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Scientific Visualization

# Scientific Visualization

Real-time simulation of fluid flows

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1.0  
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# 1 Introduction

## 2 Implementation

### 2.1 Skeleton compilation

### 2.2 Color mapping

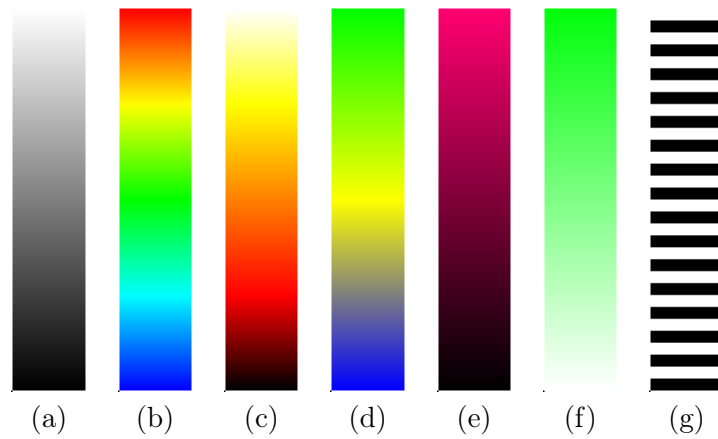


Figure 1: caption

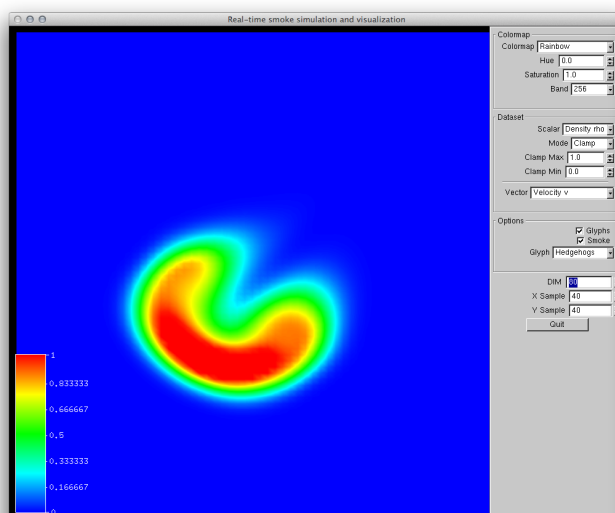


Figure 2: Rainbow

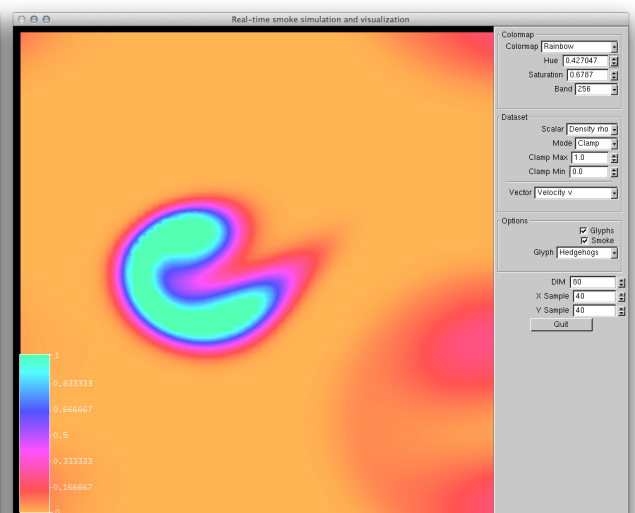


Figure 3

### 2.3 Glyphs

### 2.4 Gradient

### 2.5 Streamlines

### 2.6 Slices

### 2.7 Stream surfaces

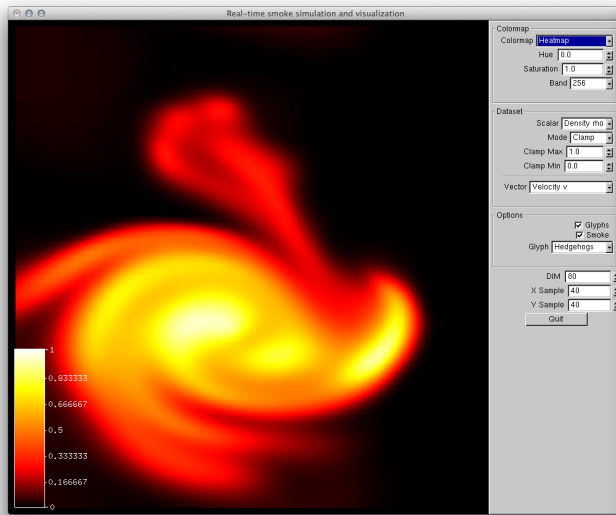


Figure 4: Rainbow

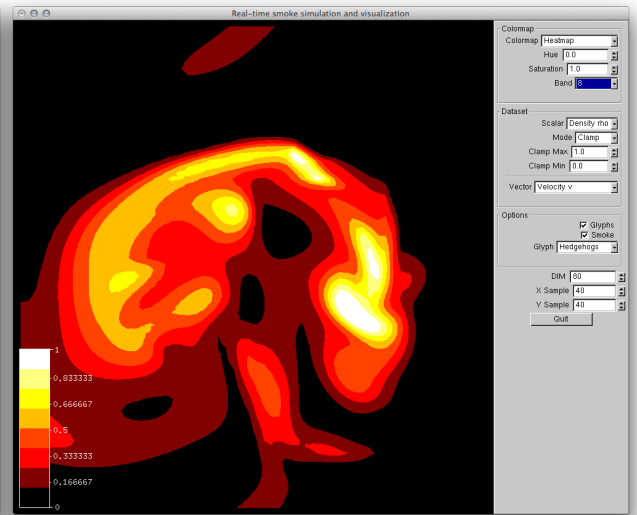


Figure 5

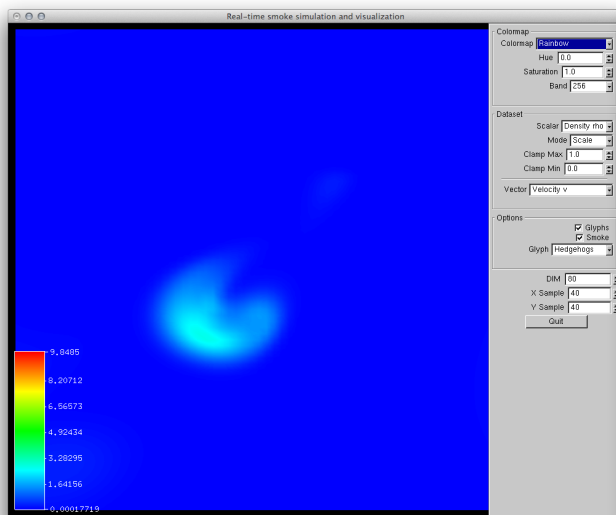


Figure 6: Rainbow

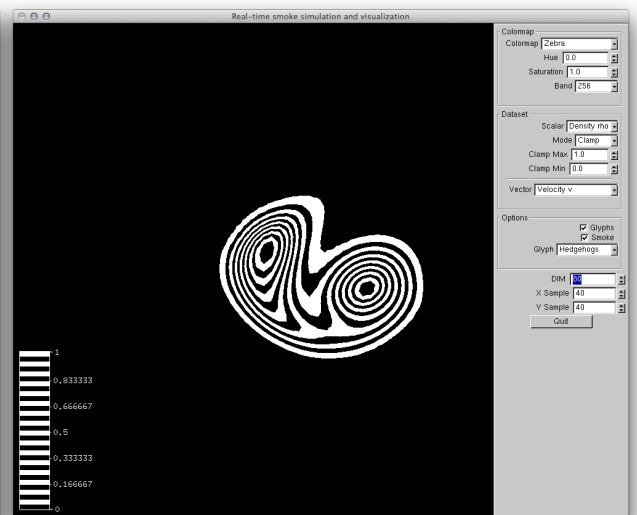


Figure 7

### 3 Conclusion



## References