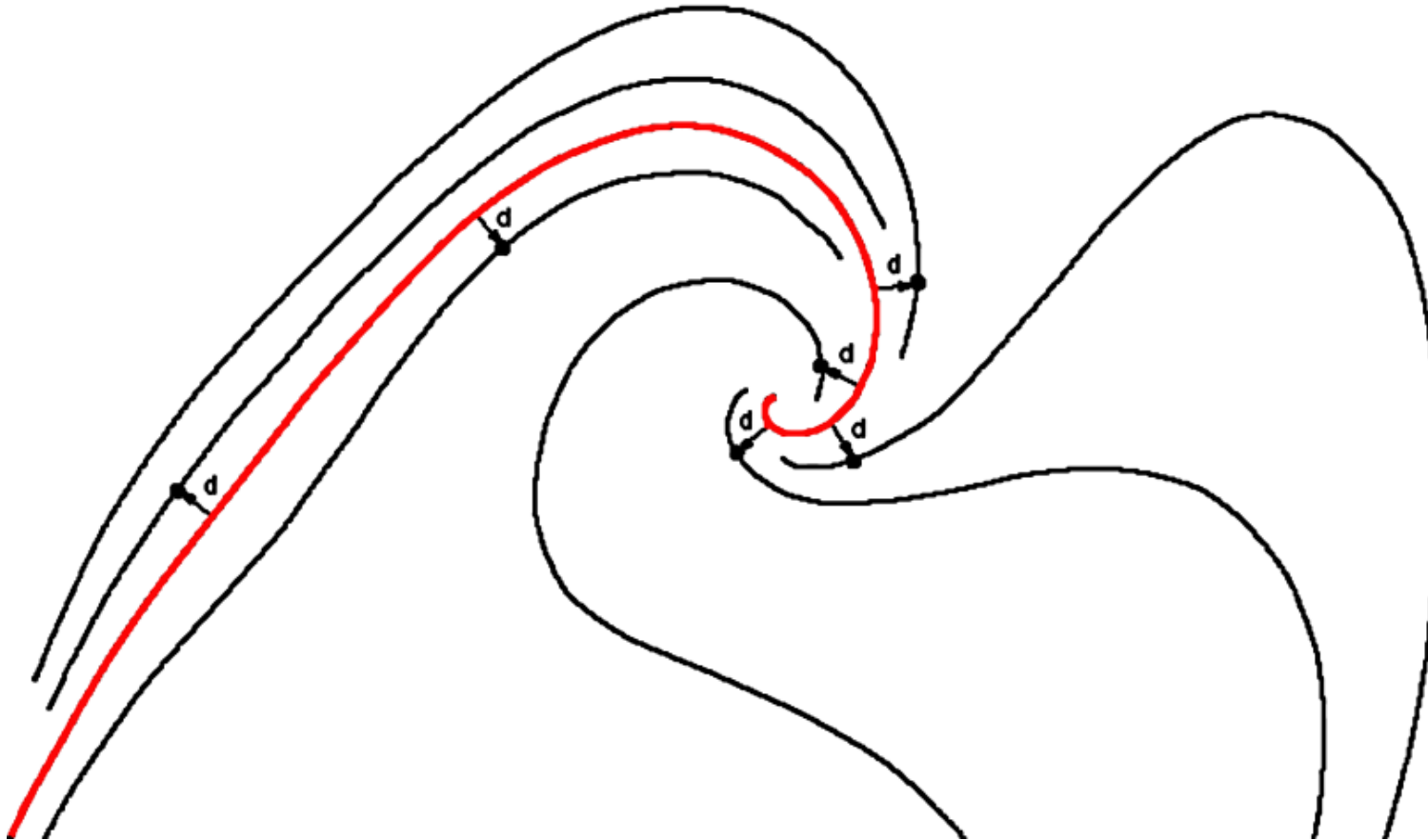
Figure 5: (a) Long streamlines with centers regularly placed on a grid (top); (b) Streamlines placed by density-based optimization (bottom). This data is a randomly generated vector field.

- **Stream line seeding:**

- 2D: evenly spaced stream lines

- **Jobart/Lefer 97:**

- greedy placement of new stream lines in the neighborhood of already present stream lines
- 2 steering parameters d_{sep} , d_{test} with $d_{\text{test}} < d_{\text{sep}}$
- Start integration of an arbitrary stream line in forward and backward direction until it
 - Leaves the domain
 - Ends in a critical point
 - Comes closer than d_{test} to another drawn stream line
- Next stream line: starts in a point with distance d_{sep} to first stream line
- Ends when no further stream lines are possible



Flow Visualization: Geometry-Based Methods

