

The background of the image is a dark, almost black, space filled with intricate, flowing lines and shapes. These lines, which represent fluid flow, are primarily in shades of blue and yellow. They originate from the left side and sweep across the frame towards the right, creating a sense of dynamic movement. The lines are not straight but are wavy and curved, with some areas appearing more densely packed than others. The overall effect is one of complex, organic motion, typical of scientific flow visualization techniques like streamlines or particle tracks.

MICHAEL TÖGEL

# FLOW VISUALIZATION

WHAT IS

# FLOW VISUALIZATION?

Used to make flow patterns visible

To get qualitative or quantitative information

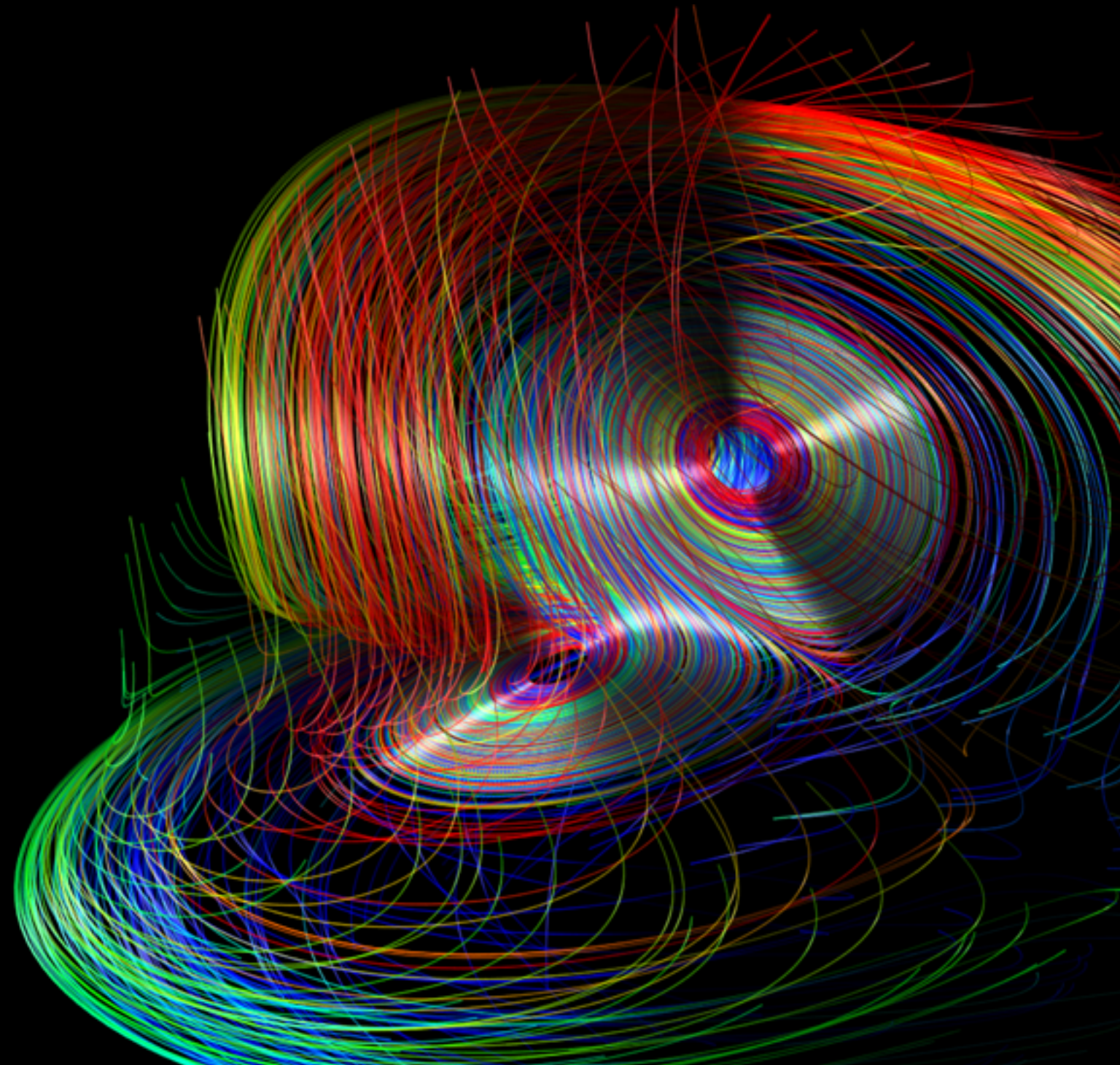


[http://www.fkfs.de/uploads/pics/kfz\\_bild\\_8-4-1\\_de\\_02.jpg](http://www.fkfs.de/uploads/pics/kfz_bild_8-4-1_de_02.jpg)



# ABOUT FLOW VIS

- classic subfield of vis
- rich variety of applications
  - automotive industry
  - aerodynamics
  - turbomachinery
  - weather simulation
  - medical visualization



# The State of the Art in Flow Visualization: Dense and Texture-Based Techniques

R. S. LARAMEE, H. HAUSER, H. DOLEISCH, B. VROLIJK,  
F. H. POST, D. WEISKOPF

[www.winslam.com/rlaramee/star/index.html](http://www.winslam.com/rlaramee/star/index.html)

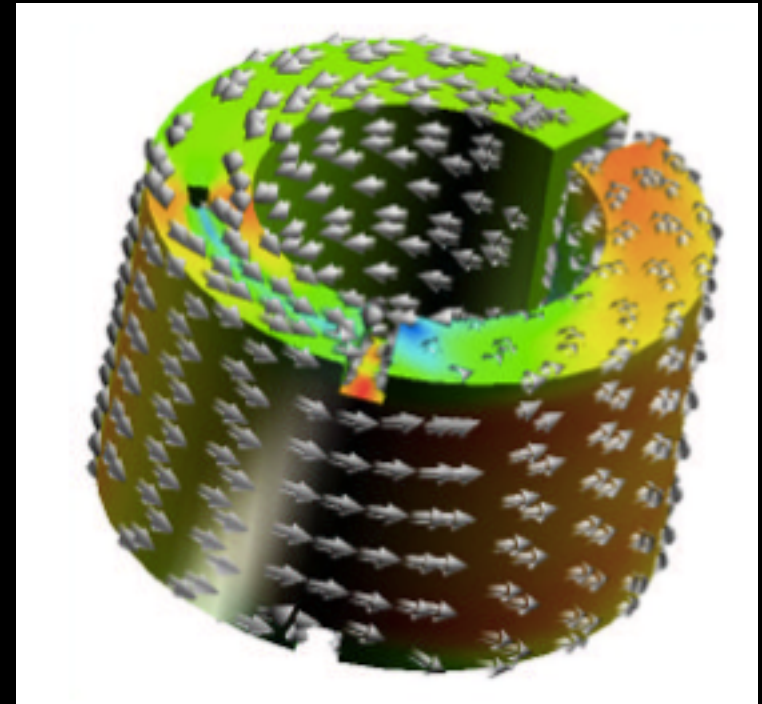
# DIFFERENT USERS...

## ...DIFFERENT APPROACHES

- Direct flow vis
- Dense, texture based flow vis
- Geometric flow vis
- Feature-based flow vis

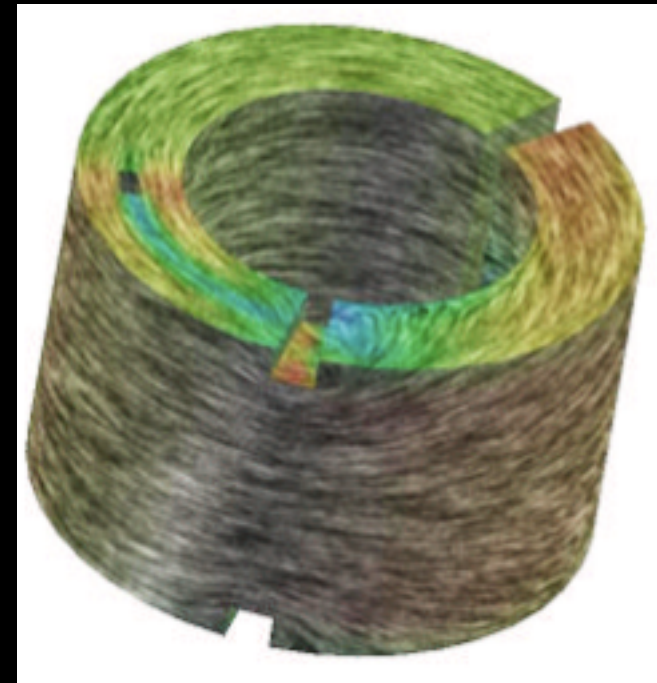
# DIRECT FLOW VIS

- „as direct as possible“
- Overall picture of the flow...
- ... by „drawing arrows“ or color coding velocity
- Immediate investigation



# DENSE, TEXTURE BASED

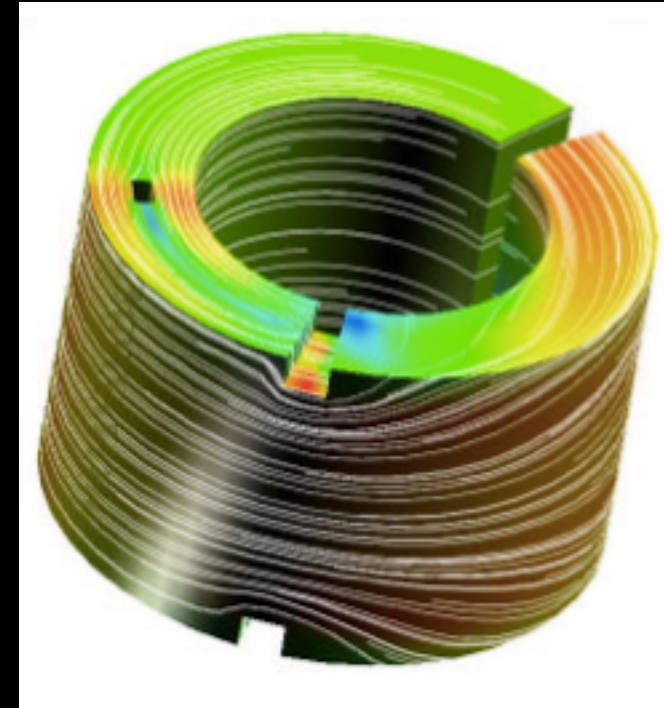
- Similar to direct flow
- Texture used to generate density
- Filtering of texture values





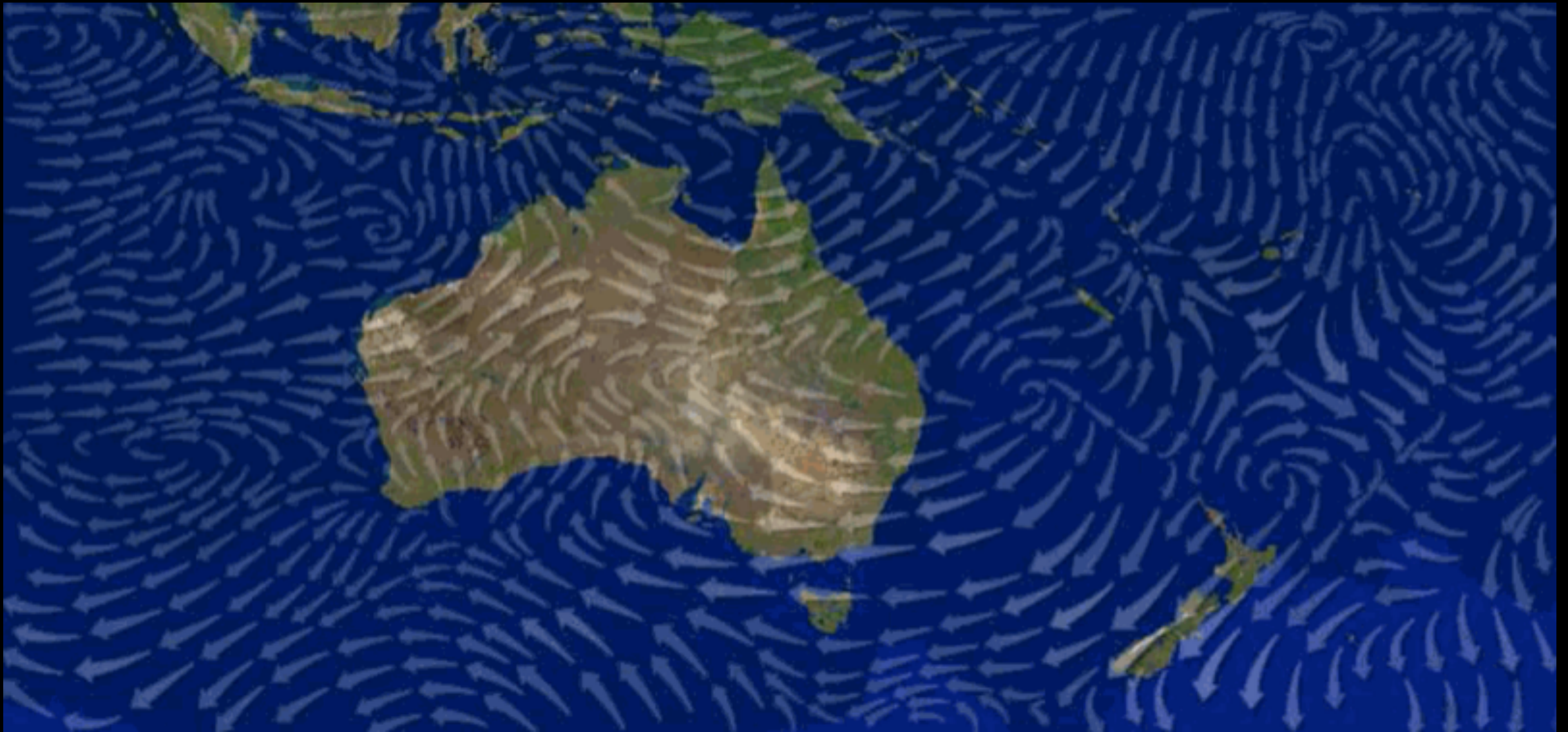
# GEOMETRIC FLOW VIS

- Long term behavior of the flow
- Streamlines
- Streaklines
- Pathlines





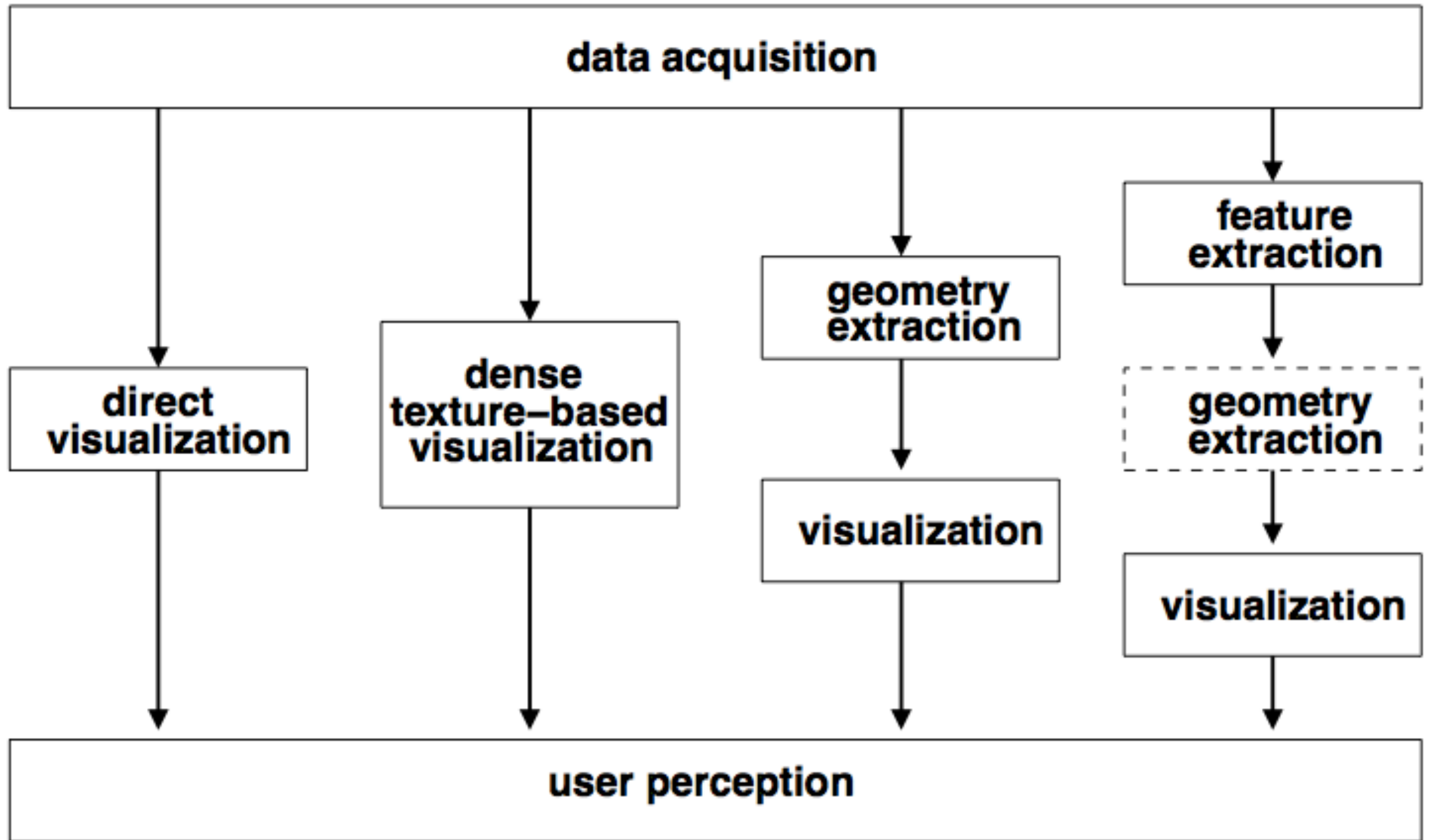
# GEOMETRIC FLOW VIS



*Arrows showing the wind direction and magnitude over Australia. The arrows are placed along streamlines.*

*From: T. McLoughlin et al. / Over Two Decades of Integration-Based, Geometric Flow Visualization*

# FLOW VIS TECHNIQUES



Direct

Dense, Texture based

Geometric

Feature-based

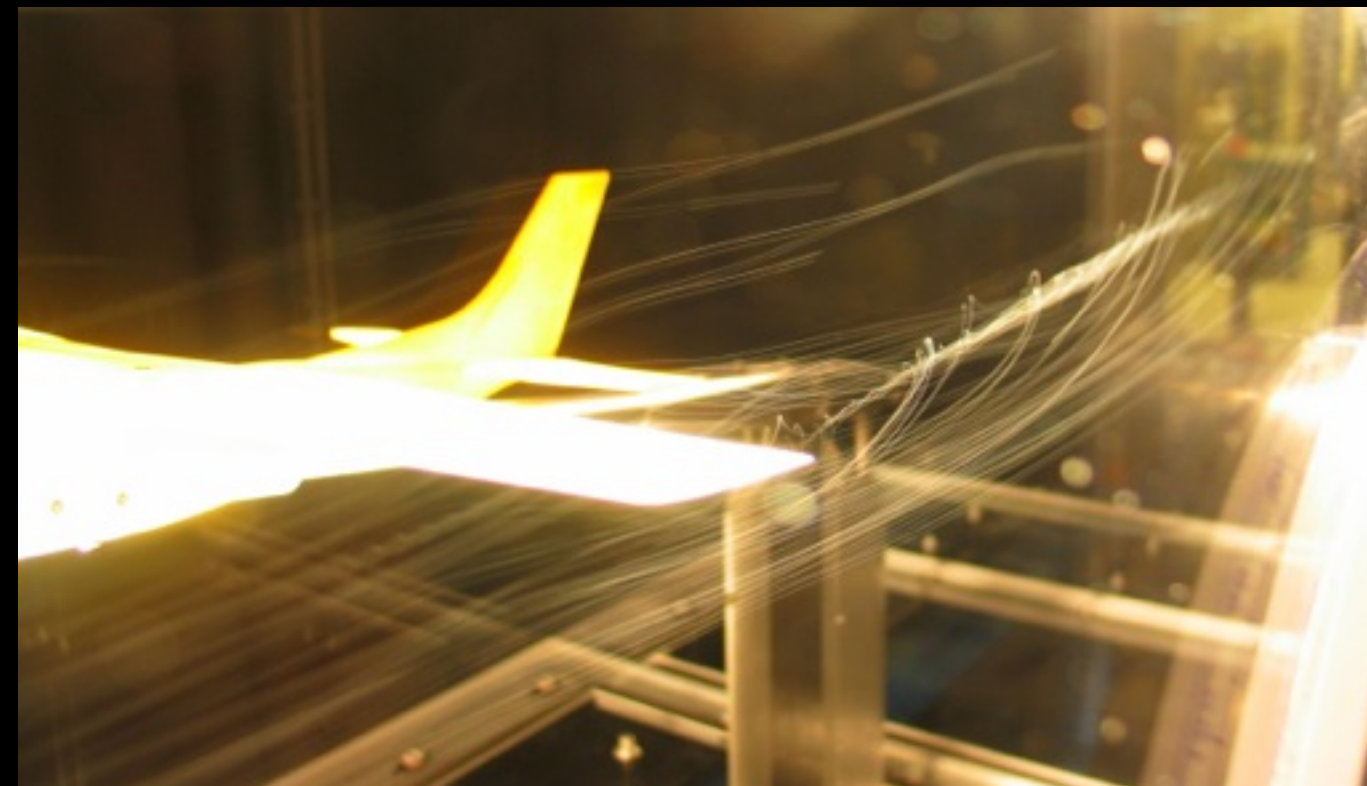
# FEATURE-BASED FLOW VIS

- First step: Abstraction / Extraction
  - important phenomena
  - topological information
- „Visualization of derived data“



# DATA SOURCES

- flow simulation
- flow measurement
- analytic models of flows
  - dynamical systems
  - differential equations



[www.fkfs.de/uploads/pics/kfz\\_bild\\_8-4-1\\_de\\_02.jpg](http://www.fkfs.de/uploads/pics/kfz_bild_8-4-1_de_02.jpg)

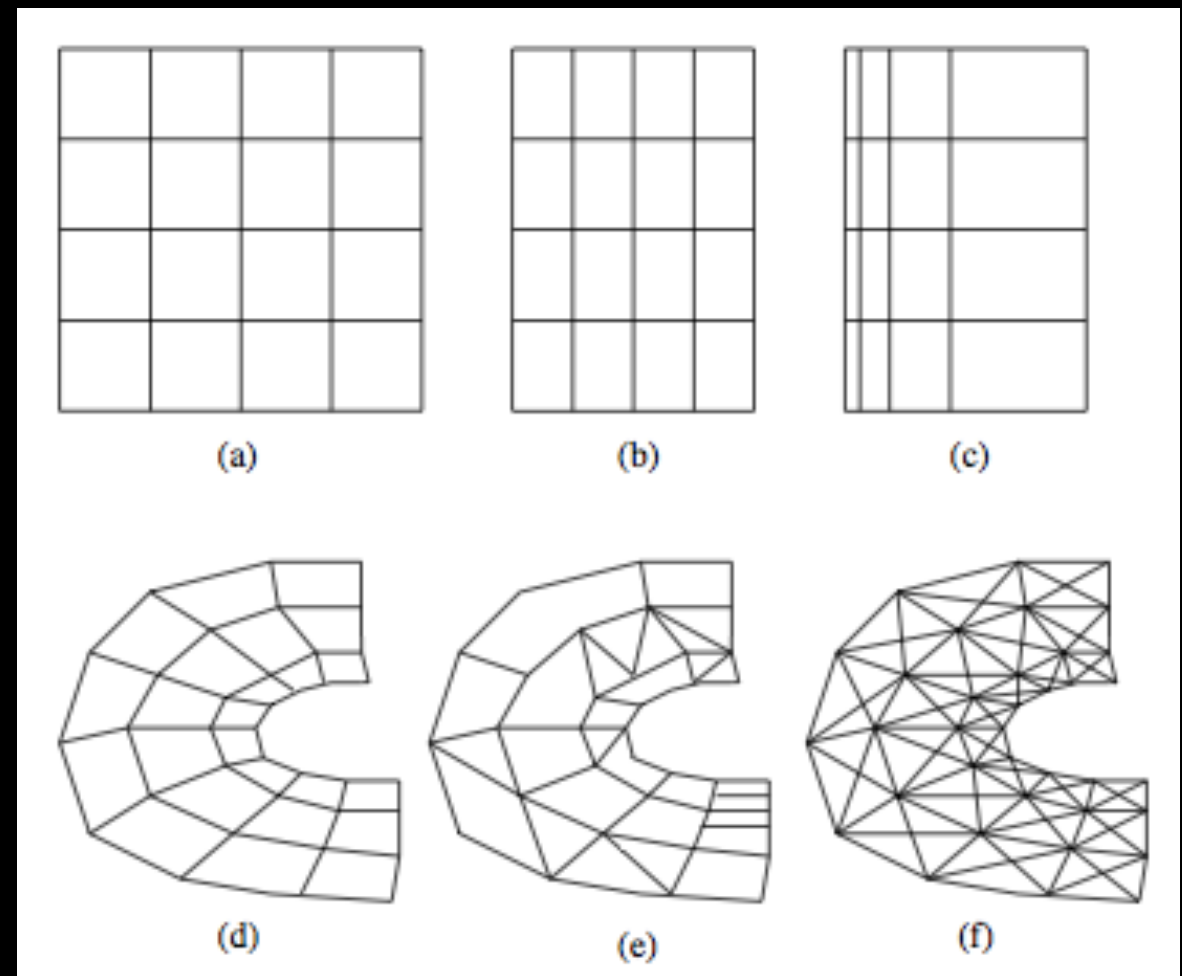
[http://upload.wikimedia.org/wikipedia/commons/c/cd/Cessna\\_182\\_model-wingtip-vortex.jpg](http://upload.wikimedia.org/wikipedia/commons/c/cd/Cessna_182_model-wingtip-vortex.jpg)

# RECONSTRUCTION OF FLOW DATA

- Information given as vectors
- vector samples usually laid out across a grid
- We assume vector data is defined on grid nodes
- Different types of grids...

# GRIDS

- Vector samples laid out across a certain grid
- (a) Cartesian
- (b) Regular
- (c) Rectilinear
- (d) Structured
- (e) Unstructured
- (f) Unstructured Triangular





# DENSE AND TEXTURE BASED FLOW VIS

- Provide full spatial coverage of the vector field
- Different techniques:
  - Spot Noise Techniques
  - LIC (Line Integrated Convolution)
  - Texture advection & GPU-based

# SPOT NOISE TECHNIQUES

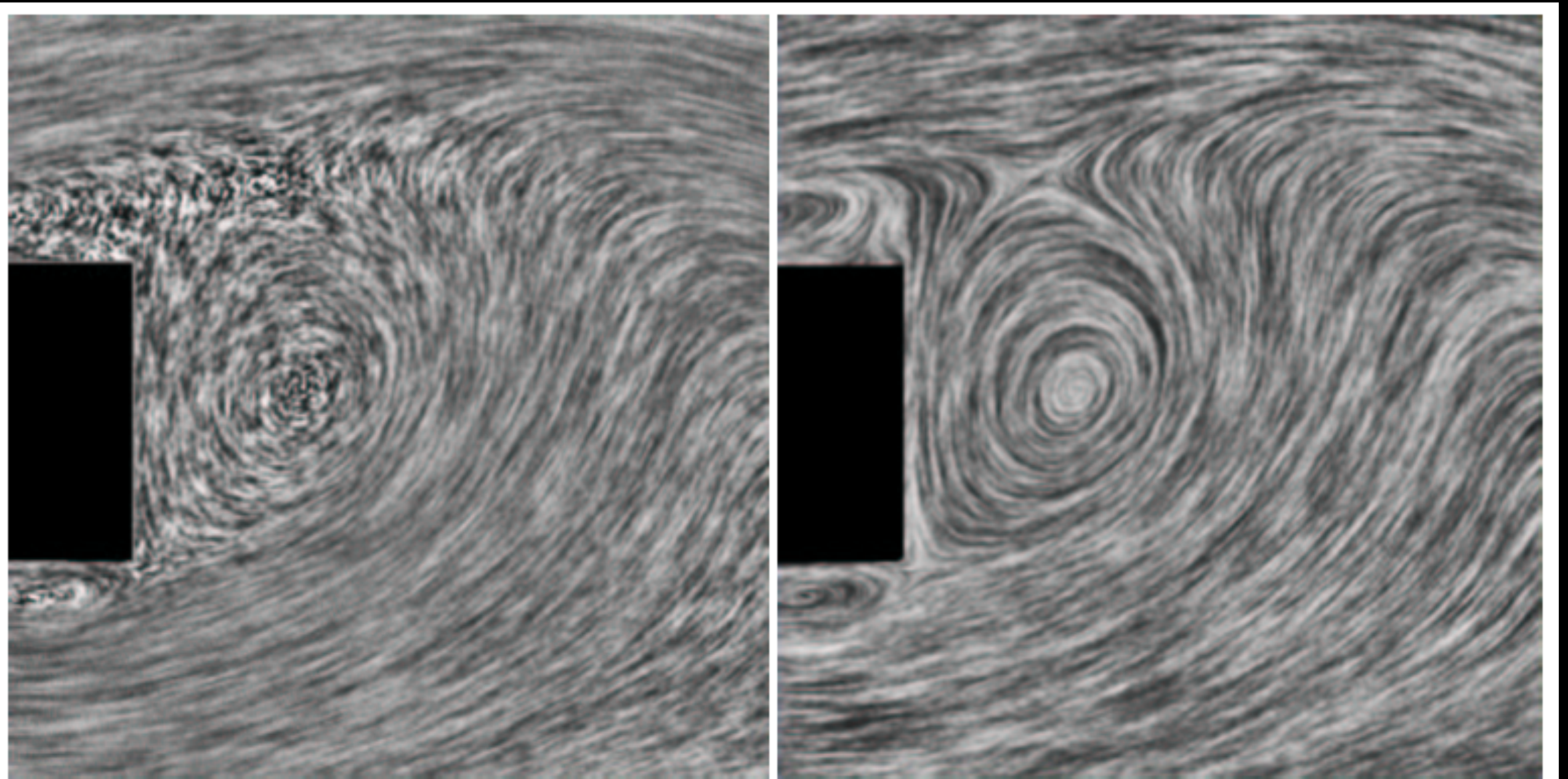
- One of the first
- Introduced by Van Wijk
- Generates texture by distributing spots over domain
- Spot defined by:
  - intensity
  - scaling
  - position

# LIC

- Introduced by Cabral and Leedom
- Inputs:
  - vector field on cartesian grid
  - white noise texture
- Pixels are correlated along the path of a streamline



# SPOT NOISE VS. LIC

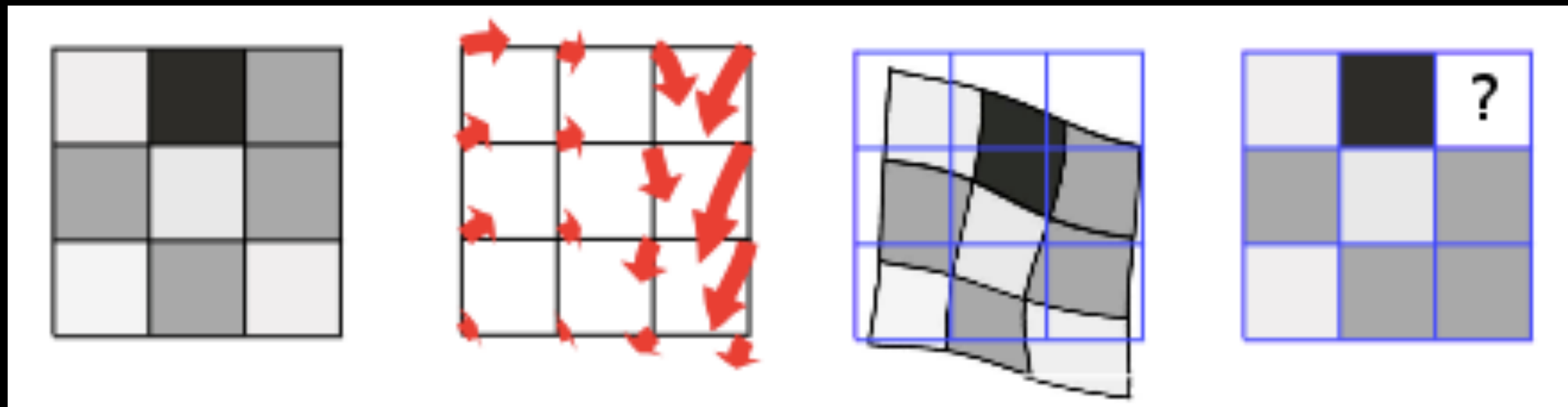


Visualization of a flow around a box  
Spot Noise (left) against LIC (right)

# TEXTURE ADVECTION AND GPU-BASED

- IBVF (by Van Wijk)
  - Tool: [www.win.tue.nl/~vanwijk/ibfv/](http://www.win.tue.nl/~vanwijk/ibfv/)
- Core idea:
  - Create noise texture on a regular grid
  - Bend the grid according to the flow
- Produces a whole image in every step
- Almost realtime for 2D flow data

# TEXTURE ADVECTION AND GPU-BASED





# PRO'S

- Overview of current Flow Vis Techniques
- Easy to understand (even for beginners)
- Good graphical examples

# CON'S

- Covered only theoretical how it's done
- No implementation examples\*
- A few unexplained methods\*\*

\*Except for „Image Based Flow Visualization”: [www.win.tue.nl/~vanwijk/ibvf](http://www.win.tue.nl/~vanwijk/ibvf)

\*\*For example: Data Sources - flow measurement: possible aquired through laser-based technology  
But what are these laser-based technologies?

# Over Two Decades of Integration-Based, Geometric Flow Visualization

T. MCLOUGHLIN, R. S. LARAMEE, R. PEIKERT,  
F. H. POST, M. CHEN

[www.cs.swan.ac.uk/~cstony/research/star/](http://www.cs.swan.ac.uk/~cstony/research/star/)

# PRO'S

- Concise introduction to flow vis research
- Very good graphical examples
- Overview of the solved and unsolved problems



# CON'S

- Better overview in:
  - „The State of the Art in Flow Visualization“
- Covers only Geometric Flow Visualization