University of Groningen
Faculty of Mathematics and Natural Sciences
Department of Mathematics and Computing Science
Scientific Visualization

Scientific Visualization

Real-time simulation of fluid flows

Christian Manteuffel
Spyros Ioakeimidis

1.0
Groningen, January 25, 2013

Contents

Contents I

List of Figures II

Glossary III

1 Introduction 1

2 Implementation 2
2.1 Skeleton compilation 2
2.2 Color mapping 2
2.3 Glyphs 2
2.4 Gradient 2
2.5 Streamlines 2
2.6 Slices 2
2.7 Stream surfaces 2

3 Conclusion 3

References 4

List of Figures

1 Introduction

2 Implementation

2.1 Skeleton compilation

2.2 Color mapping

2.3 Glyphs

2.4 Gradient

2.5 Streamlines

2.6 Slices

2.7 Stream surfaces

3 Conclusion

References