

# PyVista: A Python Library for Interactive 3D Data Visualization and Analysis

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## Abstract

Do you want to visualize 3D scientific data in a Pythonic way like matplotlib? If you want, this poster is for you. This poster is the introduction of **PyVista**. It is

- “VTK for humans” a high-level API to the Visualization Toolkit (VTK)
- 3D plotting made simple and built for large/complex data geometries
- mesh data structures and filtering methods for spatial datasets

## Hello World!

In Code Listing 1, we demonstrate the “Hello World!” of **PyVista**. Basic step of **PyVista** script is the following. First, import **PyVista**. Then generate **mesh** and add it to **Plotter** object using **add\_mesh()** method. And finally, we can check the render view (Figure 1) of **PyVista** using **show()** method.

```
Code Listing 1: Hello World!

import pyvista as pv

pv.set_plot_theme("document")

cyl = pv.Cylinder()
arrow = pv.Arrow()
sphere = pv.Sphere()

p = pv.Plotter(shape=(1, 3), window_size=[1000, 300], off_screen=True)
p.subplot(0, 0)
p.add_text("Cylinder")
p.add_mesh(cyl, color="tan", show_edges=True)
p.subplot(0, 1)
p.add_text("Arrow")
p.add_mesh(arrow, color="tan", show_edges=True)
p.subplot(0, 2)
p.add_text("Sphere")
p.add_mesh(sphere, color="tan", show_edges=True)

p.screenshot("hello_world.png")
```

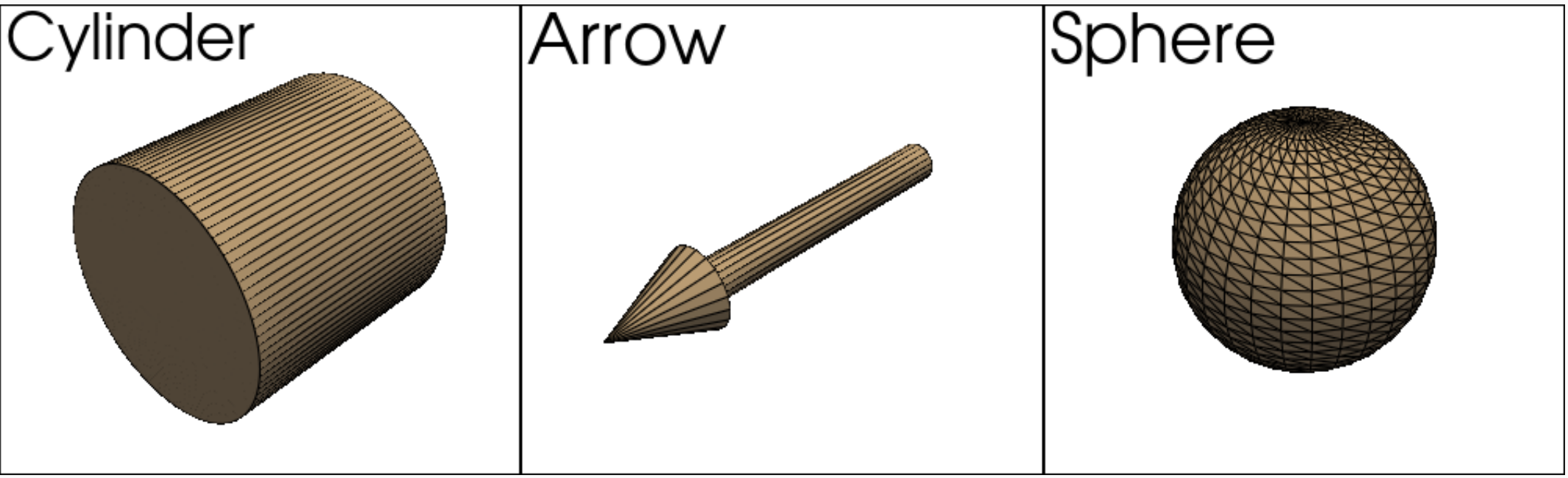


Figure 1: Hello World!

## General filters to any data type

**PyVista classes** hold methods to apply general filters to any data type. A user can easily apply common filters in an intuitive manner. For example, Code Listing 2 shrink the individual faces of a mesh using **shrink()** method (Figure 2), and Code Listing 3 sweep polygonal data creating “skirt” from line using **extrude\_rotate()** method (Figure 3).

```
Code Listing 2: Shrink Mesh

mesh = pv.Box()
shrunk_mesh = mesh.shrink(shrink_factor=0.8)
```

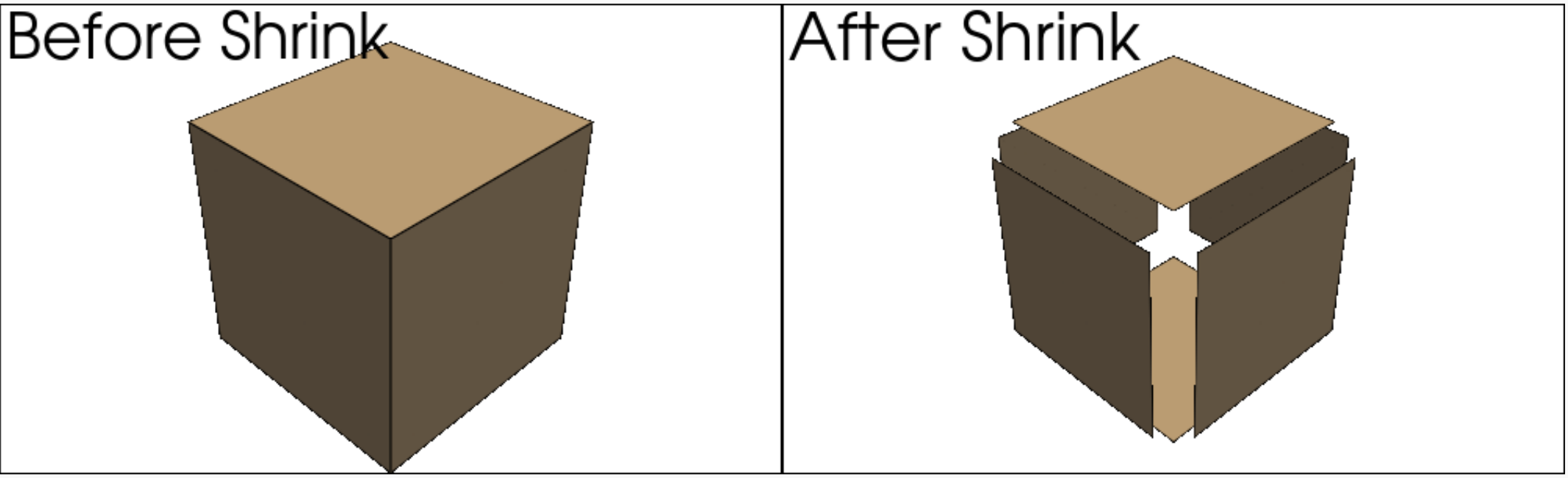
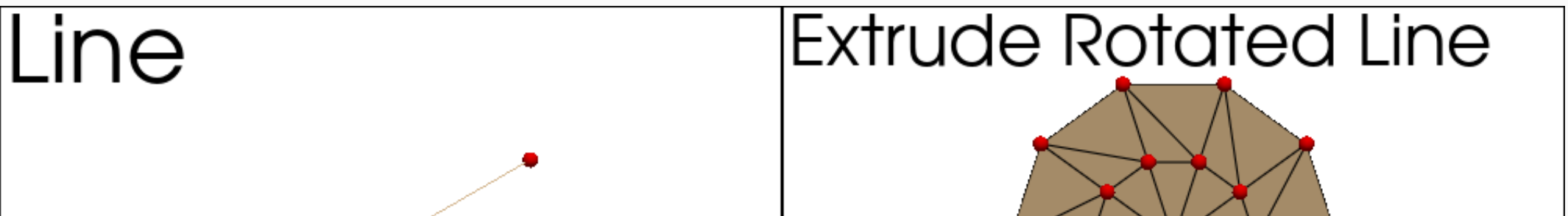


Figure 2: Shrink filter

```
Code Listing 3: Extrude Rotate

resolution = 10
line = pv.Line(pointa=(0, 0, 0), pointb=(1, 0, 0), resolution=2)
poly = line.extrude_rotate(resolution=resolution)
```



## Load and plot from a files

Loading a **mesh** is trivial - if your data is in one of the many supported file formats, simply use **pyvista.read()** to load your spatially referenced dataset into a **PyVista mesh** object (Code Listing 4, Figure 4). Also note that we can export any **PyVista** mesh to any file format supported by **meshio**. To save a **PyVista** mesh using meshio, use **pyvista.save\_meshio()**(Code Listing 5):

```
Code Listing 4: Load meshes from the many supported file formats

bunny = pv.read("bunny.ply")
cow = pv.read("cow.obj")
gears = pv.read("gears.stl")
human = pv.read("Human.vtp")
```

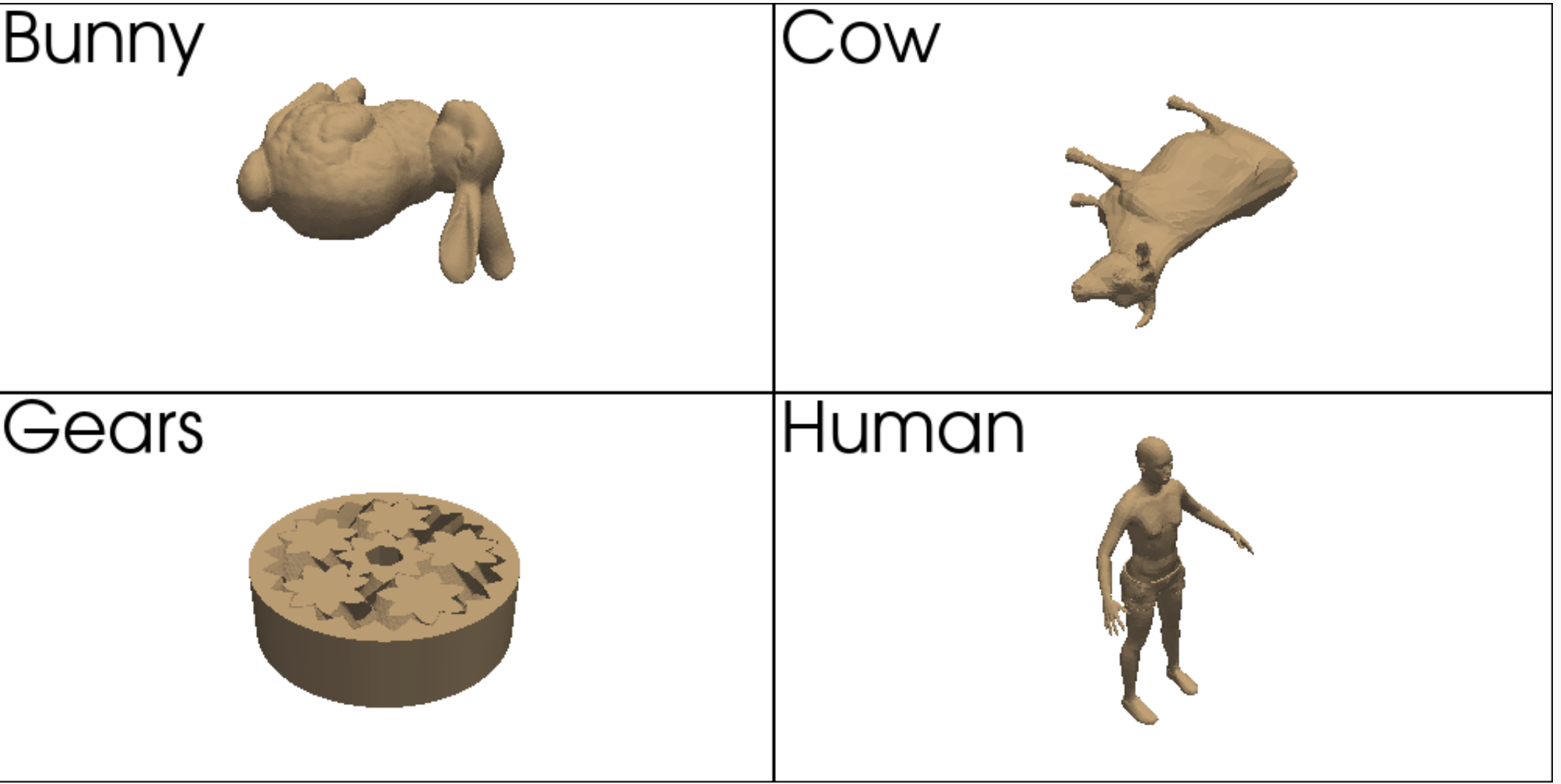


Figure 4: Meshes from the many supported file formats

```
Code Listing 5: Save meshes to the many supported file formats

# pv.save_meshio("bunny.vtk", bunny)
# pv.save_meshio("cow.stl", cow)
# pv.save_meshio("gears.obj", gears)
# pv.save_meshio("Human.ply", human)
```

## Extracting and Contouring

Attributes are data values that live on either the nodes or cells of a mesh. In **PyVista**, we work with both point data and cell data and allow easy access to data dictionaries to hold arrays for attributes that live either on all nodes or on all cells of a mesh. Meshes can have a scalar field extracted using **warp\_by\_scalar()** method (Code List 6, Figure 5). Also can have a vector filed extracted using **warp\_by\_vector()** method (Code List 8, Figure 6). **add\_mesh()** method can use a Matplotlib, Colorcet, cmocean, or custom colormap when plotting scalar values (Code List 7, Figure 6).

```
Code Listing 6: Extracted by scalar

warped_mesh = mesh.warp_by_scalar("Elevation")
```

```
Code Listing 7: Contouring by scalar

p.add_mesh(mesh, scalars="Elevation", cmap="hot", stitle="Matplotlib Hot")
p.subplot(0, 1)
```

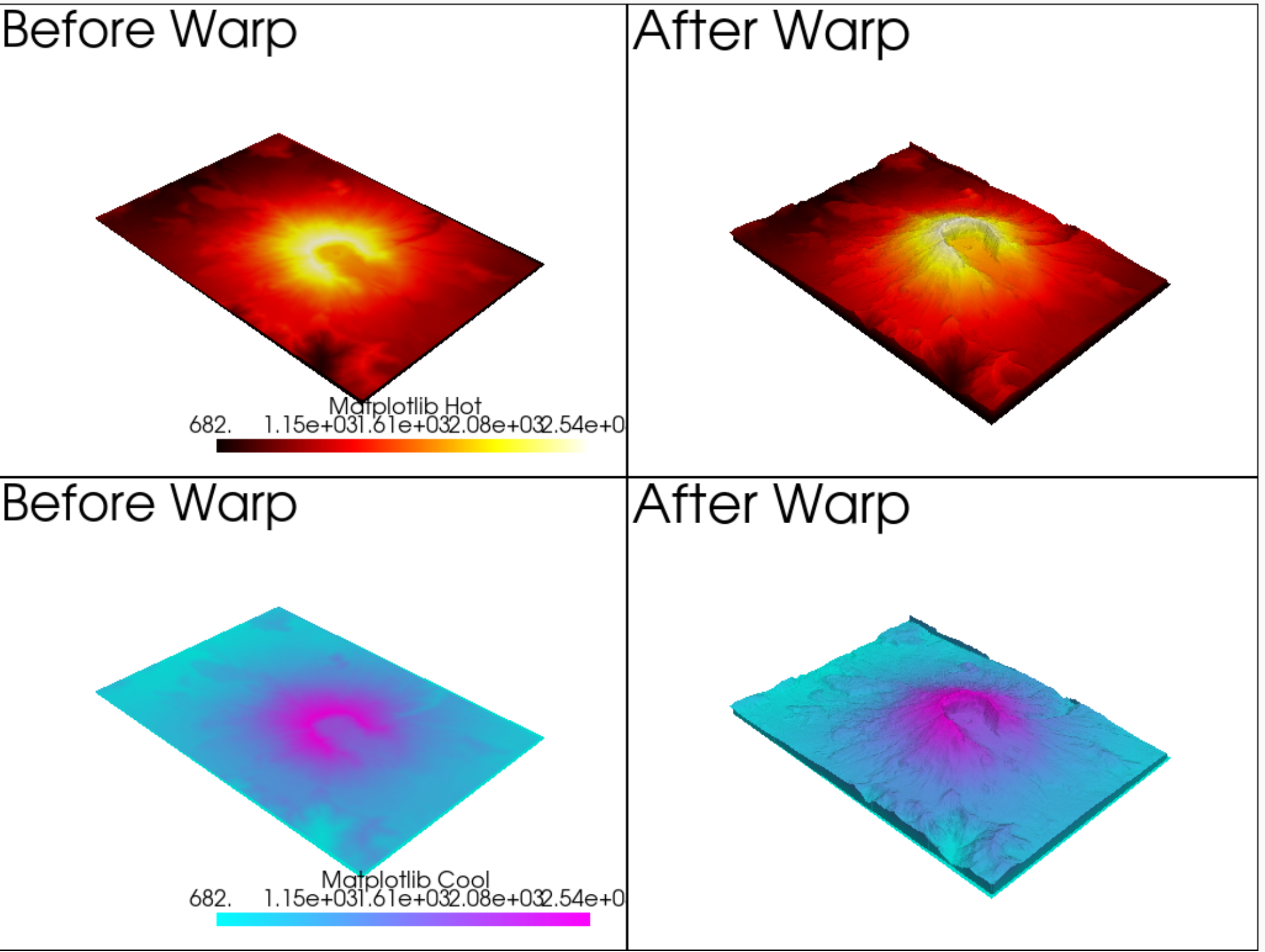


Figure 5: Contouring

```
Code Listing 8: Extracted by vector

p.add_mesh(warped, scalars=None)
```

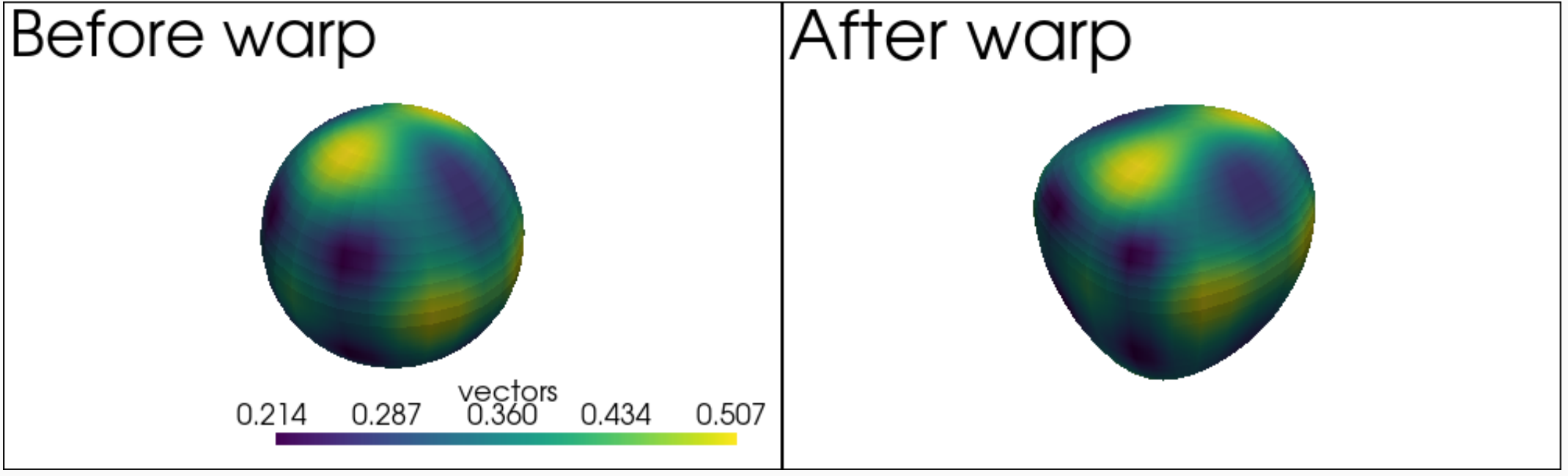


Figure 6: Warped sphere by vector

## Camera class

**Camera** class is a virtual camera for 3D rendering. It provides methods to position and orient the view point and focal point. Convenience methods for moving about the focal point also are provided. More complex methods allow the manipulation of the computer graphics model including view up vector, clipping planes, and camera perspective (Figure 7). Code Listing 9 create a camera and frustum. Then create a scene of inside frustum adding **Camera** object to **Plotter** object (Code list 9 ,Figure 7).

```
Code Listing 9: Create camera frustum

camera = pv.Camera()
near_range = 0.3
far_range = 0.8
camera.clipping_range = (near_range, far_range)

frustum = camera.view_frustum(1.0)
```

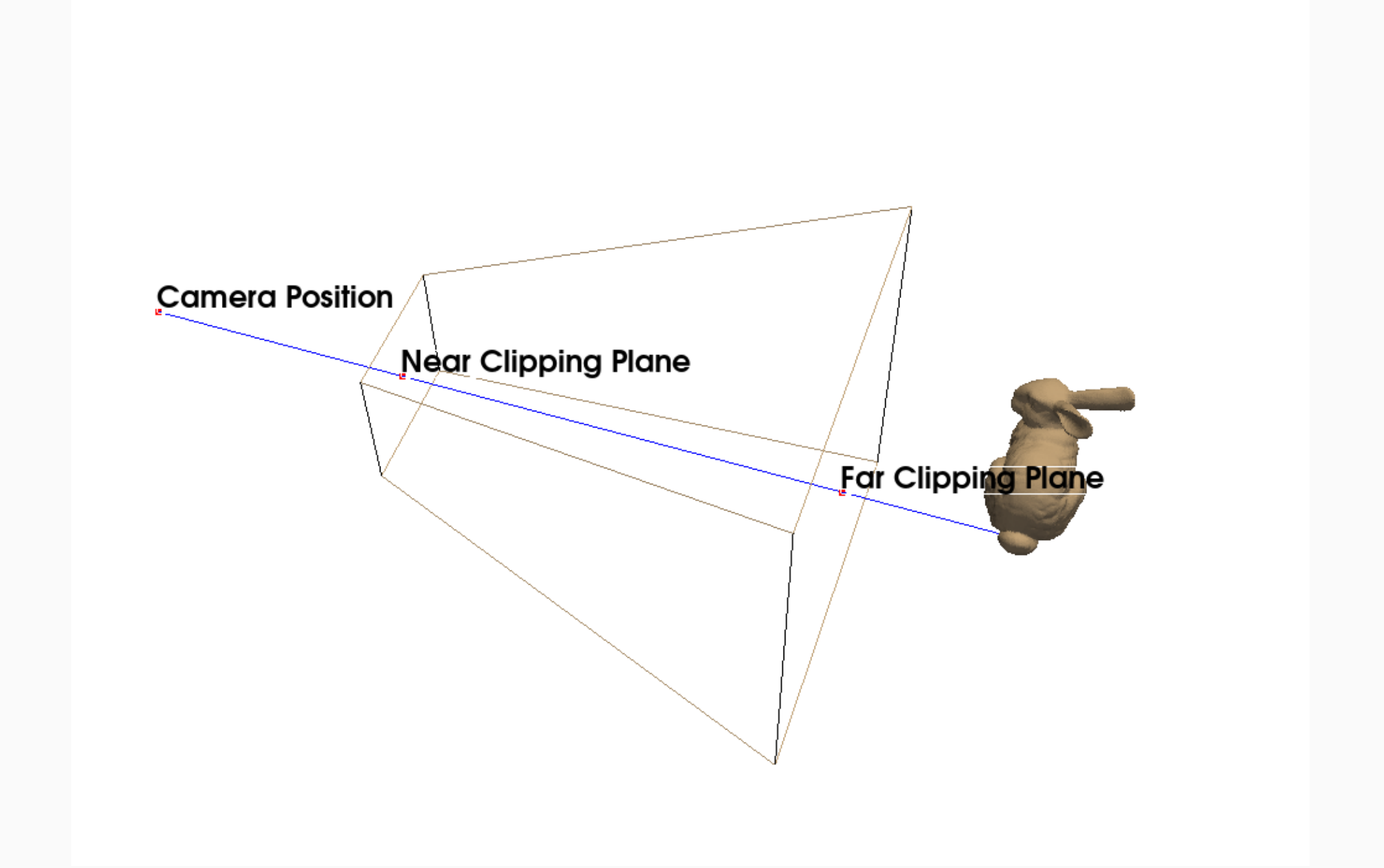


Figure 7: Frustum of camera

```
Code Listing 10: Add Camera to Plotter

camera = pv.Camera()
near_range = 0.3
far_range = 0.8
camera.clipping_range = (near_range, far_range)

p = pv.Plotter(window_size=[1000, 300], off_screen=True)
p.camera = camera
```

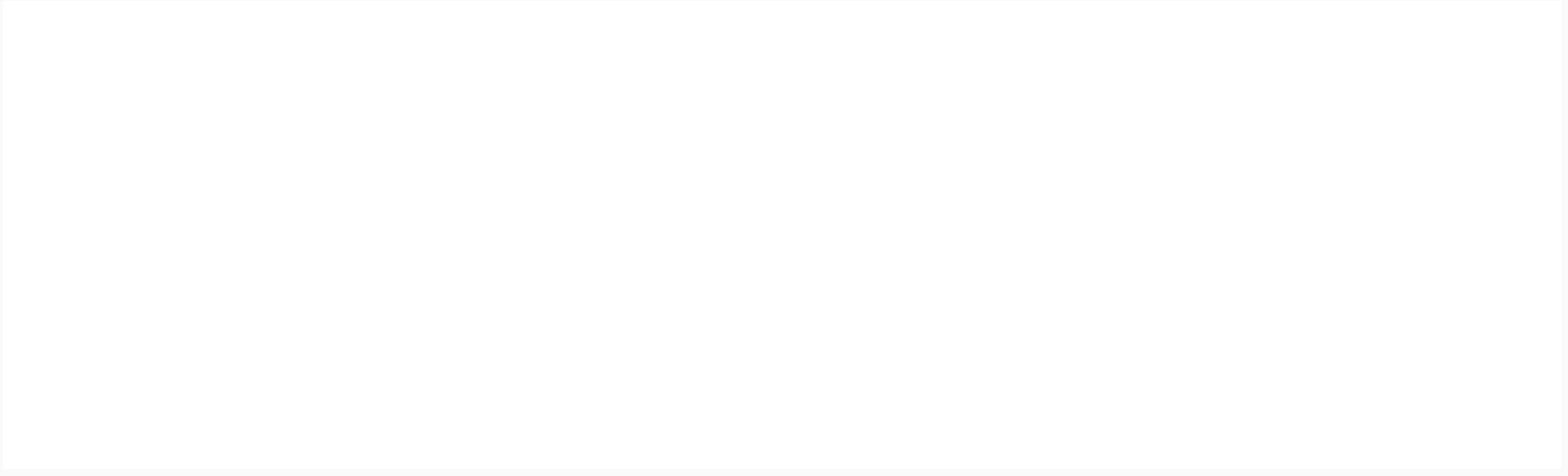


Figure 8: Camera view

## Controlling Camera Rotation

In addition to directly controlling the camera position by setting it via the pyvista. **Camera.position** property, you can also directly control the **pyvista.Camera.roll**, **pyvista.Camera.elevation**, and **pyvista.Camera.azimuth** of the camera. (Code list 11 ,Figure 9).

```
Code Listing 11: Controlling Camera Rotation

p.camera.roll += 10
p.camera.azimuth = 45
p.camera.elevation = 10
```

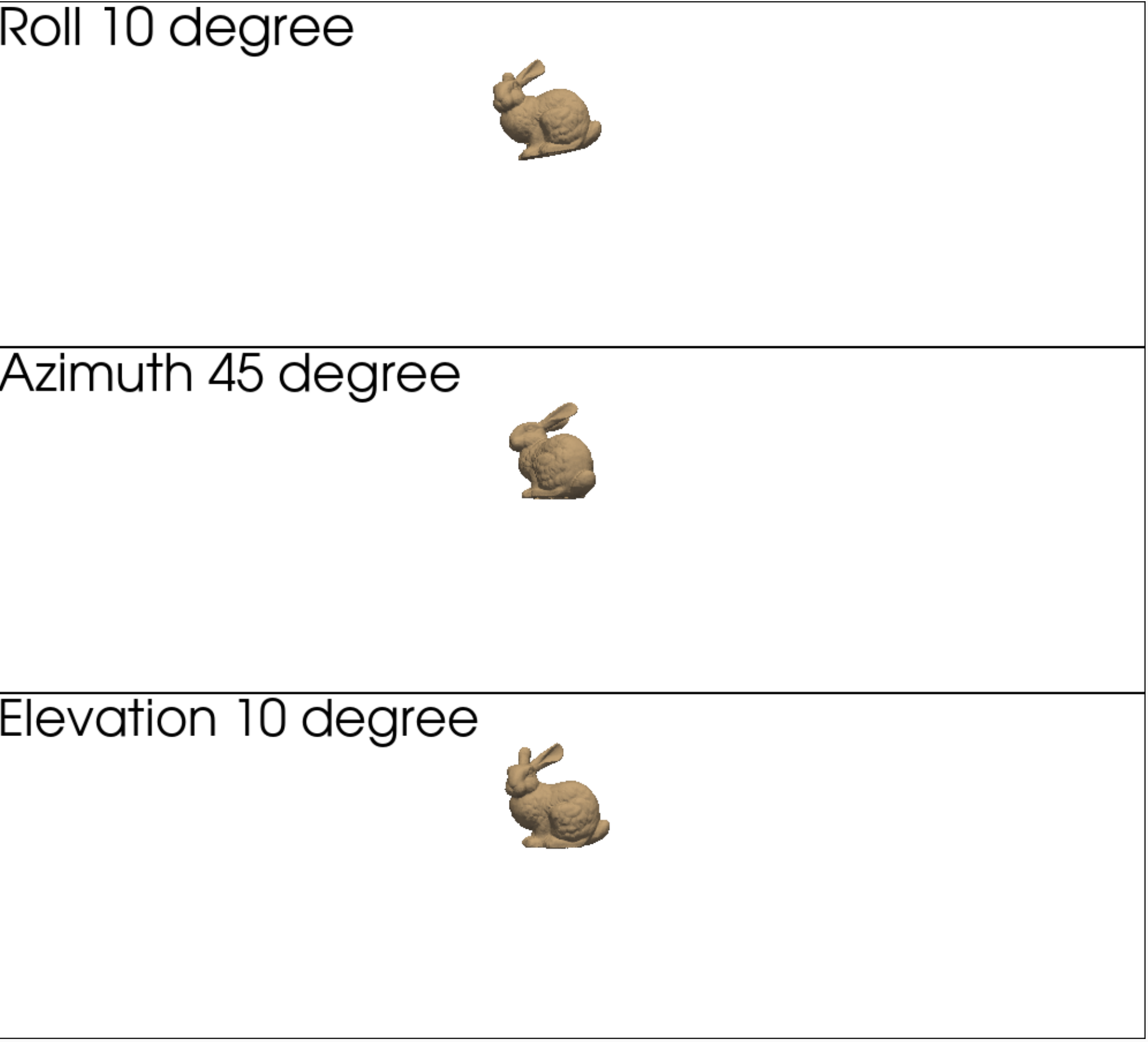


Figure 9: Controlling Camera Rotation

## Plot data over circular arc

It can be plotting the values of a dataset over a circular arc through that dataset using **plot\_over\_circular\_arc\_normal**. (Code list 12, Figure 10 and 11).

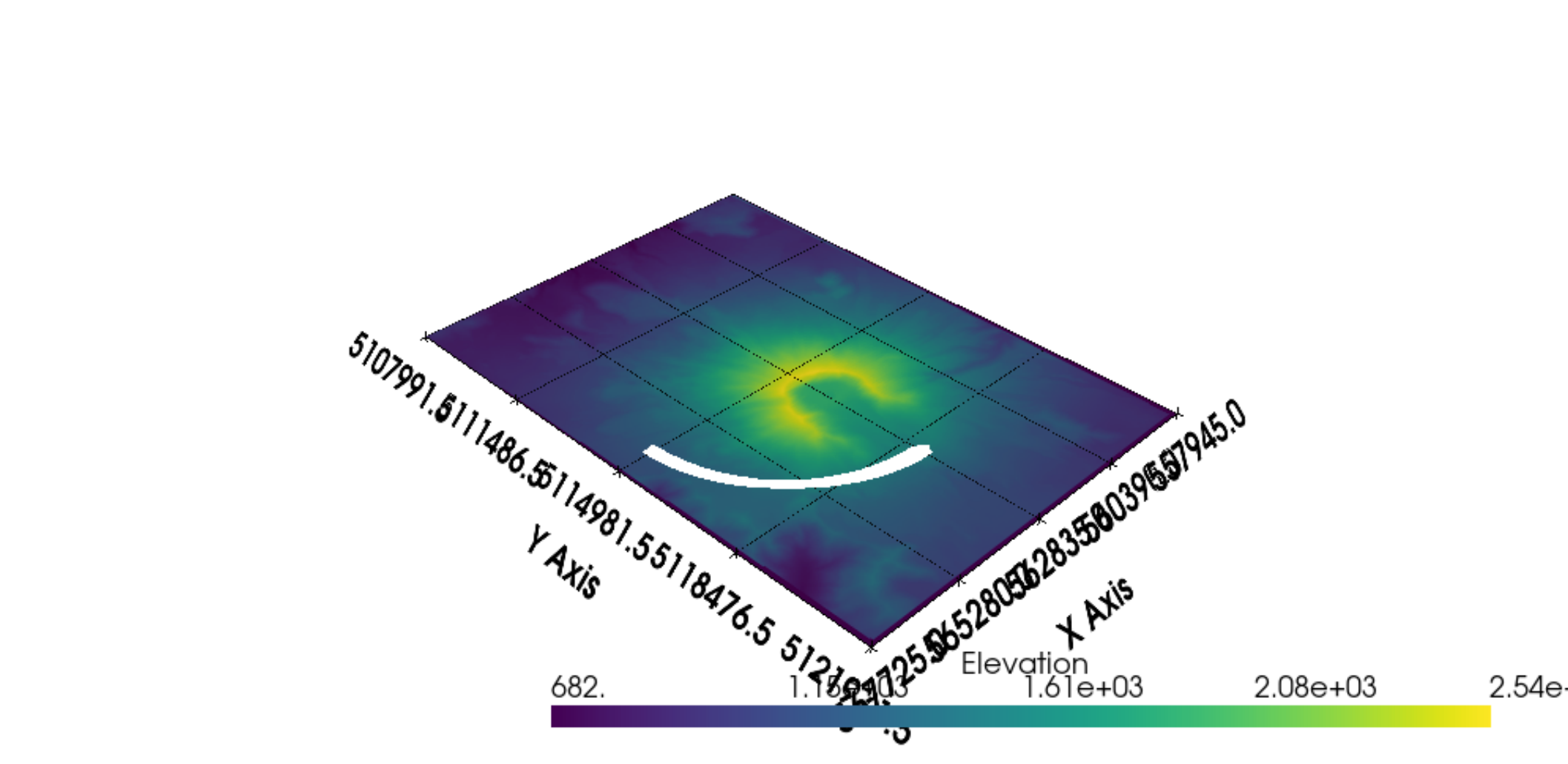


Figure 10: Circular arc to plot

```
Code Listing 12: Plotting over circular arc

normal = [0, 0, 1]
polar = [4000.0, 0.0, 0.0]
center = mesh.center
angle = 90.0
resolution = 10000

# Preview how this circular arc intersects this mesh
arc = pv.CircularArcFromNormal(center, resolution, normal, polar, angle)
```

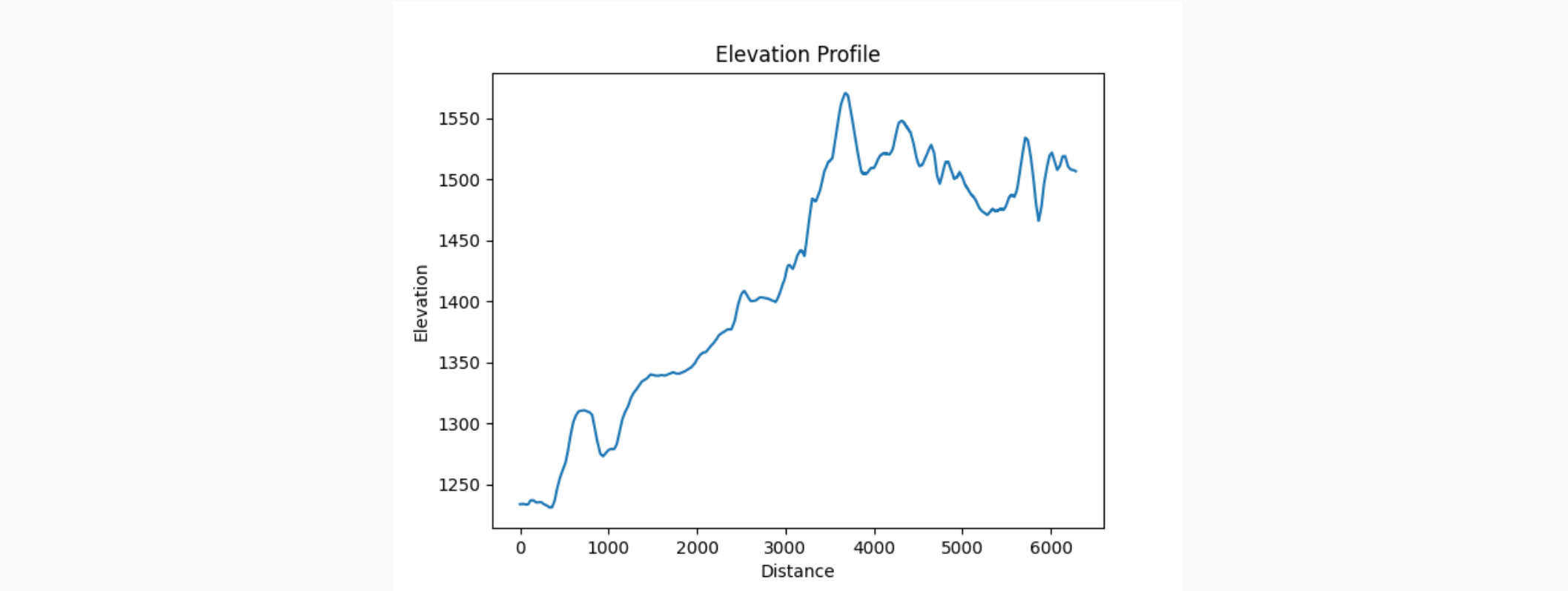


Figure 11: Plot over line

## Acknowledgment

I would like to thank **PyVista developer team** for developing useful library.

## References

C. Bane Sullivan and Alexander Kaszynski, (2019). PyVista: 3D plotting and mesh analysis through a streamlined interface for the Visualization Toolkit (VTK). Journal of Open Source Software, 4(37), 1450, <https://doi.org/10.21105/joss.01450>

## Contact Information

If you want to know pyvista more, join **Slack**.

