

# Visit Tutorial

Brandt Westing

# Background

- <https://wci.llnl.gov/codes/visit/>
- Open Source, Multiplatform, interactive parallel visualization and graphical analysis tool
- Developed by the Department of Energy (DOE) Advanced Simulation and Computing Initiative (ASCI)
- Although VisIt was developed for visualizing terascale data, it is also well suited typical desktop simulations

# Data Types

- Supports a wide variety of data types
  - Structured grids
    - uniform rectilinear, non-uniform rectilinear, and curvilinear
  - Unstructured grids
  - Polygonal data
  - Images
  - Multi-block
  - AMR
- Time series support

# Visualization Algorithms

- VisIt's visualization capabilities are grouped into two categories:
  - Plots are used to visualize data and include boundary, contour, label, mesh, pseudocolor, scatter, streamline, and others
  - Operators consist of operations that can be performed on the data prior to visualization. (Examples include slice, isosurface, threshold among others)

# Special Features

- Supports derived fields
  - New fields to be calculated using existing fields.
- Supports multiple mesh types (rectilinear, curvilinear, and unstructured meshes)
- Employs parallel and distributed architecture to handle extremely large data sets interactively

# Data Formats

- Supports over 5 dozen different file formats
  - Silo  
<https://wci.llnl.gov/codes/visit/1.5.4/GettingDataIntoVisit1.5.4.pdf>
  - VTK (<http://www.vtk.org/VTK/img/file-formats.pdf>)
  - And many more!  
<https://wci.llnl.gov/codes/visit/FAQ.html#12>
- Conversion to the VTK format is straightforward

# Visit Test-Drive



# Getting Started

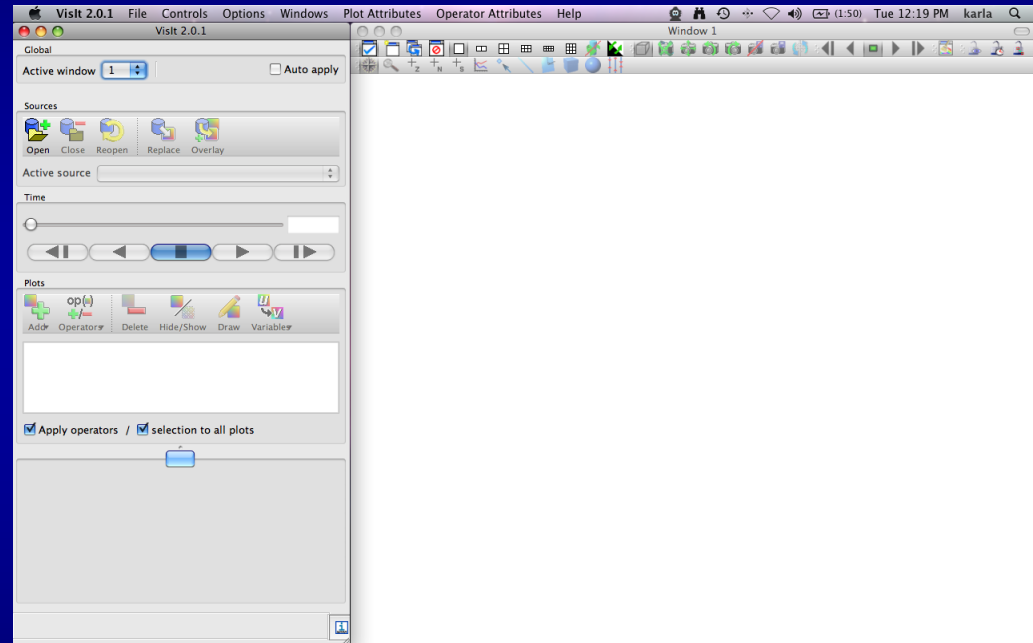
- Download example data file 'noise.silo'
  - <http://portal.longhorn.tacc.utexas.edu/training/>
  - Right-click, Save link as...
  
- Open VisIt



# VisIt

Today we will:

- Create contours for a scalar variable
- Create isosurfaces for a scalar variable
- Clip and slice the isosurfaces
- Use glyphs to display a vector field
- Use streamlines to show flow through a vector field
- Edit annotations and background
- Add slices to show variable values over a plane
- Create volume rendering

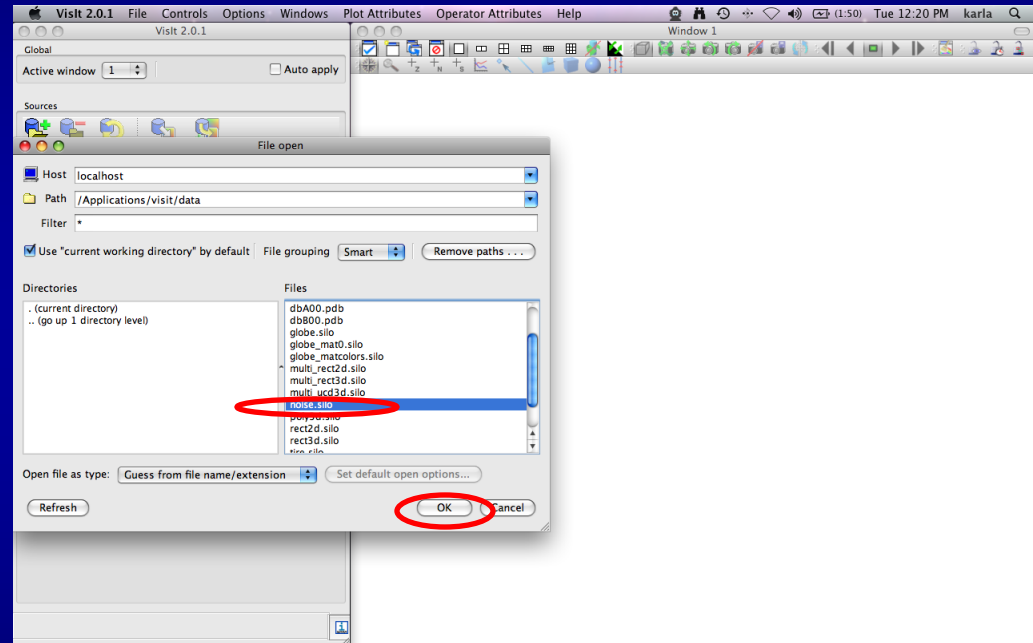


# Visit

Open the file (and display information)

Noise.silo

- Click File -> Open file
- Select noise.silo
- Click OK
- Note name of file under -> Active source
- Click File information
- Close Window

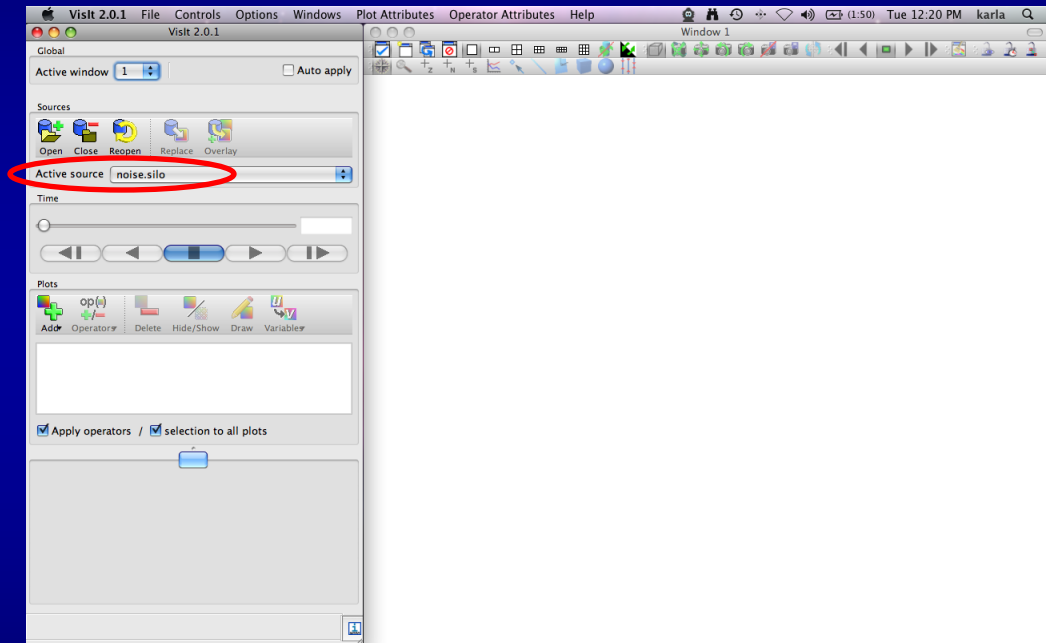


# VisIt

Open the file (and display information)

Noise.silo

- Click File -> Open file
- Select noise.silo
- Click OK
- Note name of file under -> Active source
- Click File information
- Close Window

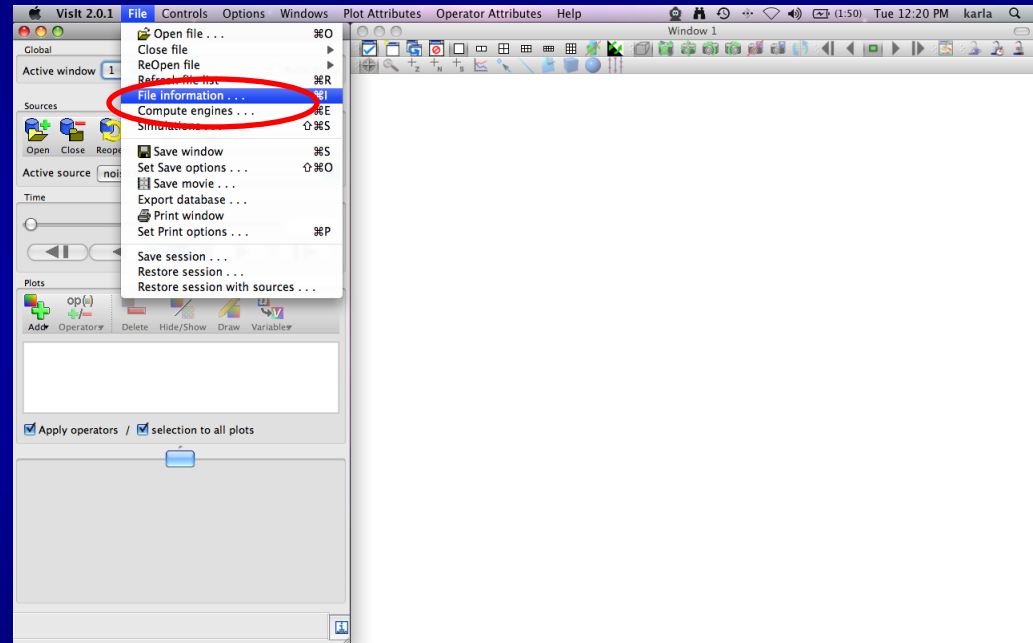


# Visit

Open the file (and display information)

Noise.silo

- Click File -> Open file
- Select noise.silo
- Click OK
- Note name of file under -> Active source
- Click File information
- Close Window

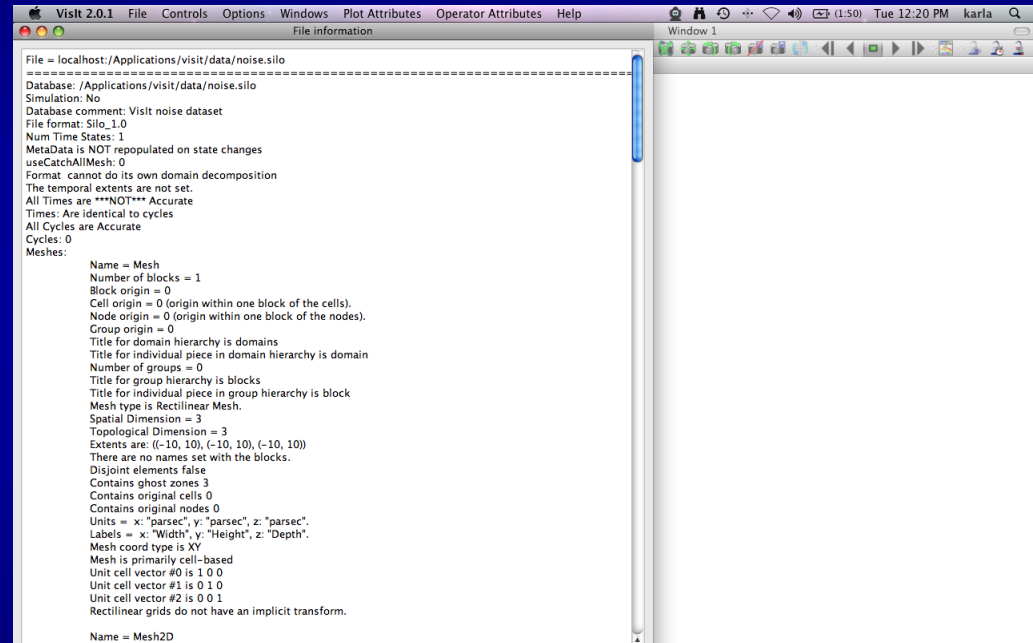


# VisIt

Open the file (and display information)

Noise.silo

- Click File -> Open file
- Select noise.silo
- Click OK
- Note name of file under -> Active source
- Click File information
- Close Window



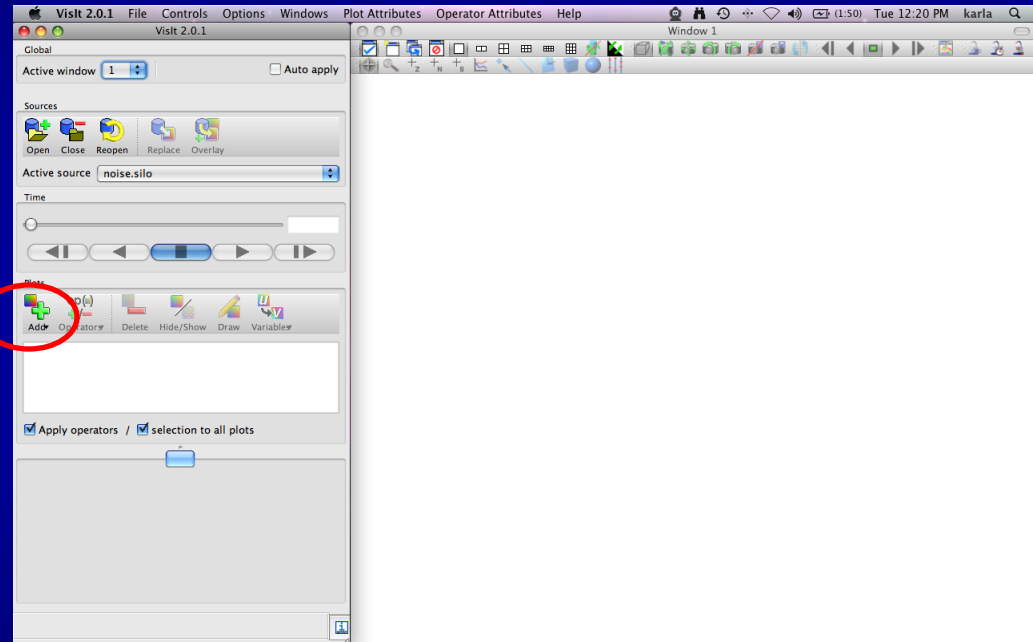
```
File = localhost:/Applications/visit/data/noise.silo
-----
Database: /Applications/visit/data/noise.silo
Simulation: No
Database comment: VisIt noise dataset
File format: Silo_1.0
Num Time States: 1
MetaData is NOT repopulated on state changes
useCatchAllMesh: 0
Format: cannot do its own domain decomposition
The temporal extents are not set.
All Times are ***NOT*** Accurate
Times: Are identical to cycles
All Cycles are Accurate
Cycles: 0
Meshes:
  Name = Mesh
  Number of blocks = 1
  Block origin = 0
  Cell origin = 0 (origin within one block of the cells).
  Node origin = 0 (origin within one block of the nodes).
  Group origin = 0
  Title for domain hierarchy is domains
  Title for individual piece in domain hierarchy is domain
  Number of groups = 0
  Title for group hierarchy is blocks
  Title for individual piece in group hierarchy is block
  Mesh type is Rectilinear Mesh.
  Spatial Dimension = 3
  Topological Dimension = 3
  Extents are: (-10, 10), (-10, 10), (-10, 10)
  There are no names set with the blocks.
  Disjoint elements false
  Contains ghost zones 3
  Contains original cells 0
  Contains original nodes 0
  Units = x: "parsec", y: "parsec", z: "parsec".
  Labels = x: "Width", y: "Height", z: "Depth".
  Mesh coord type is XY
  Mesh is primarily cell-based
  Unit cell vector #0 is 1 0 0
  Unit cell vector #1 is 0 1 0
  Unit cell vector #2 is 0 0 1
  Rectilinear grids do not have an implicit transform.

Name = Mesh2D
```

# VisIt

## Create contour

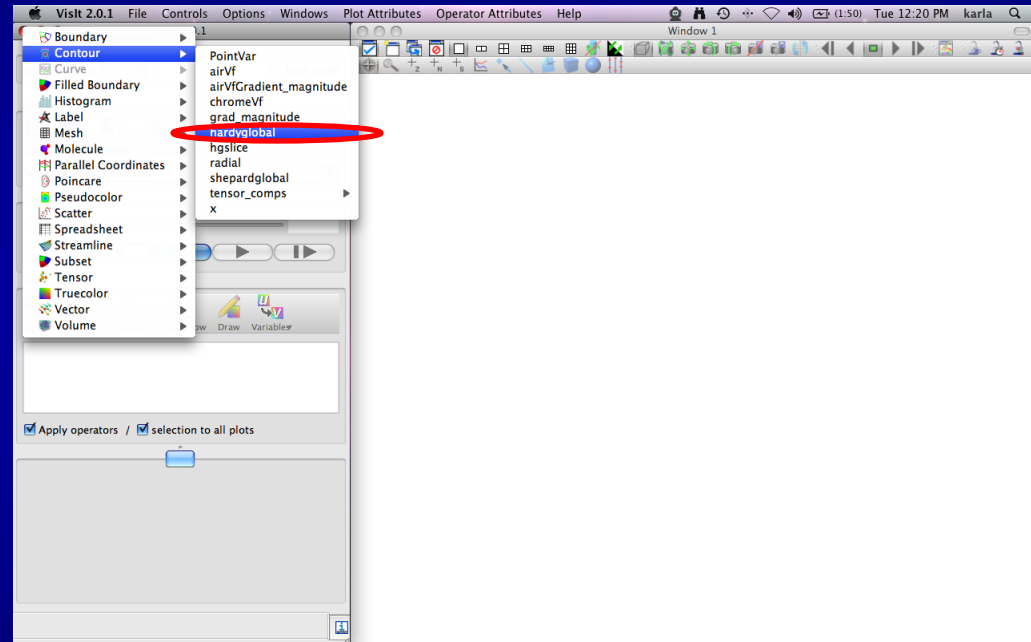
- Click Add -> Contour -> hardyglobal
- Click Draw
- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
- Change the opacity levels
- Click Apply
- Click Dismiss
- Click Delete



# VisIt

## Create contour

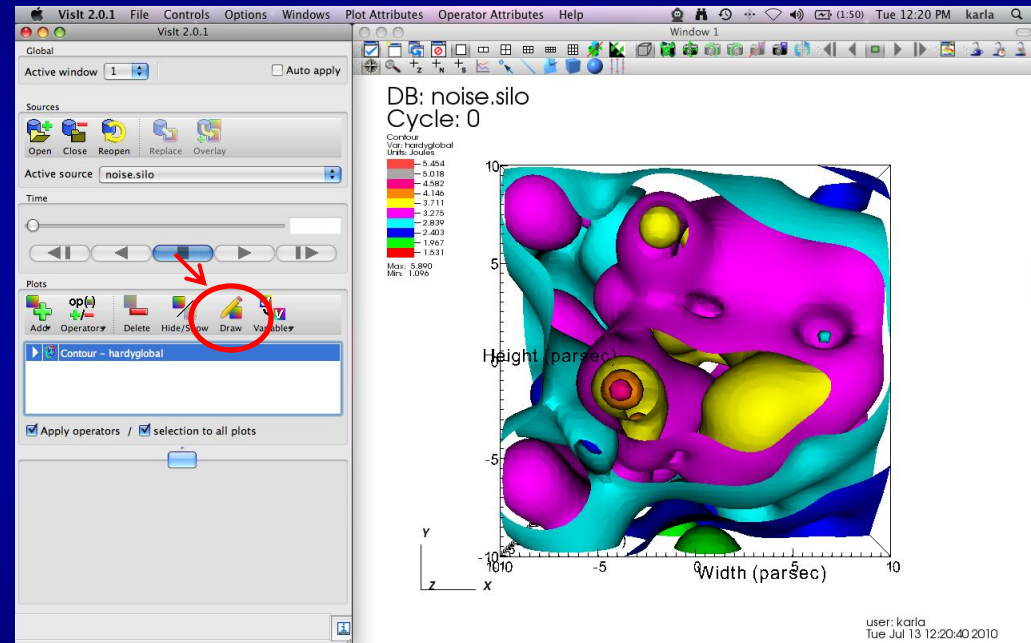
- Click Add -> Contour -> hardyglobal
- Click Draw
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- Under select by choose ->N Levels enter 5
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- Click Apply
- Click Dismiss
- Click Delete



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- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
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- Click Apply
- Click Dismiss
- Click Delete

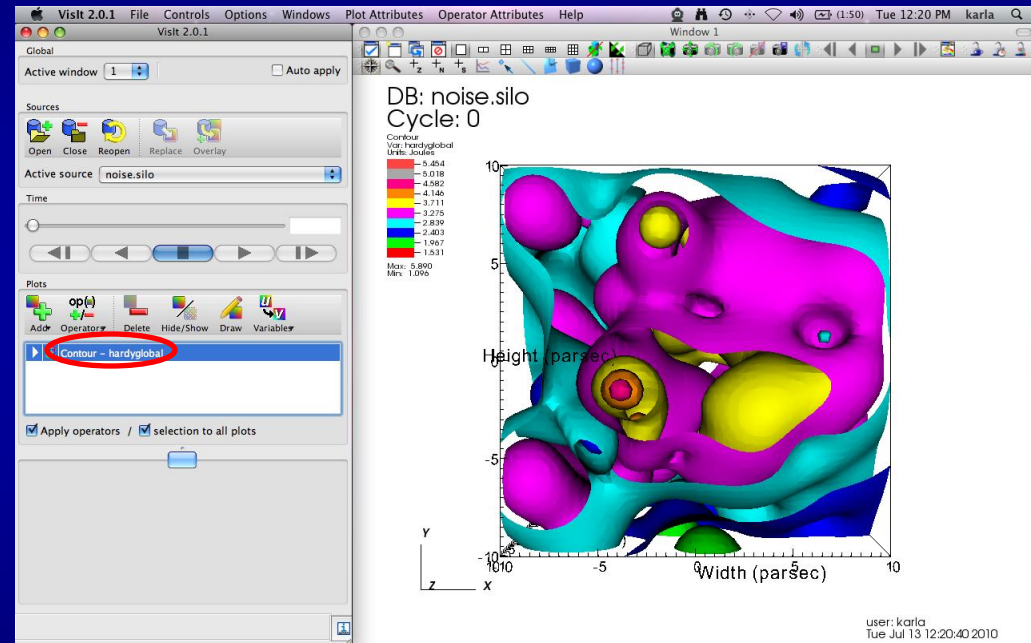




# VisIt

## Create contour

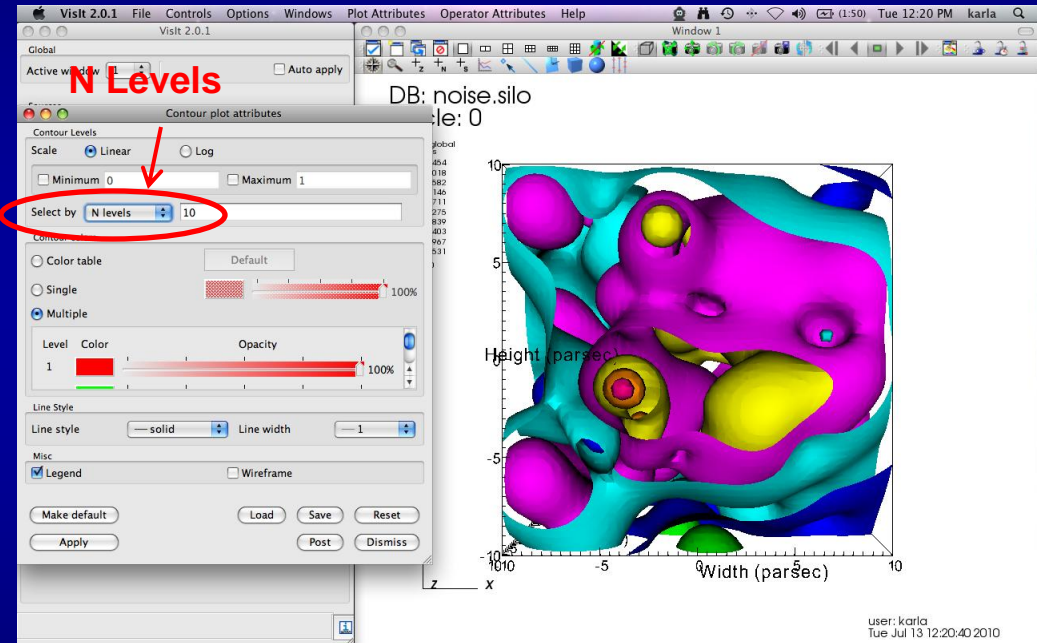
- Click Add -> Contour -> hardyglobal
- Click Draw
- **Double click on Contour (or Right-click ->Edit plot description)**
- Under select by choose ->N Levels enter 5
- Change the opacity levels
- Click Apply
- Click Dismiss
- Click Delete



# VisIt

## Create contour

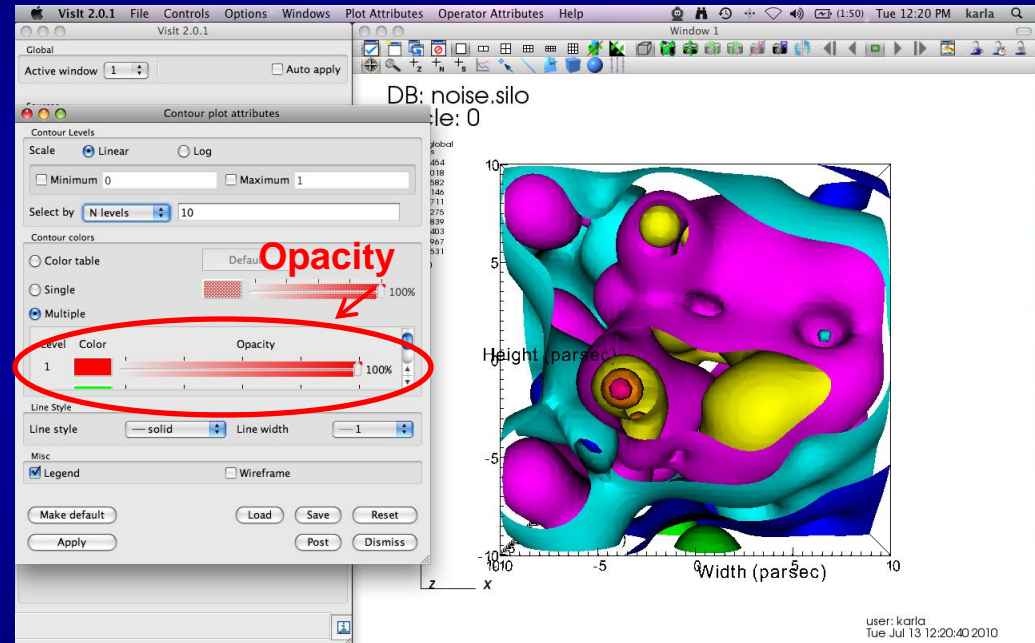
- Click Add -> Contour -> hardyglobal
- Click Draw
- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
- Change the opacity levels
- Click Apply
- Click Dismiss
- Click Delete



# VisIt

## Create contour

- Click Add -> Contour -> hardyglobal
- Click Draw
- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
- **Change the opacity levels**
- Click Apply
- Click Dismiss
- Click Delete

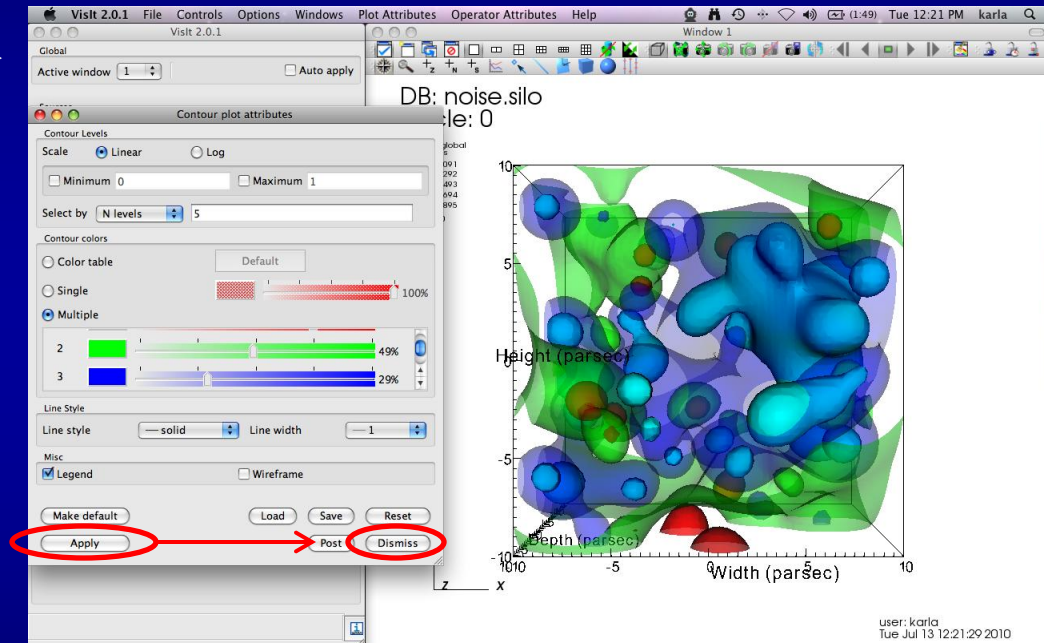


user: karla  
Tue Jul 13 12:20:40 2010

# VisIt

## Create contour

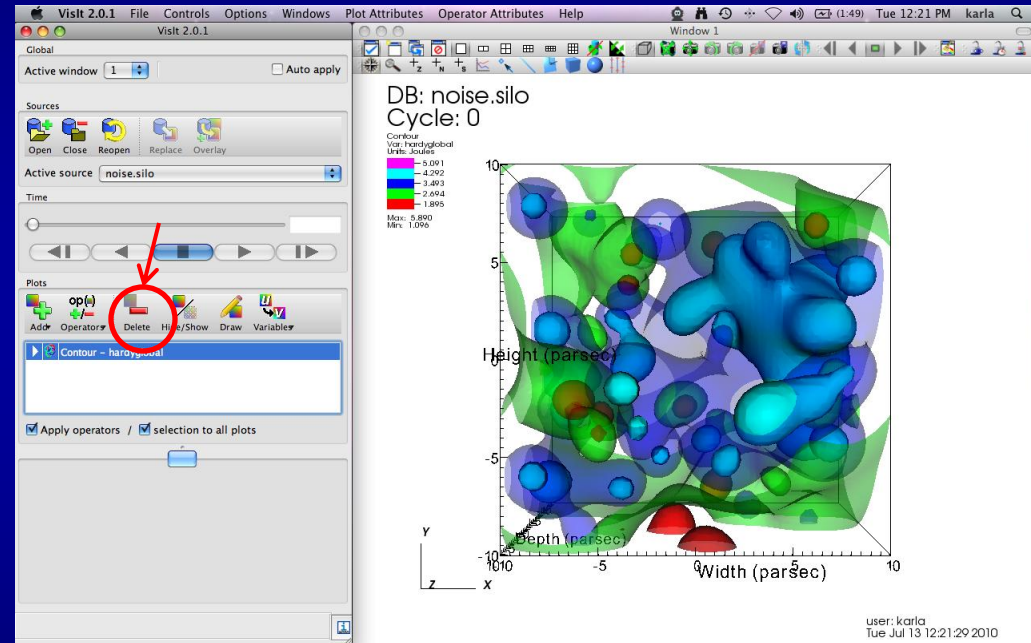
- Click Add -> Contour -> hardyglobal
- Click Draw
- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
- Change the opacity levels
- Click Apply
- Click Dismiss
- Click Delete



# VisIt

## Create contour

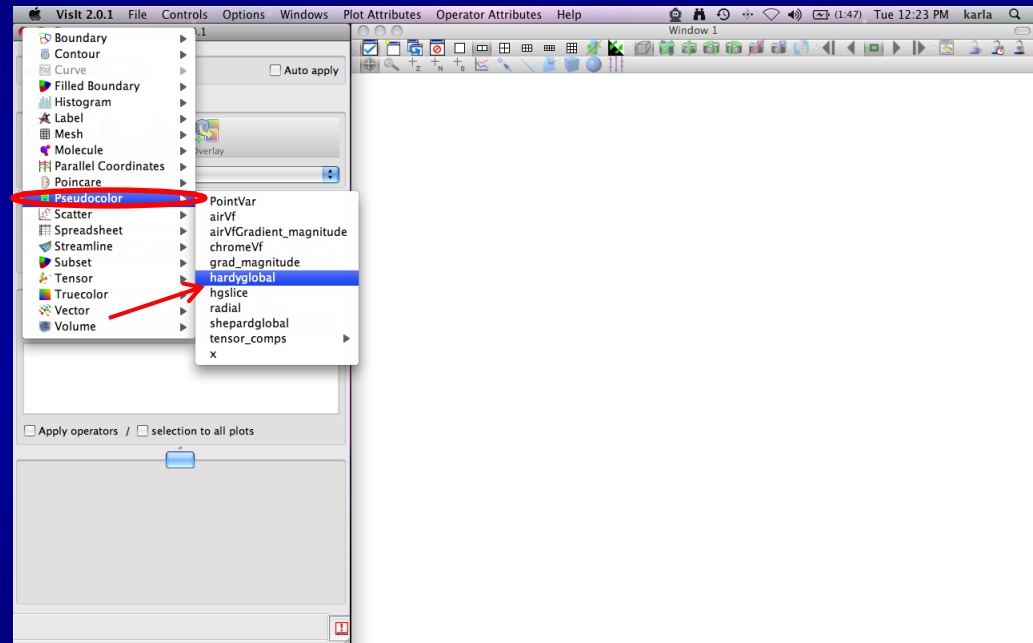
- Click Add -> Contour -> hardyglobal
- Click Draw
- Double click on Contour (or Right-click ->Edit plot description)
- Under select by choose ->N Levels enter 5
- Change the opacity levels
- Click Dismiss
- Click Delete



# VisIt

## Create Pseudocolor and isosurfaces

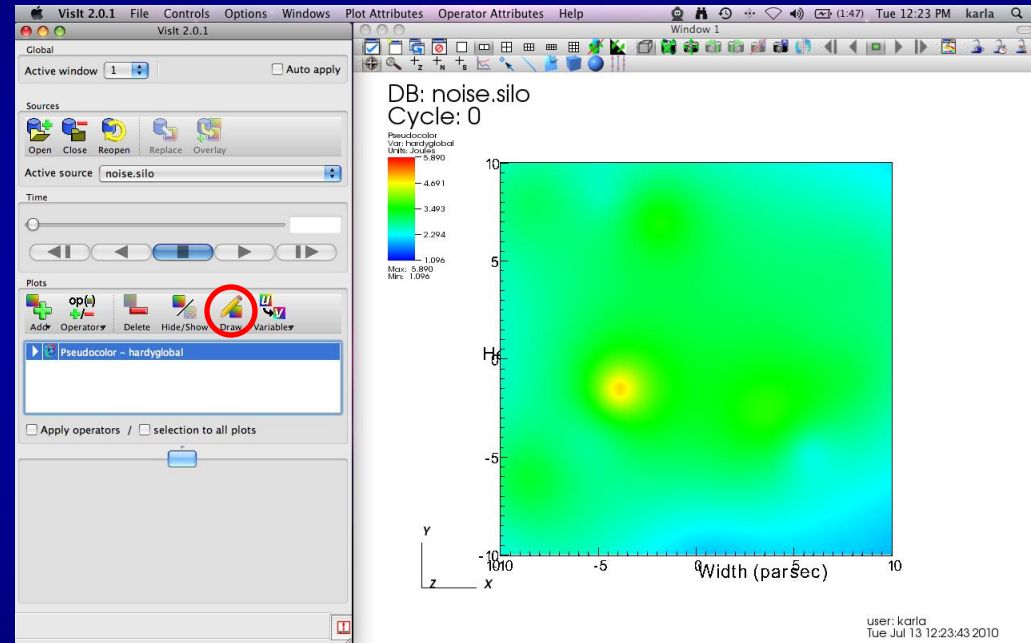
- Click Add -> Pseudocolor -> hardyglobal
- Click Draw
- Click Operator -> Slicing -> Isosurface
- Click Draw
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent (s) enter 50
- Click Apply



# VisIt

## Create Pseudocolor and isosurfaces

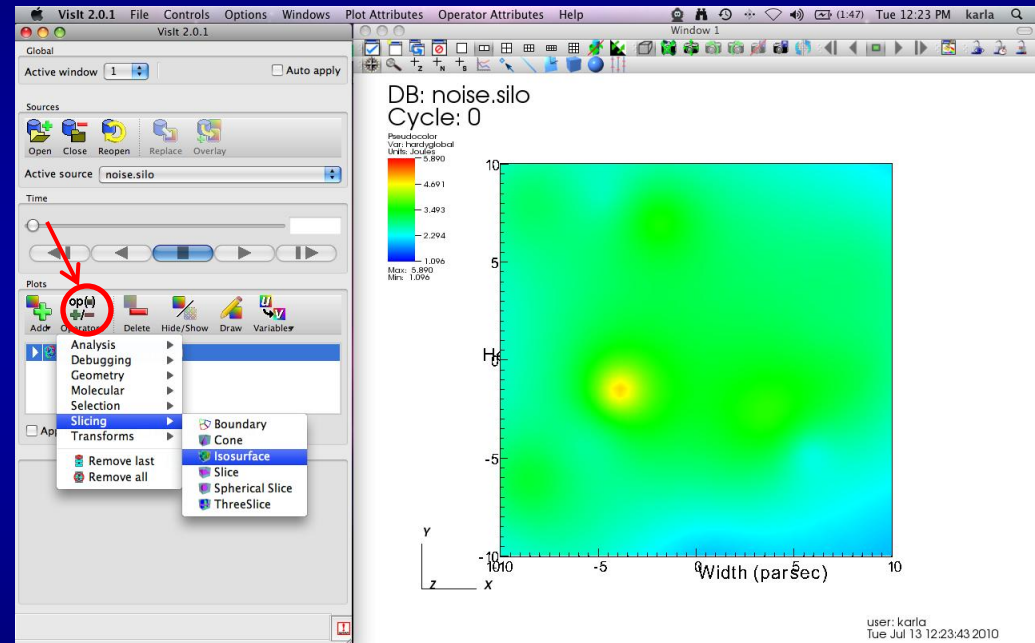
- Click Add -> Pseudocolor -> hardyglobal
- **Click Draw**
- Click Operator -> Slicing -> Isosurface
- Click Draw
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent (s) enter 50
- Click Apply



# VisIt

## Create Pseudocolor and isosurfaces

- Click Add -> Pseudocolor -> hardyglobal
- Click Draw
- Click Operator -> Slicing -> Isosurface
- Click Draw
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent (s) enter 50
- Click Apply

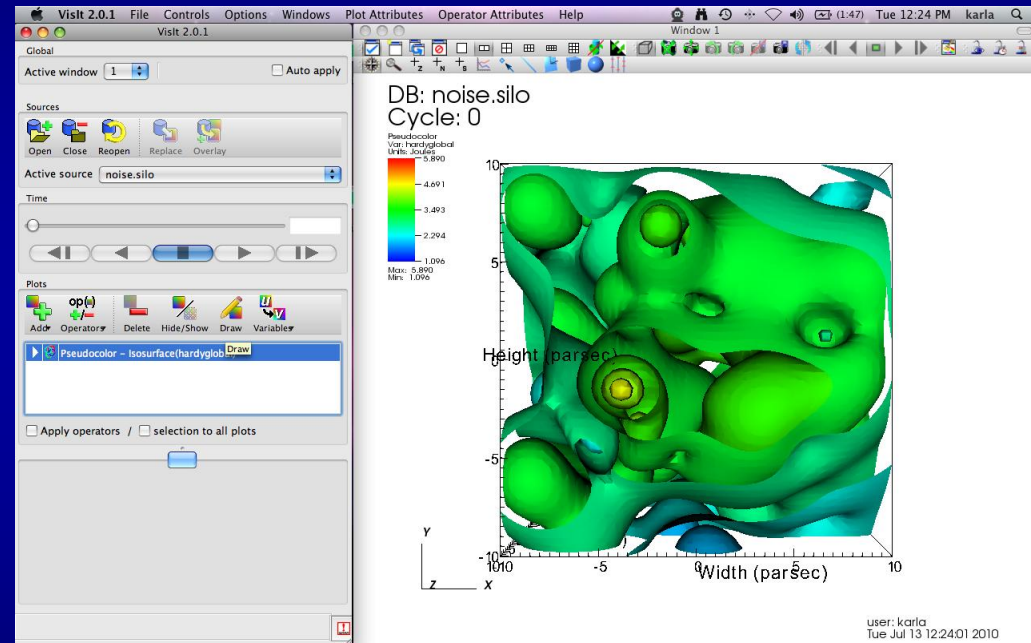




# VisIt

## Create Pseudocolor and isosurfaces

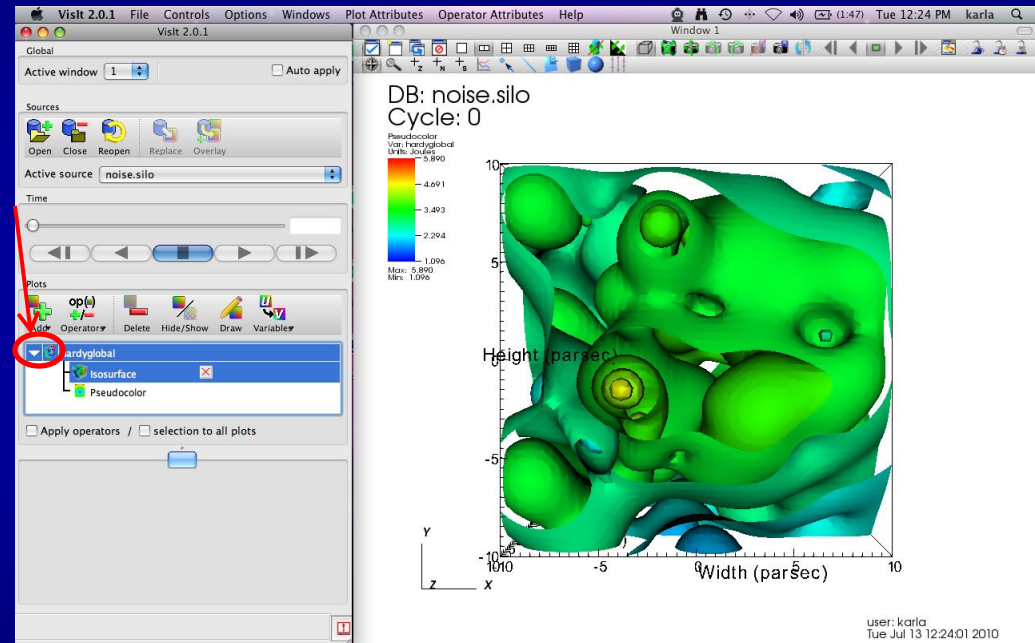
- Click Add -> Pseudocolor -> hardyglobal
- Click Draw
- Click Operator -> Slicing -> Isosurface
- **Click Draw**
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent (s) enter 50
- Click Apply



# VisIt

## Create Pseudocolor and isosurfaces

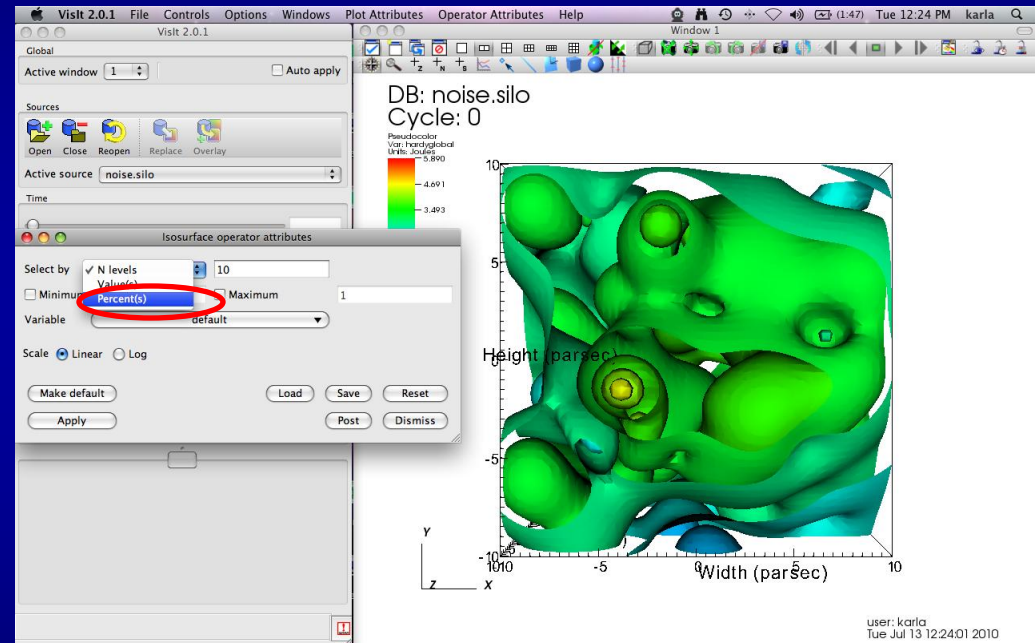
- Click Add -> Pseudocolor -> hardyglobal
- Click Draw
- Click Operator -> Slicing -> Isosurface
- Click Draw
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent (s) enter 50
- Click Apply



# VisIt

## Create Pseudocolor and isosurfaces

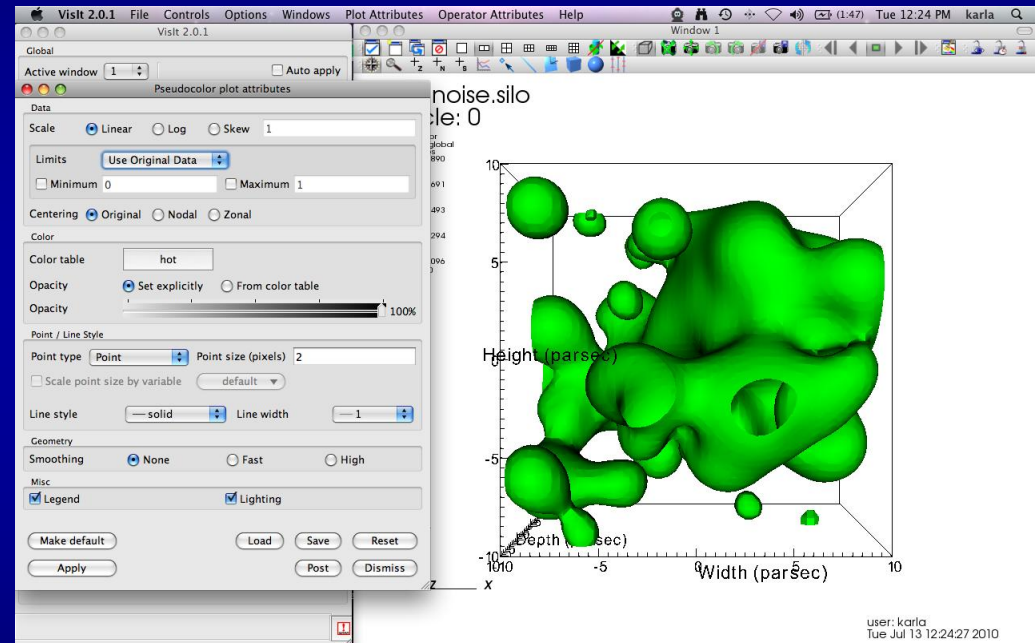
- Click Add -> Pseudocolor -> hardyglobal
- Click Draw
- Click Operator -> Slicing -> Isosurface
- Click Draw
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 50
- Click Apply & Dismiss



# VisIt

## Create Pseudocolor and isosurfaces

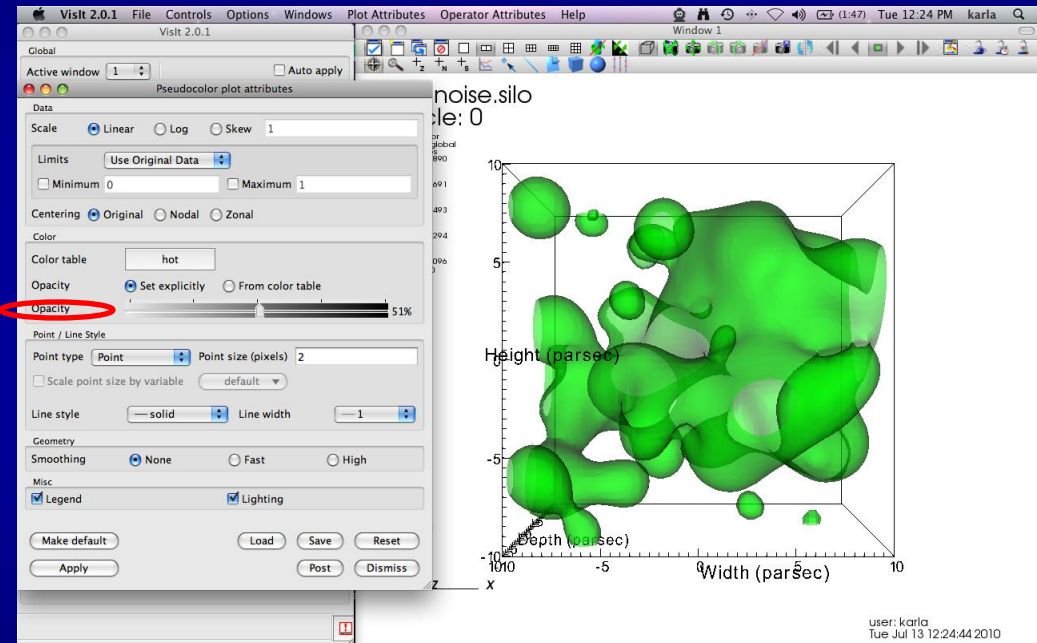
- **Double-Click** -> Pseudocolor
- **Change Opacity**
- **Click Apply**
- **Click Add** -> Pseudocolor -> hardyglobal
- **Click Operator** -> Slicing -> Isosurface
- **Click Arrow** to expand
- **Double-Click** Isosurface
- **Under select by choose** -> Percent(s) **enter 80**
- **Click Apply** -> **Dismiss** -> Draw



# VisIt

## Create Pseudocolor and isosurfaces

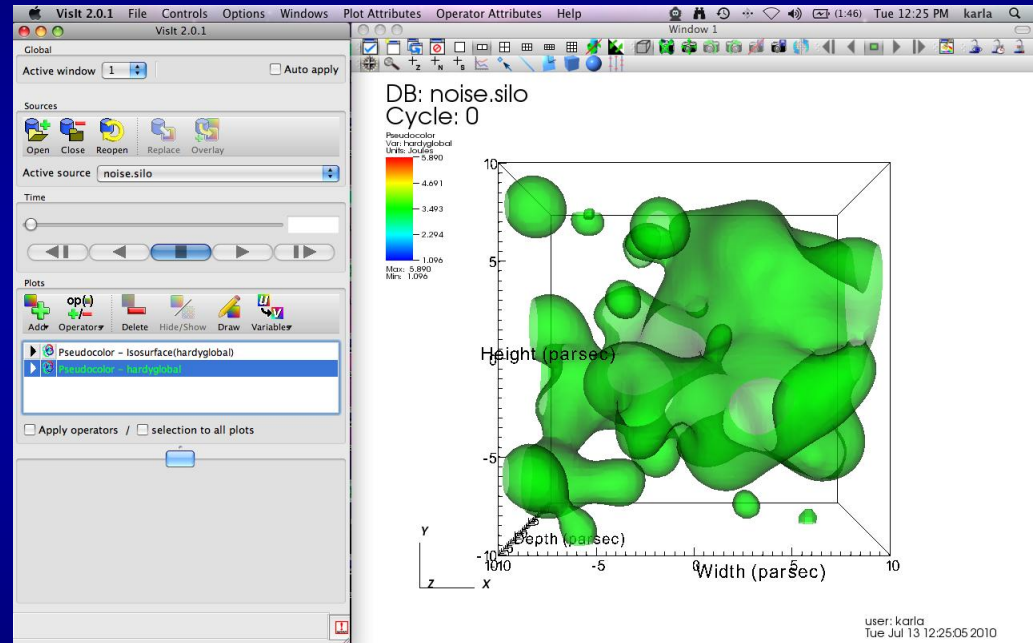
- Double-Click -> Pseudocolor
- Change Opacity
- Click Apply & Dismiss
- Click Add -> Pseudocolor -> hardyglobal
- Click Operator -> Slicing -> Isosurface
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 80
- Click Apply -> Dismiss -> Draw



# VisIt

## Create Pseudocolor and isosurfaces

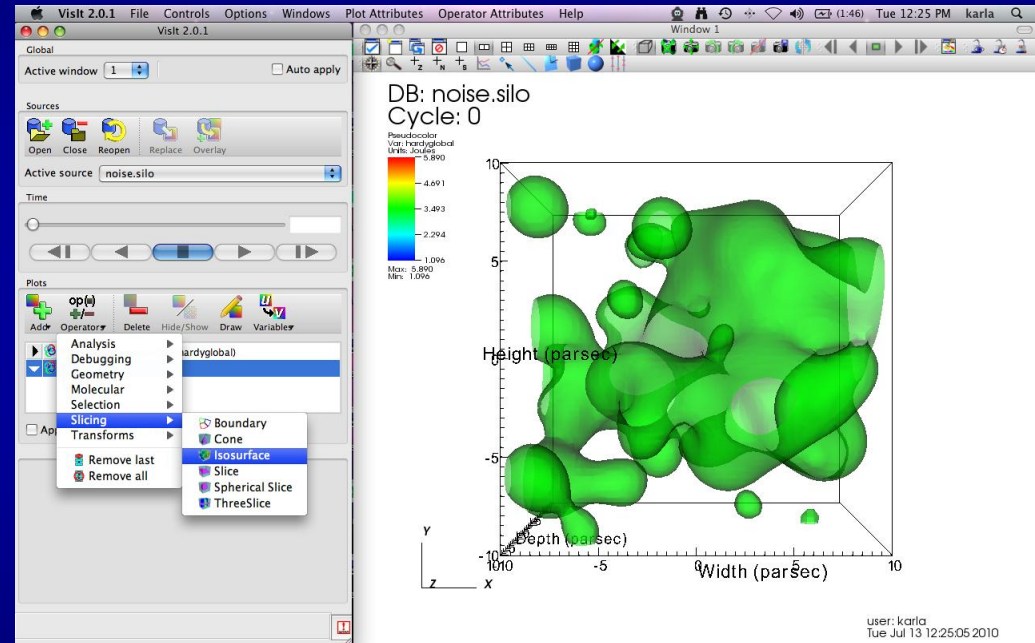
- Double-Click -> Pseudocolor
- Change Opacity
- Click Apply
- Click Add -> Pseudocolor -> hardyglobal
- Click Operator -> Slicing -> Isosurface
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 80
- Click Apply -> Dismiss -> Draw



# VisIt

## Create Pseudocolor and isosurfaces

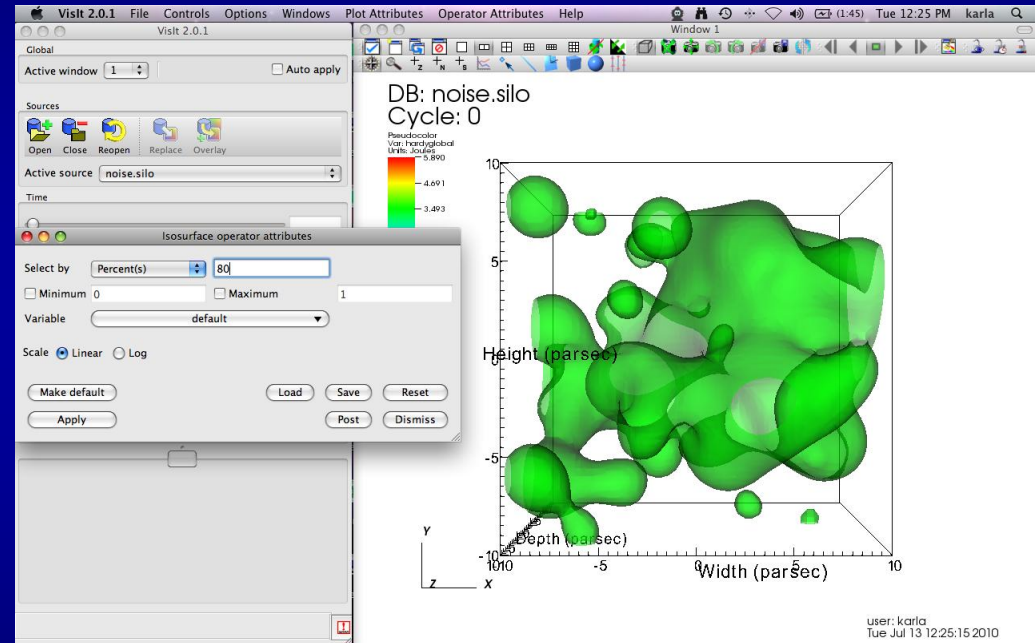
- Double-Click -> Pseudocolor
- Change Opacity
- Click Apply
- Click Add -> Pseudocolor -> hardyglobal
- Click Operator -> Slicing -> Isosurface
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 80
- Click Apply -> Dismiss -> Draw



# VisIt

## Create Pseudocolor and isosurfaces

- Double-Click -> Pseudocolor
- Change Opacity
- Click Apply
- Click Add -> Pseudocolor -> hardyglobal
- Click Operator -> Slicing -> Isosurface
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 80
- Click Apply -> Dismiss -> Draw

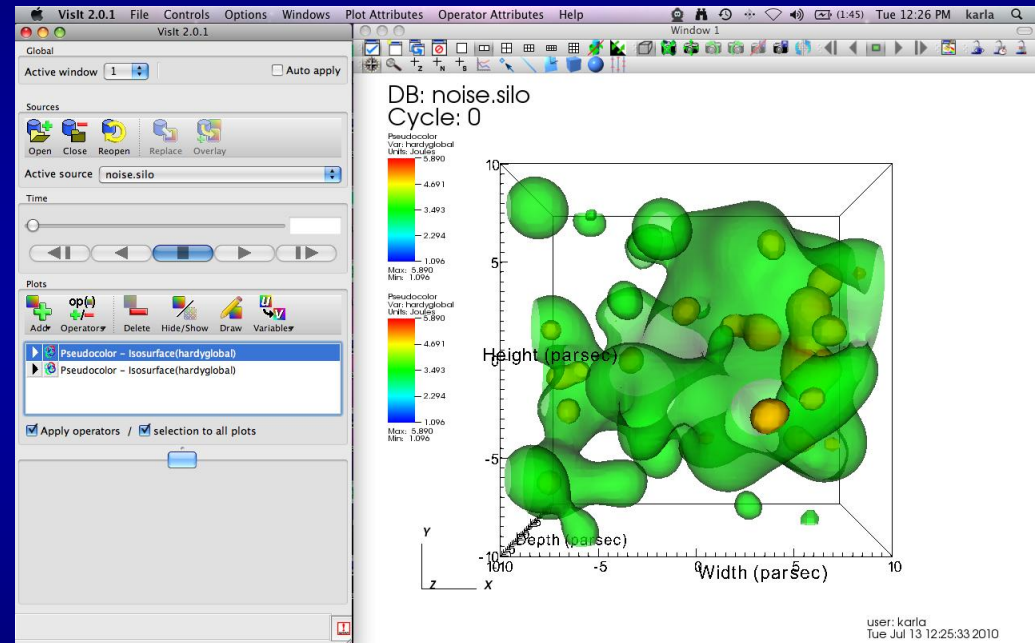




# VisIt

## Create Pseudocolor and isosurfaces

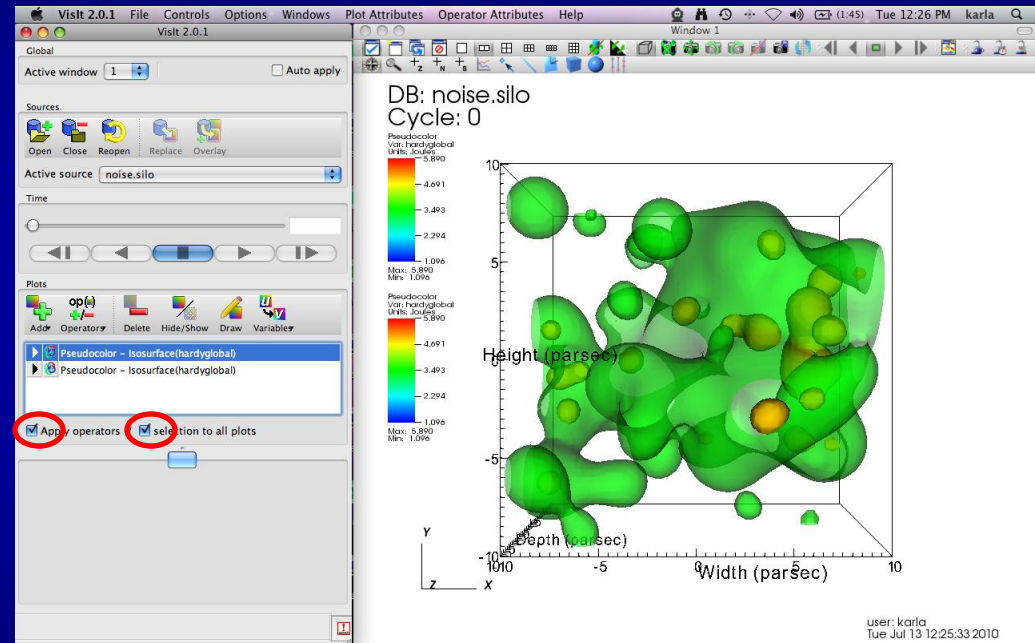
- Double-Click -> Pseudocolor
- Change Opacity
- Click Apply
- Click Add -> Pseudocolor -> hardyglobal
- Click Operator -> Slicing -> Isosurface
- Click Arrow to expand
- Double-Click Isosurface
- Under select by choose -> Percent(s) enter 80
- Click Apply -> Dismiss -> Draw



# VisIt

## Clip Isosurfaces

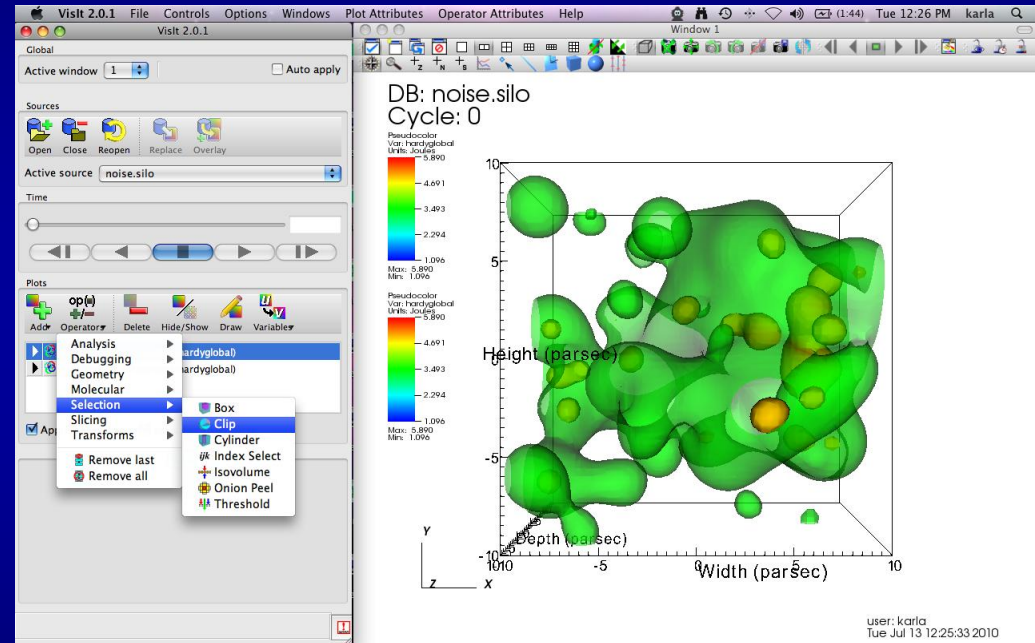
- Click -> apply operators and selection to all plots
- Click Operators -> Selection -> Clip
- Click Draw
- Double-Click -> Clip
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Clip Isosurfaces

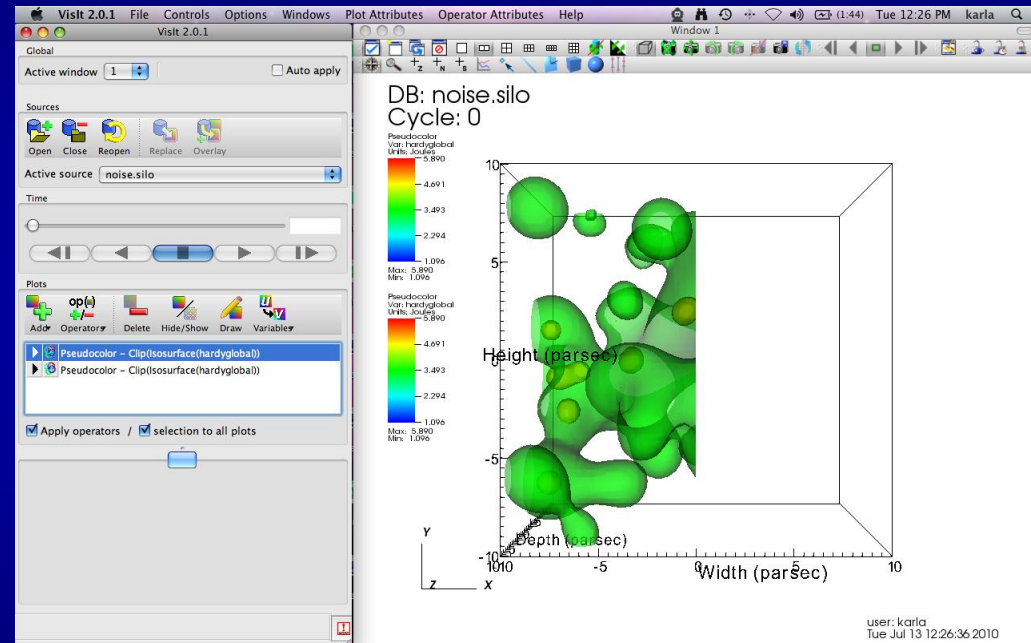
- Click -> apply operators and selection to all plots
- **Click Operators -> Selection -> Clip**
- Click Draw
- **Double-Click -> Clip**
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Clip Isosurfaces

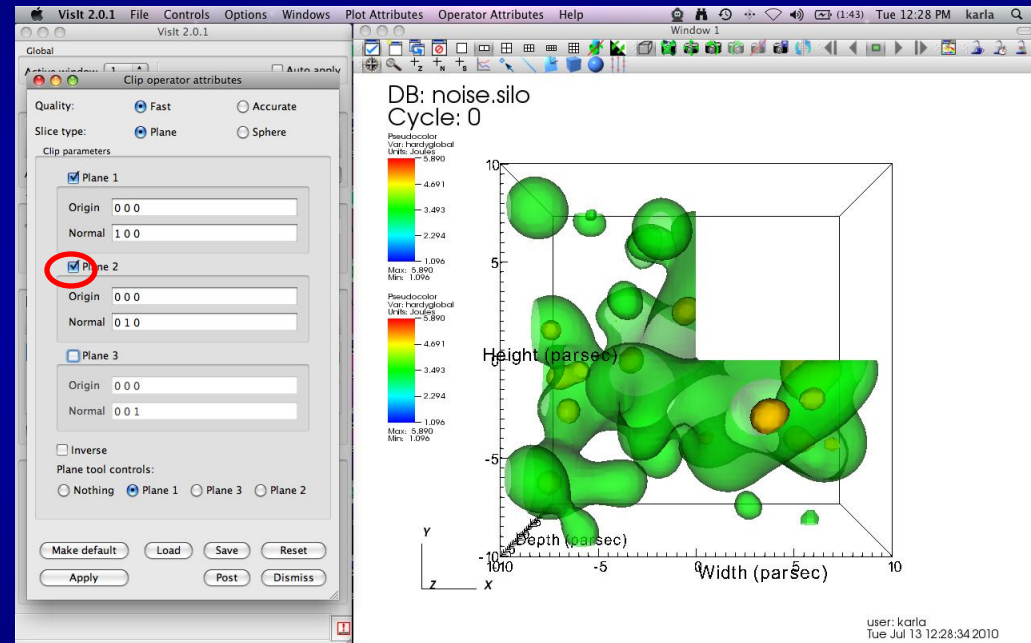
- Click -> apply operators and selection to all plots
- Click Operators -> Selection -> Clip
- Click Draw
- Double-Click -> Clip
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Clip Isosurfaces

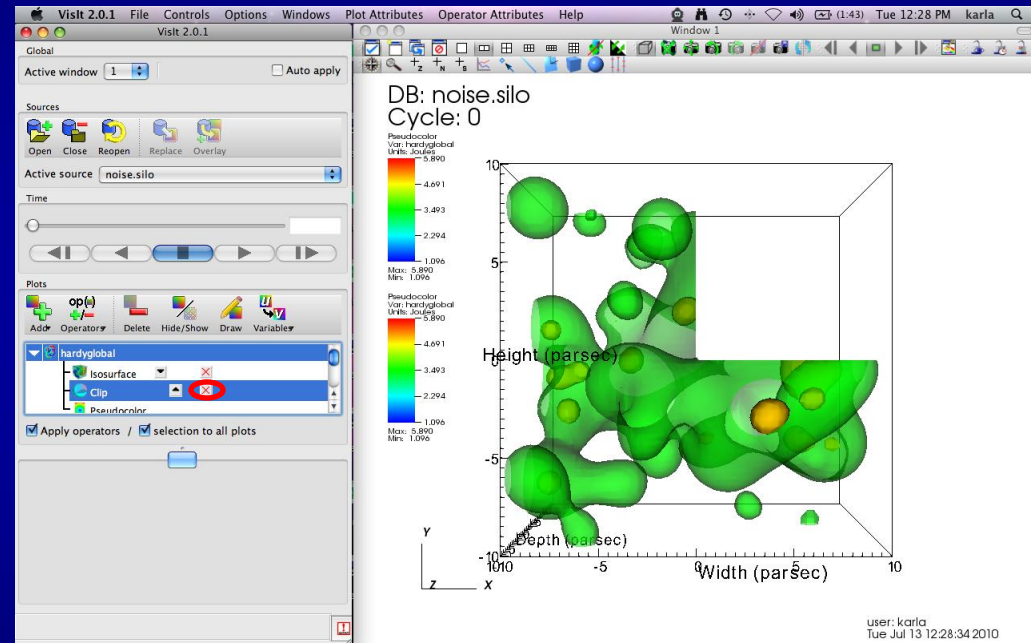
- Click -> apply operators and selection to all plots
- Click Operators -> Selection -> Clip
- Click Draw
- Double-Click -> Clip
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Clip Isosurfaces

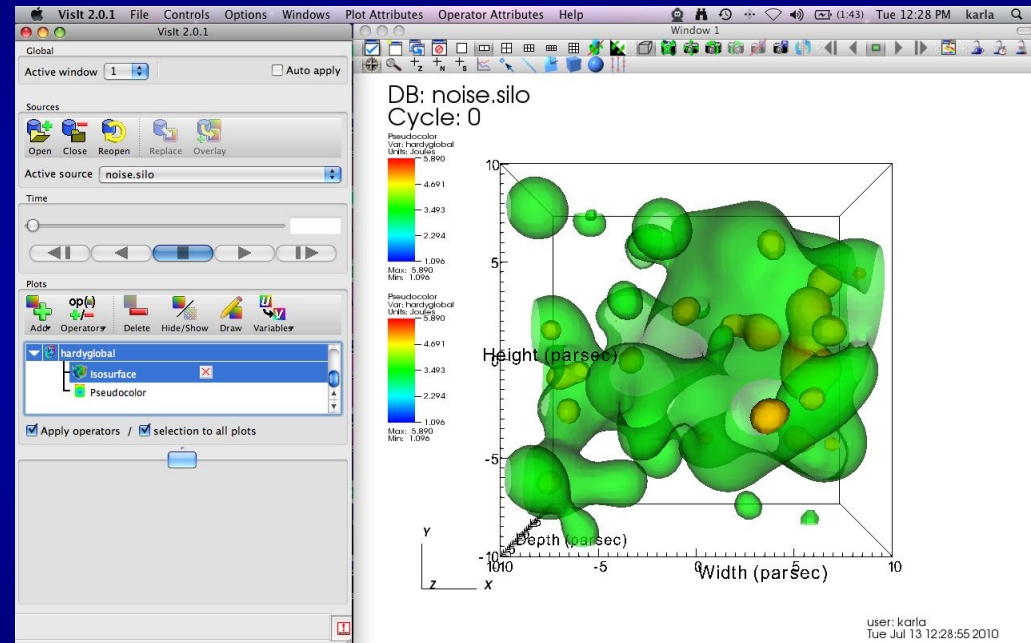
- Click -> apply operators and selection to all plots
- Click Operators -> Selection -> Clip
- Click Draw
- Double-Click -> Clip
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Clip Isosurfaces

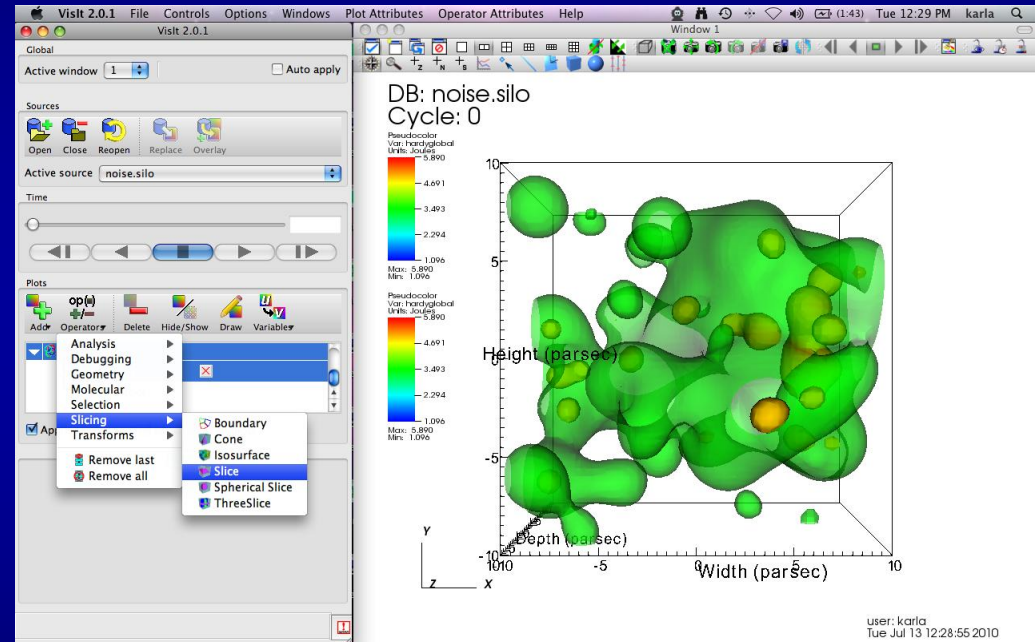
- Click -> apply operators and selection to all plots
- Click Operators -> Selection -> Clip
- Click Draw
- Double-Click -> Clip
- Click Plane 2
- Click Apply & Dismiss
- Click x (to delete)
- Click Draw



# VisIt

## Slice Isosurfaces

- Click Operators -> Slicing -> Slice
- Click Draw
- Double-Click -> Slice
- Click Z-Axis & Project to 2D
- Click Apply
- Click Dismiss

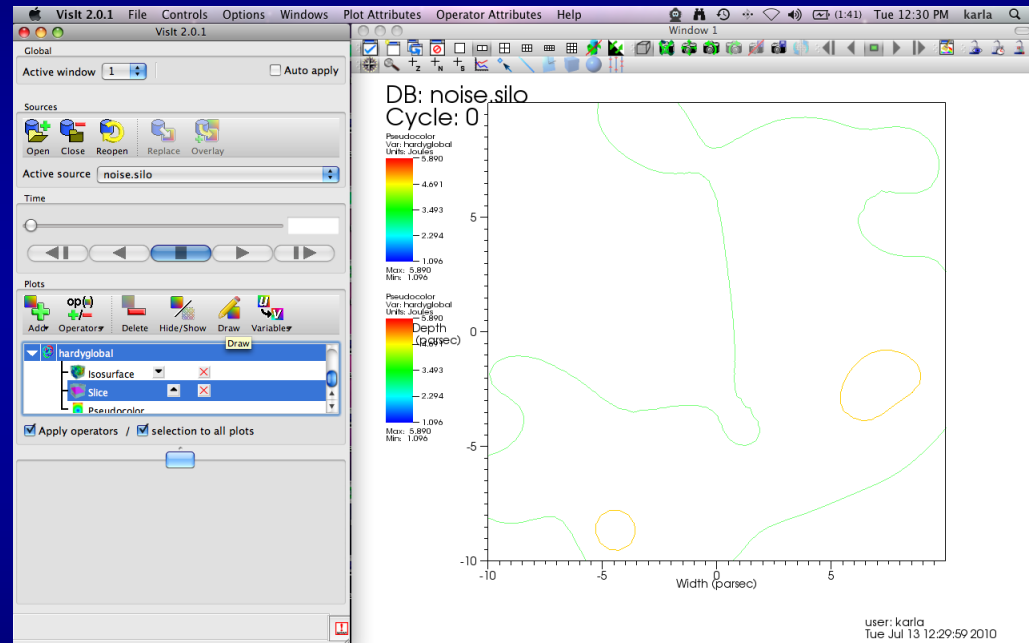




# VisIt

## Slice Isosurfaces

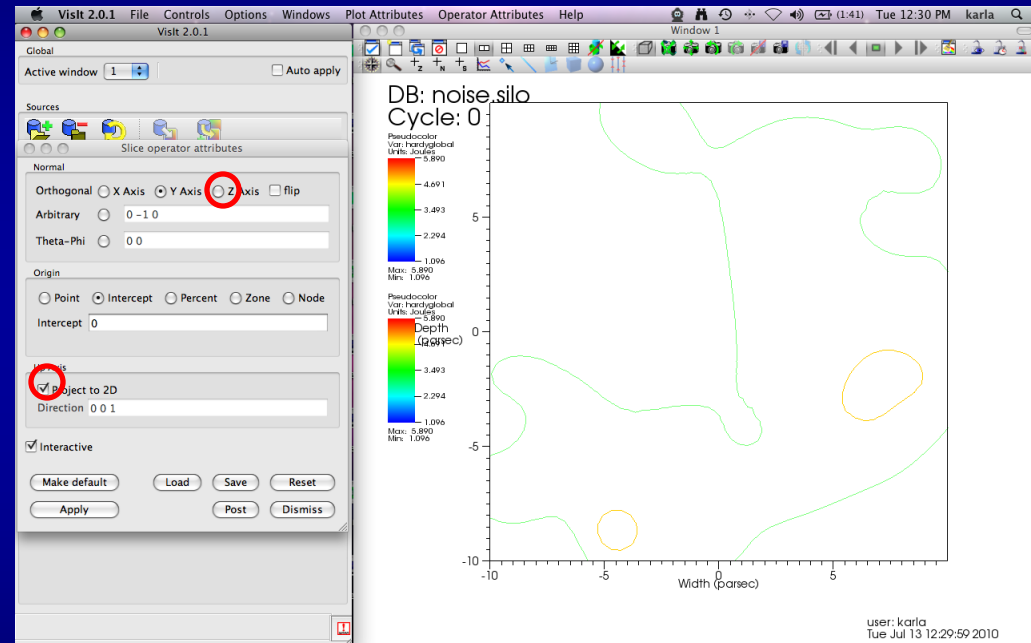
- Click Operators -> Slicing -> Slice
- Click Draw
- **Double-Click** -> Slice
- Click Z-Axis & Project to 2D
- Click Apply
- Click Dismiss



# VisIt

## Slice Isosurfaces

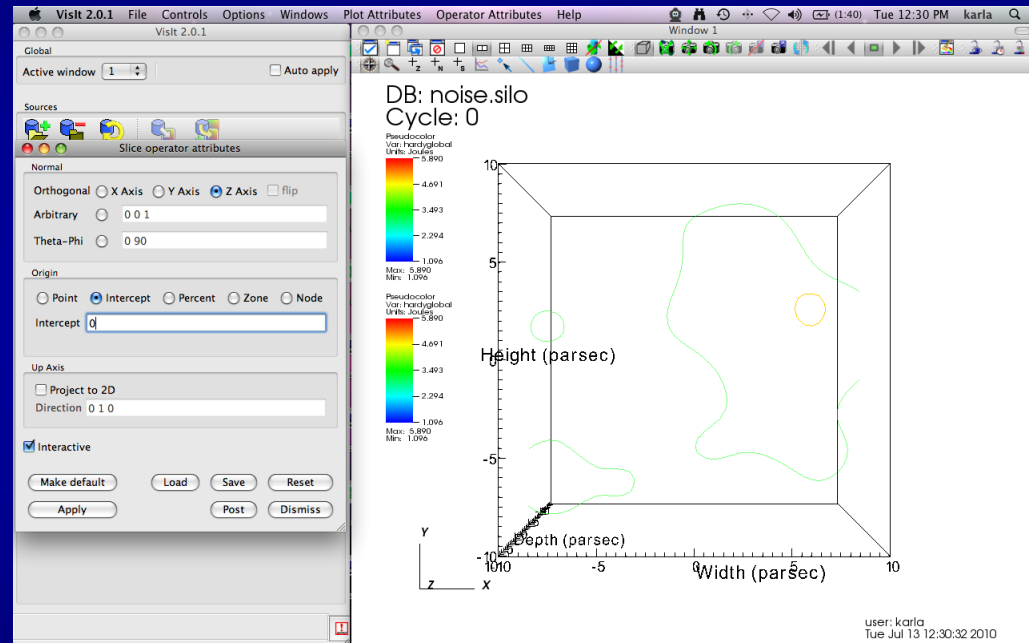
- Click Operators -> Slicing -> Slice
- Click Draw
- Double-Click -> Slice
- Click Z-Axis & Project to 2D
- Click Apply
- Click Dismiss



# VisIt

## Slice Isosurfaces

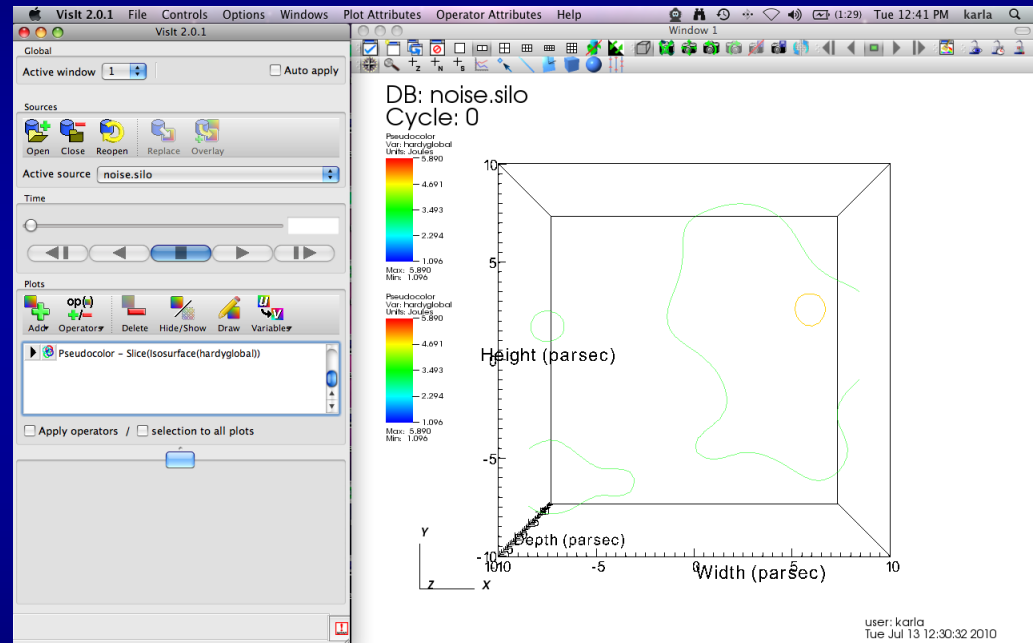
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- Click Draw
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- Click Z-Axis & Project to 2D
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# VisIt

## Slice Isosurfaces

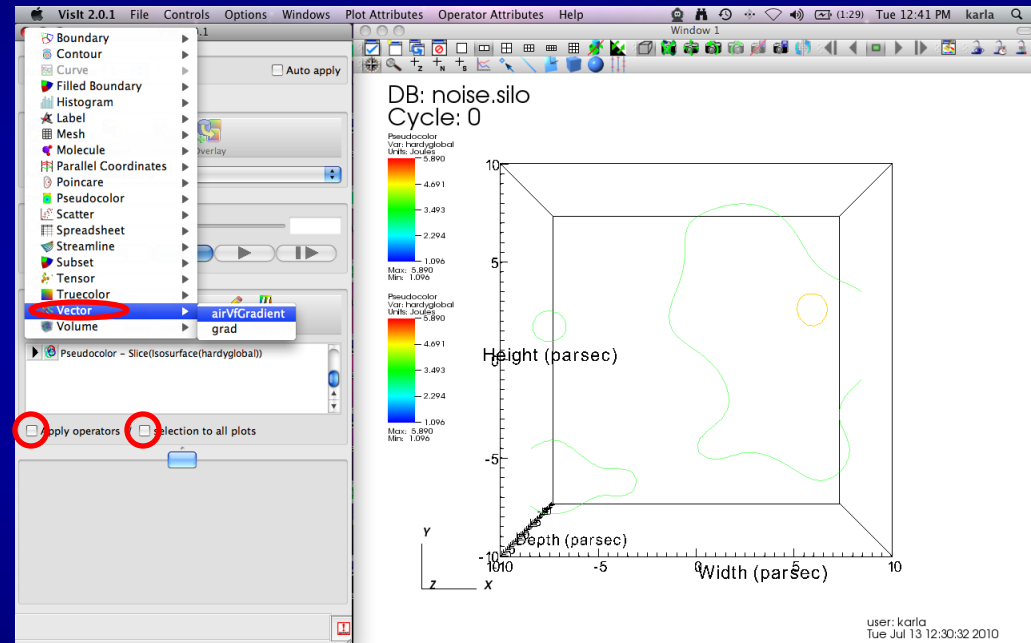
- Click Operators -> Slicing -> Slice
- Click Draw
- Double-Click -> Slice
- Click Z-Axis & Project to 2D
- Click Apply
- Click Dismiss



# VisIt

## Create Glyph of Vector

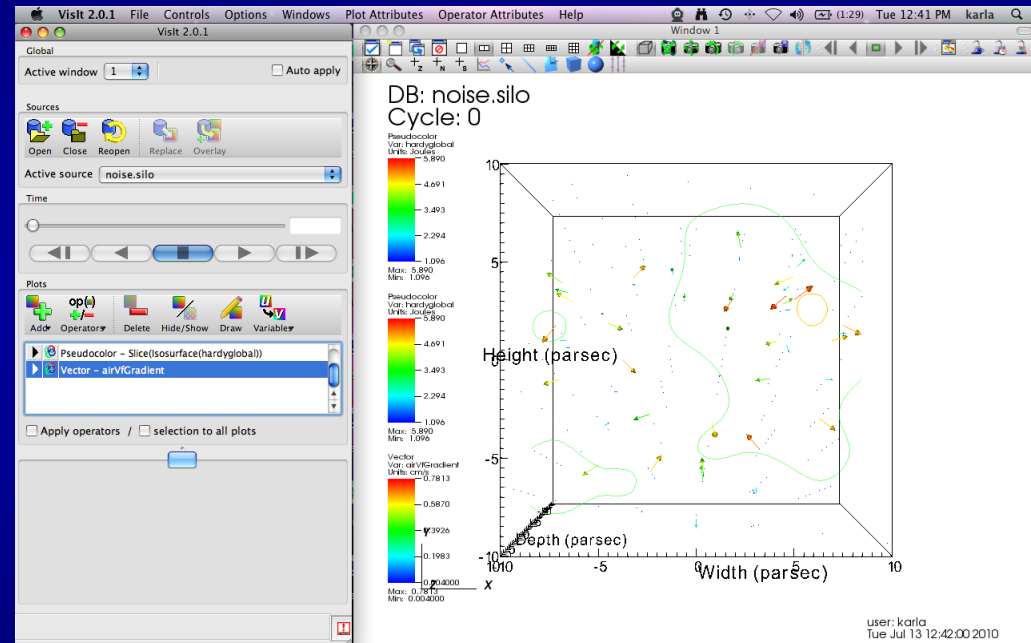
- **Unselect** Apply operators/selection to all plots
- **Click** Add -> Vector -> airVfGradient
- **Click** Draw
- **Double click** on Vector
- **Under N** vectors enter 1000
- **Click** Apply
- **Click** Dismiss
- **Click** Hide/Show



# VisIt

## Create Glyph of Vector

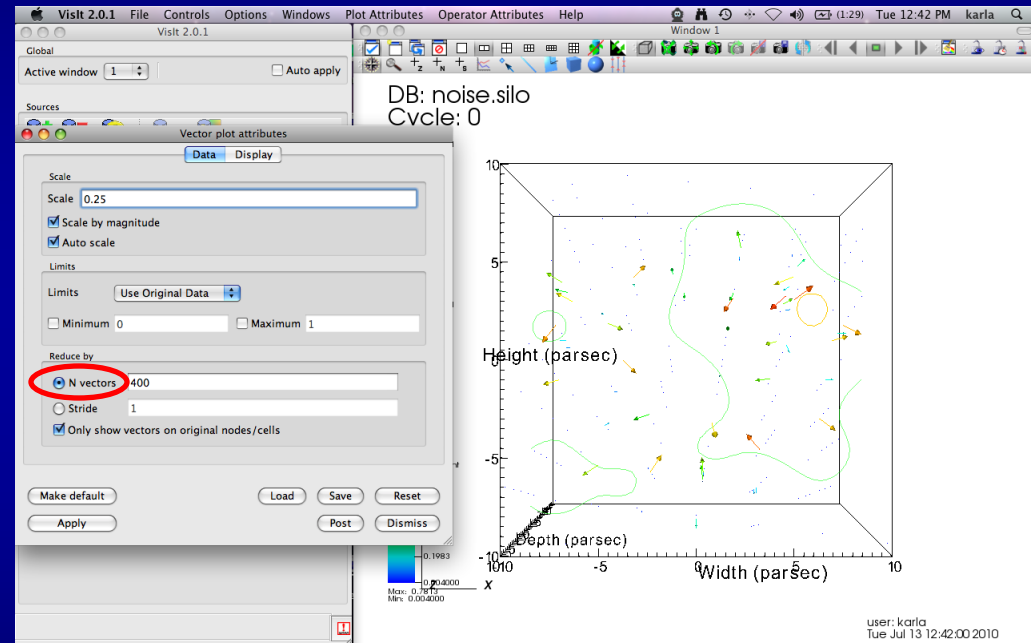
- Unselect Apply operators/selection to all plots
- Click Add -> Vector -> airVfGradient
- Click Draw
- Double click on Vector
- Under N vectors enter 1000
- Click Apply
- Click Dismiss
- Click Hide/Show



# VisIt

## Create Glyph of Vector

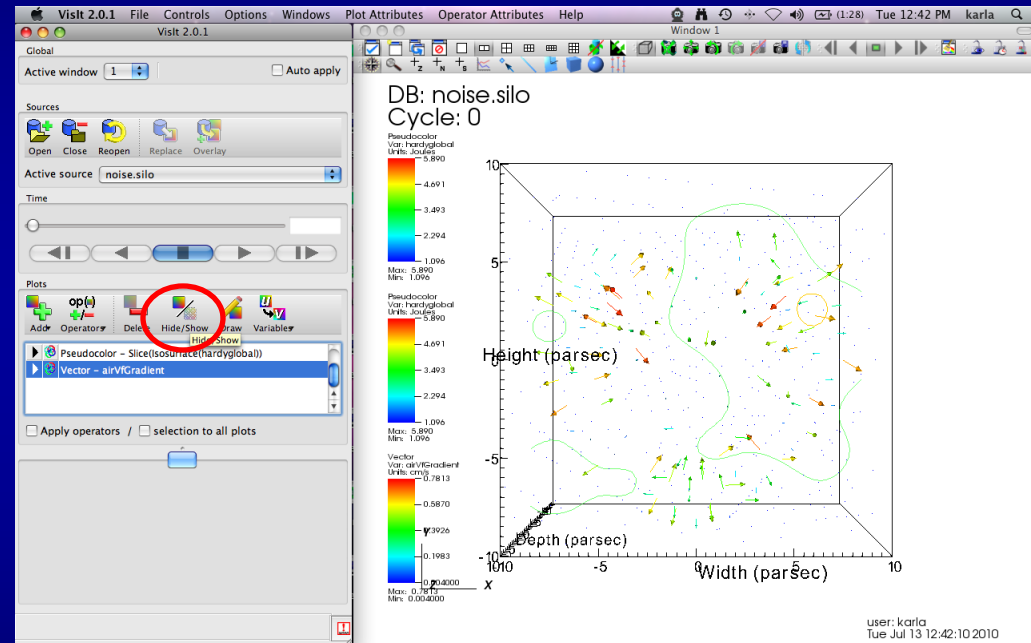
- Unselect Apply operators/selection to all plots
- Click Add -> Vector -> airVfGradient
- Click Draw
- Double click on Vector
- Under N vectors enter 1000
- Click Apply
- Click Dismiss
- Click Hide/Show



# VisIt

## Create Glyph of Vector

- Unselect Apply operators/selection to all plots
- Click Add -> Vector -> airVfGradient
- Click Draw
- Double click on Vector
- Under N vectors enter 1000
- Click Apply
- Click Dismiss
- Click Hide/Show

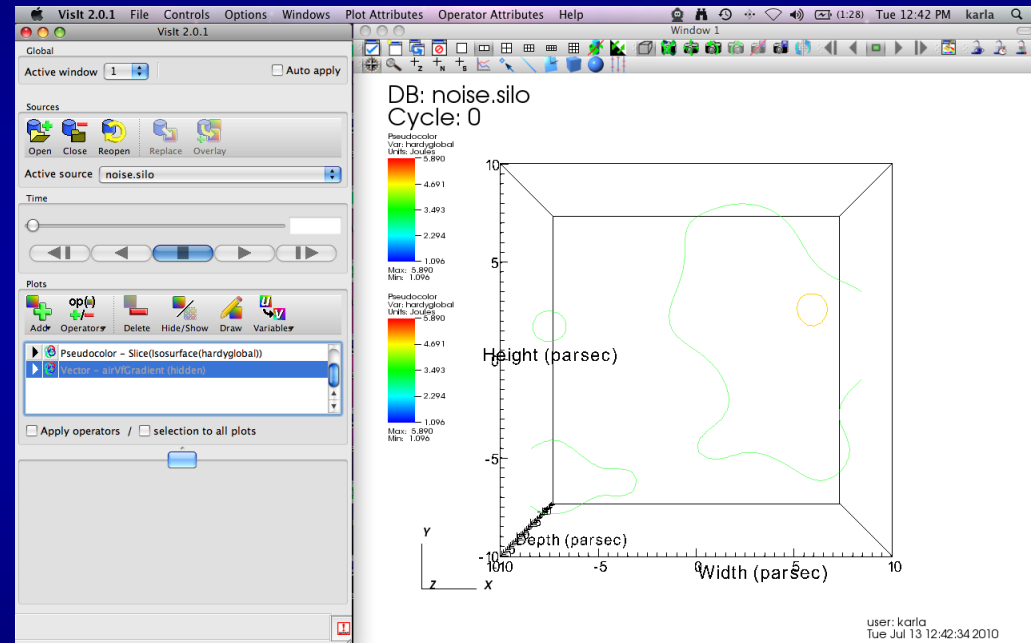




# VisIt

## Create Glyph of Vector

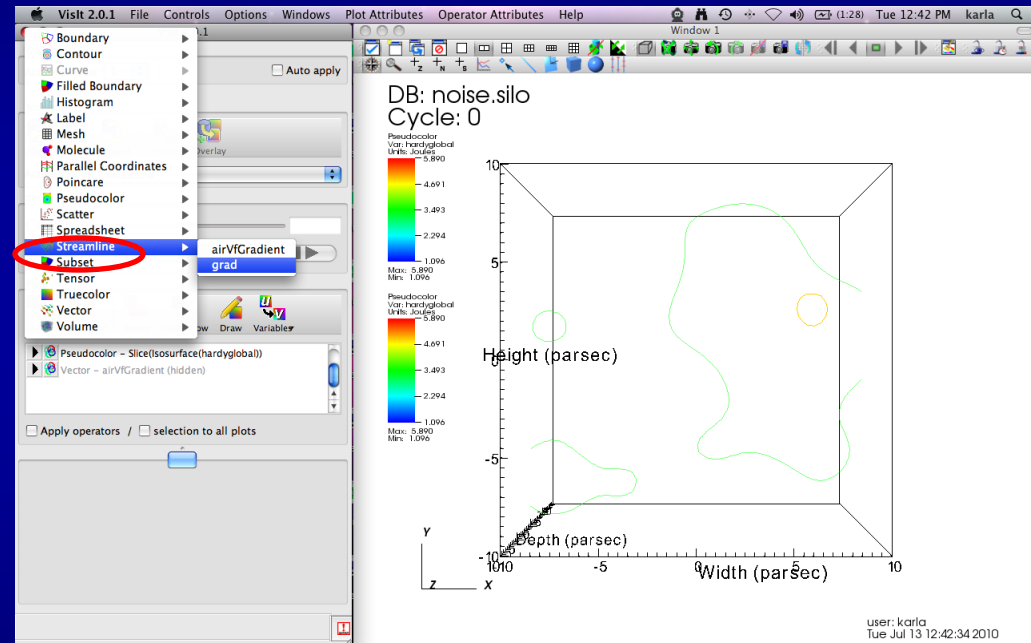
- Unselect Apply operators/selection to all plots
- Click Add -> Vector -> airVfGradient
- Click Draw
- Double click on Vector
- Under N vectors enter 1000
- Click Apply
- Click Dismiss
- Click Hide/Show



# VisIt

## Create Streamlines

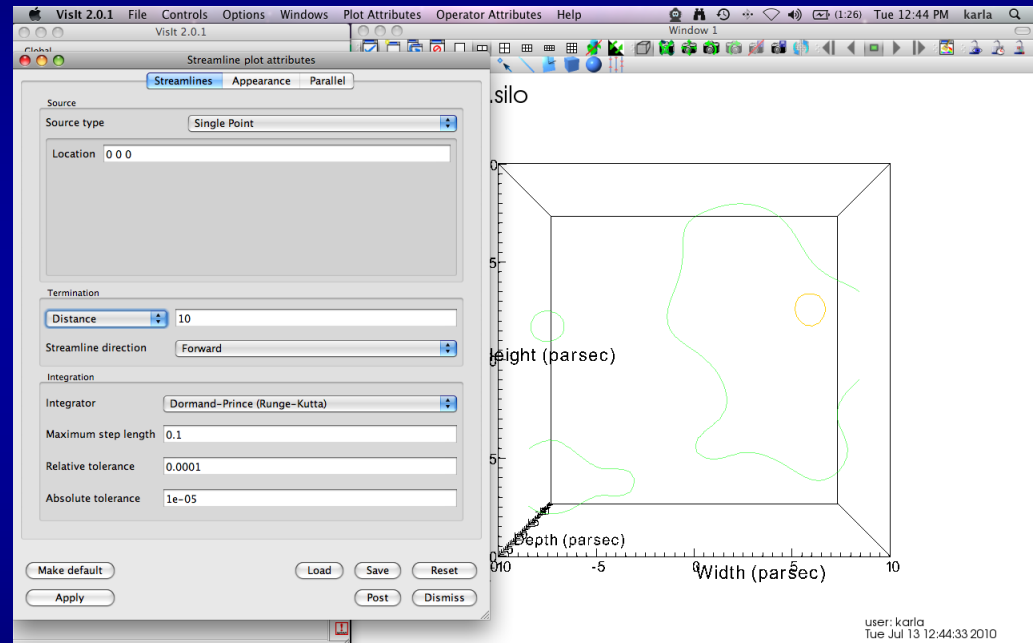
- Click Add -> Streamline -> grad
- Double click on Streamline
- Under Source Type Select Plane
- Enter:
  - Point Density 8
  - Radius 10
  - Streamline Direction Both
- Click Apply
- Click Dismiss
- Click Draw
- Double click on Streamline



# VisIt

## Create Streamlines

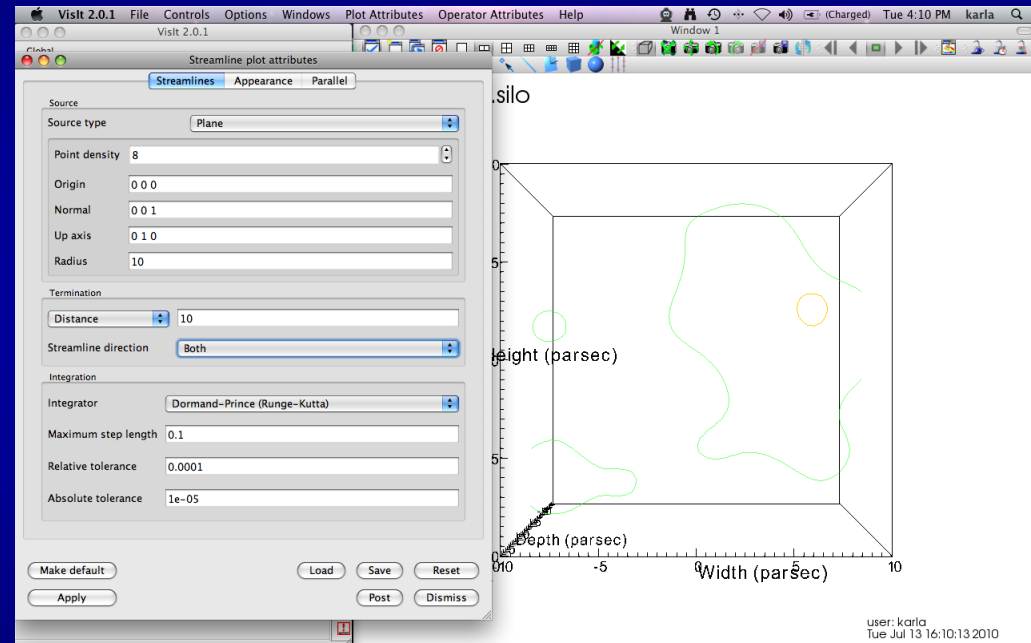
- Click Add -> Streamline  
-> grad
- **Double click on Streamline**
- Under Source Type Select Plane
- Enter:
  - Point Density 8
  - Radius 10
  - Streamline Direction Both
- Click Apply
- Click Dismiss
- Click Draw
- Double click on Streamline



# VisIt

## Create Streamlines

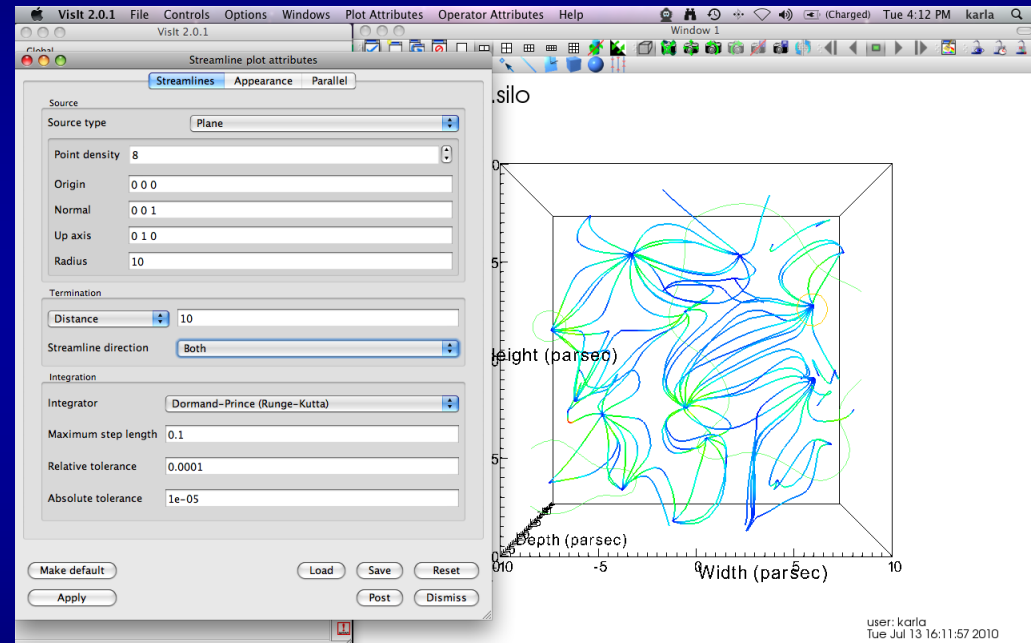
- Click Add -> Streamline  
-> grad
- Double click on Streamline
- Under Source Type Select Plane
- Enter:
  - Point Density 8
  - Radius 10
  - Streamline Direction Both
- Click Apply
- Click Dismiss
- Click Draw
- Double click on Streamline



# VisIt

## Create Streamlines

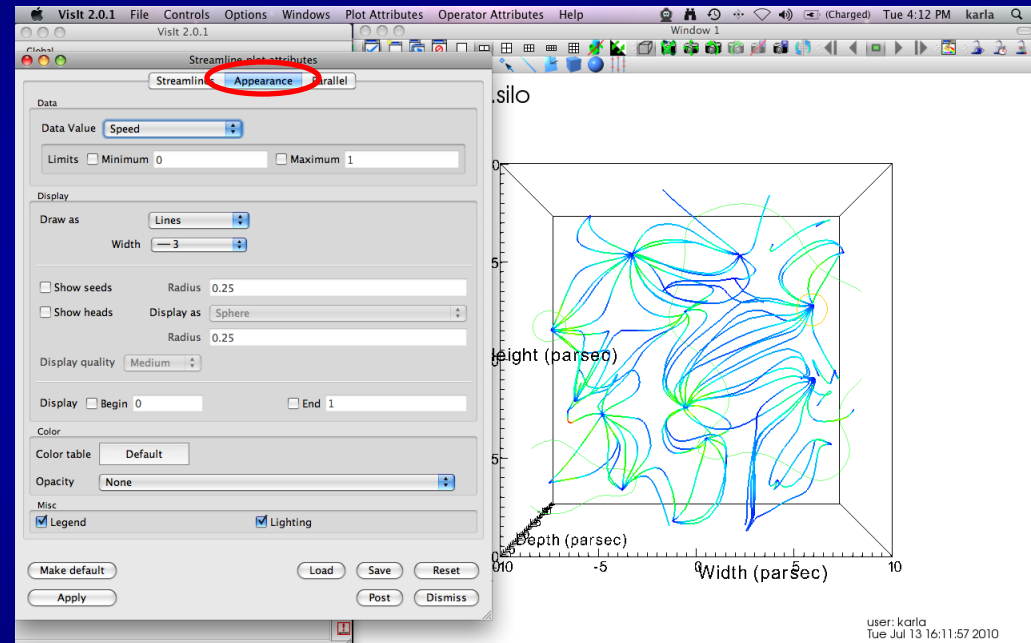
- Click Add -> Streamline  
-> grad
- Double click on  
Streamline
- Under Source Type Select  
Plane
- Enter:
  - Point Density 8
  - Radius 10
  - Streamline Direction Both
- Click Apply
- Click Dismiss
- Click Draw
- Double click on  
Streamline



# VisIt

## Create Streamlines

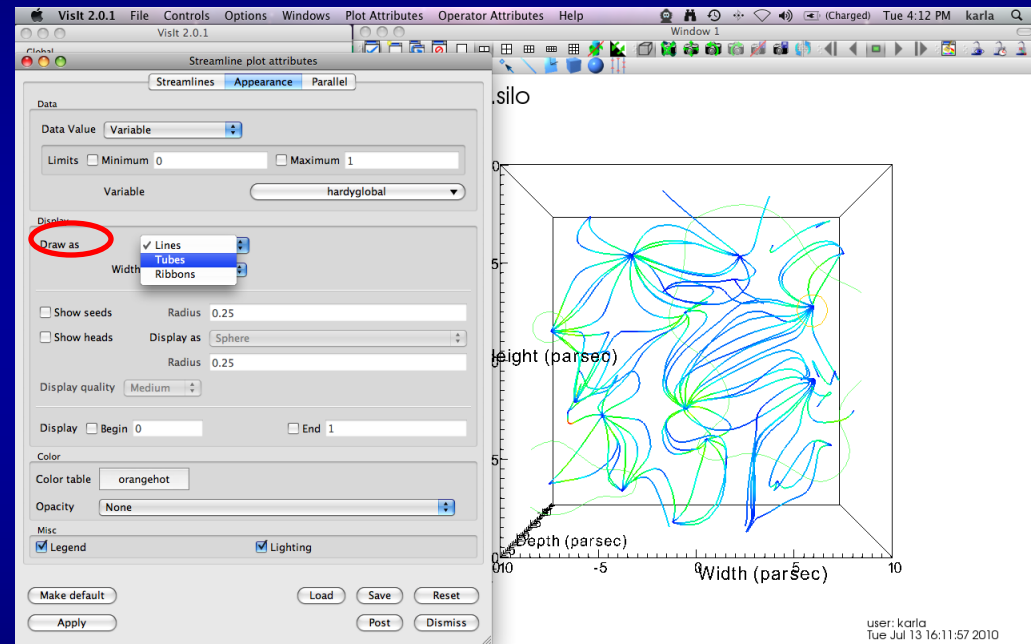
- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &



# VisIt

## Create Streamlines

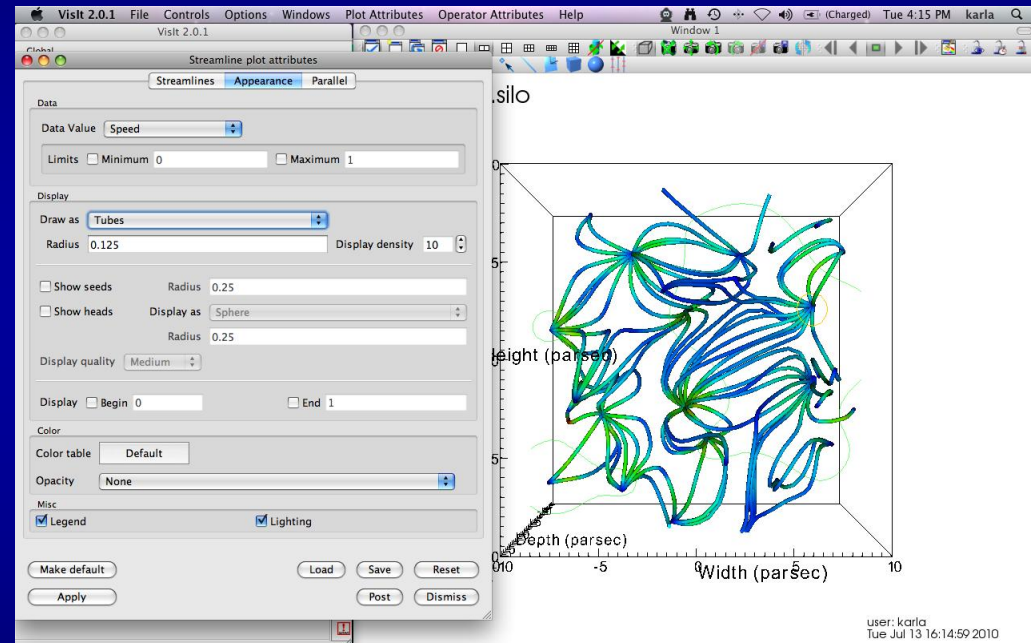
- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &



# VisIt

## Create Streamlines

- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &

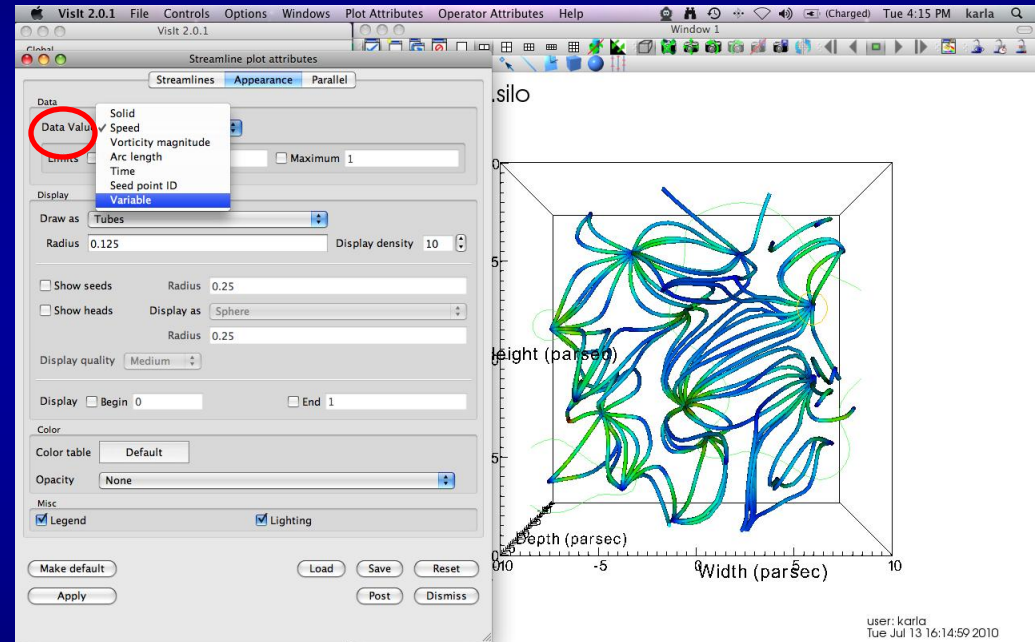




# VisIt

## Create Streamlines

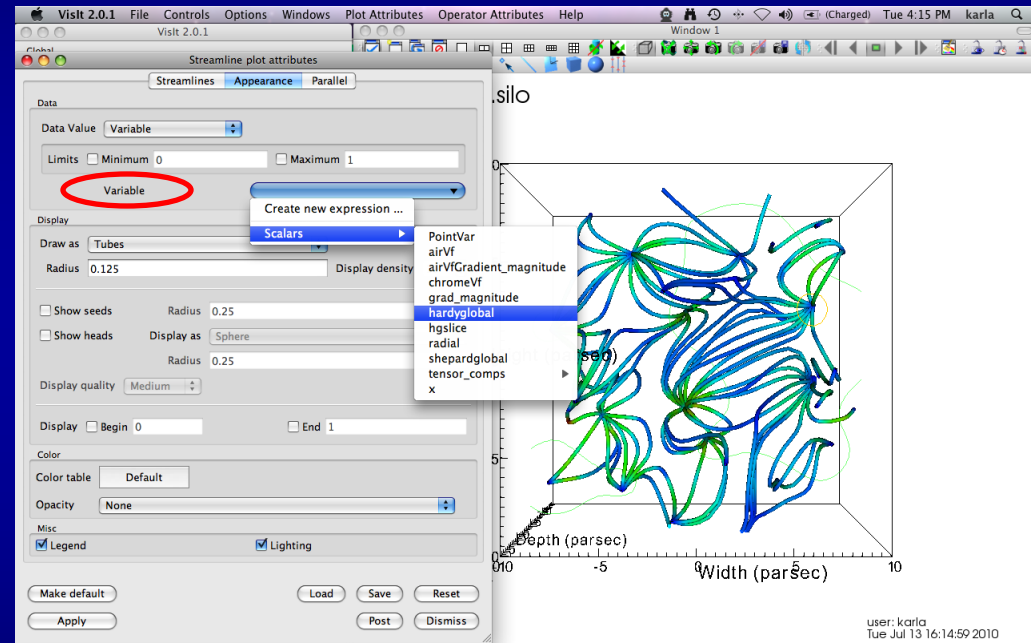
- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &



# VisIt

## Create Streamlines

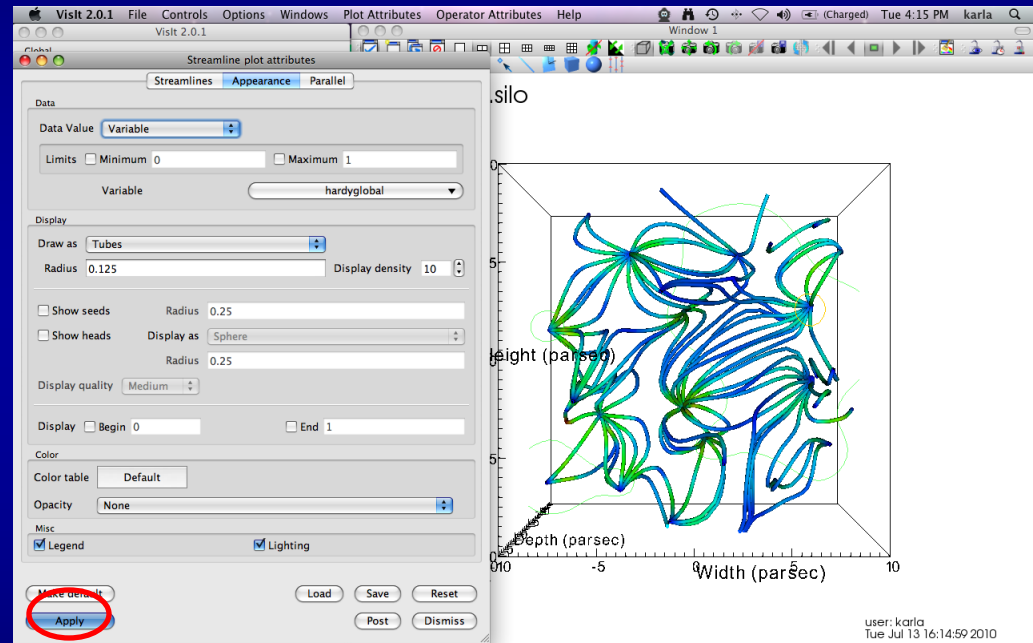
- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &



# VisIt

## Create Streamlines

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- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &

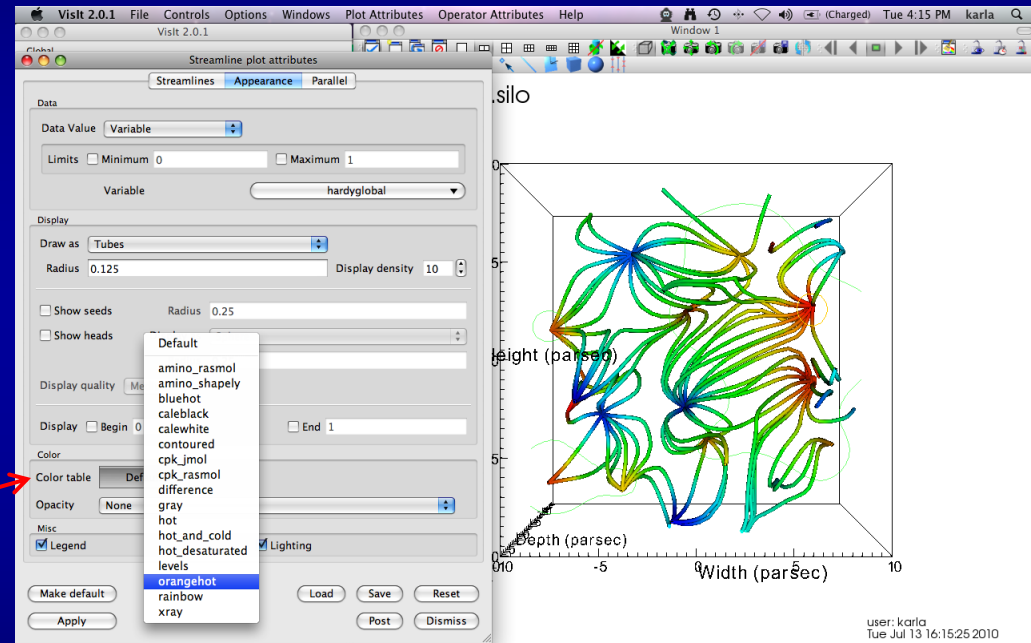


# VisIt

## Create Streamlines

- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default
- Choose orangehot
- Click Apply &

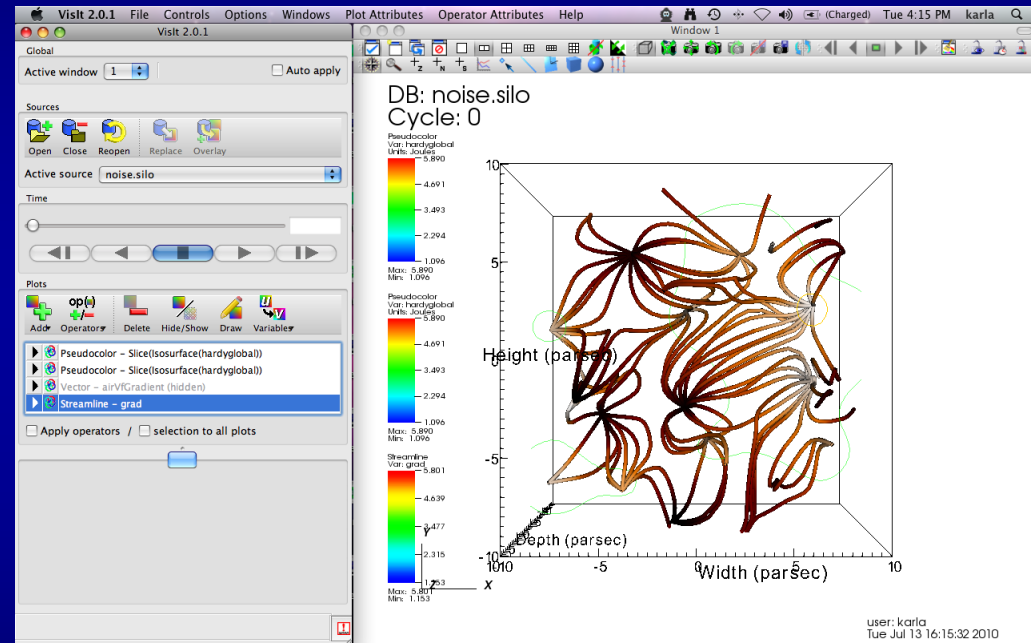
Dismiss



# VisIt

## Create Streamlines

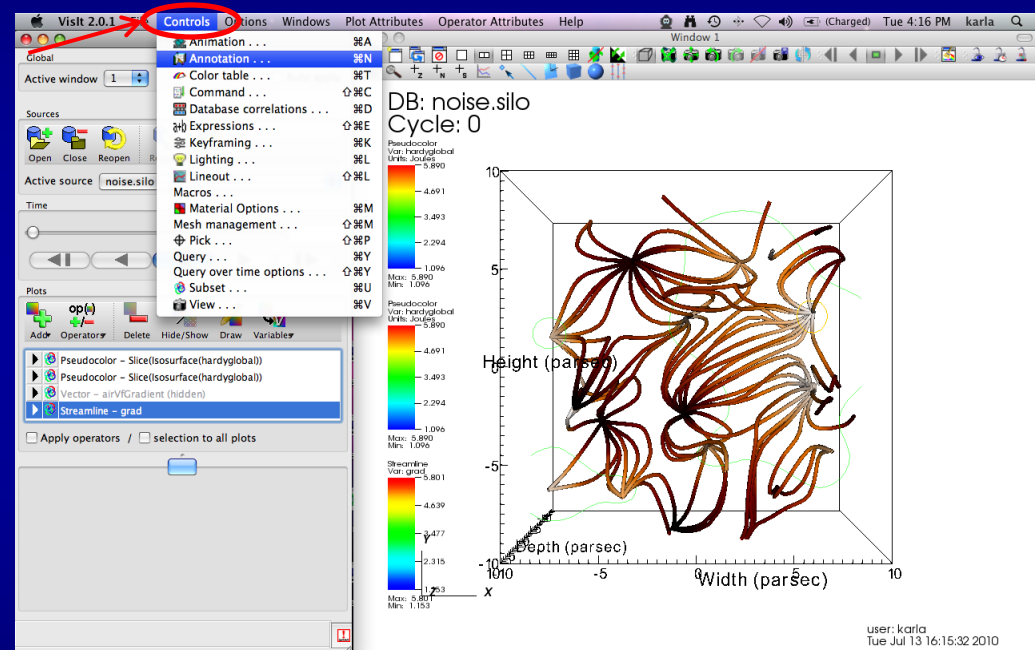
- Click on Appearance
- Under draw as select Tubes
- Click Apply
- Under Data Value select Variable
- Under Variable select hardyglobal
- Click Apply
- Under Color -> Color table, click Default Choose orangehot
- Click Apply &



# VisIt

## Background Color and Legend

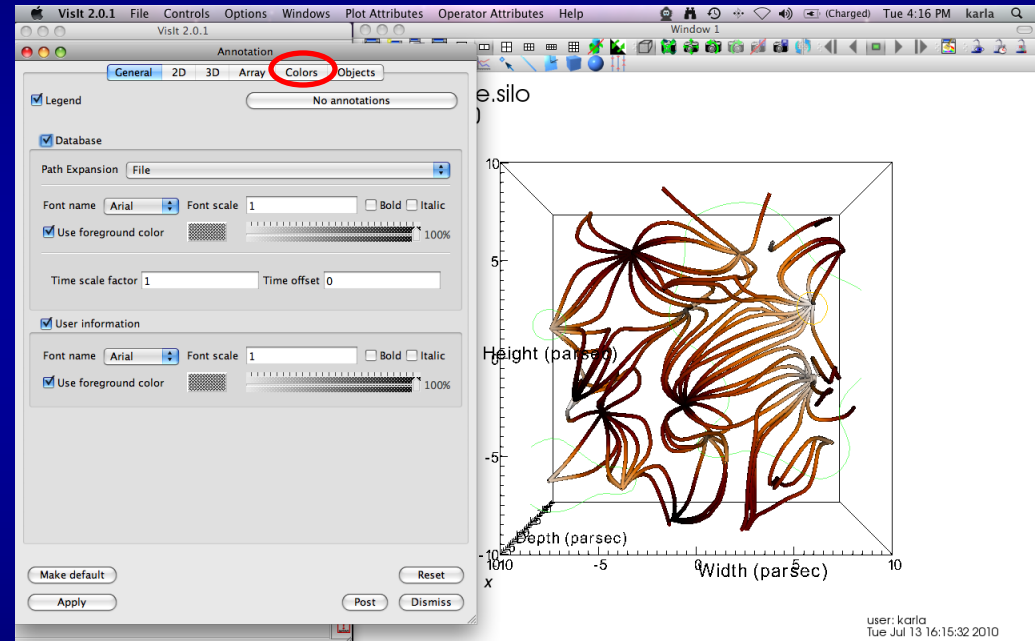
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Background Color and Legend

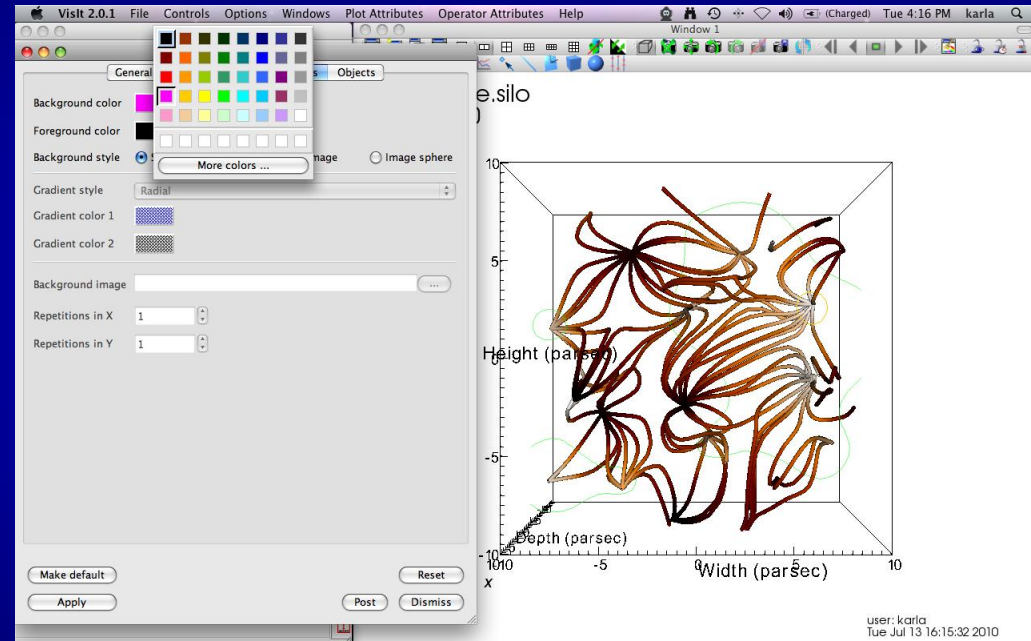
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Background Color and Legend

- Click on Controls -> Annotation
- Click on Colors
- **Select Black for Background and White for Foreground**
- **Click Apply**
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots

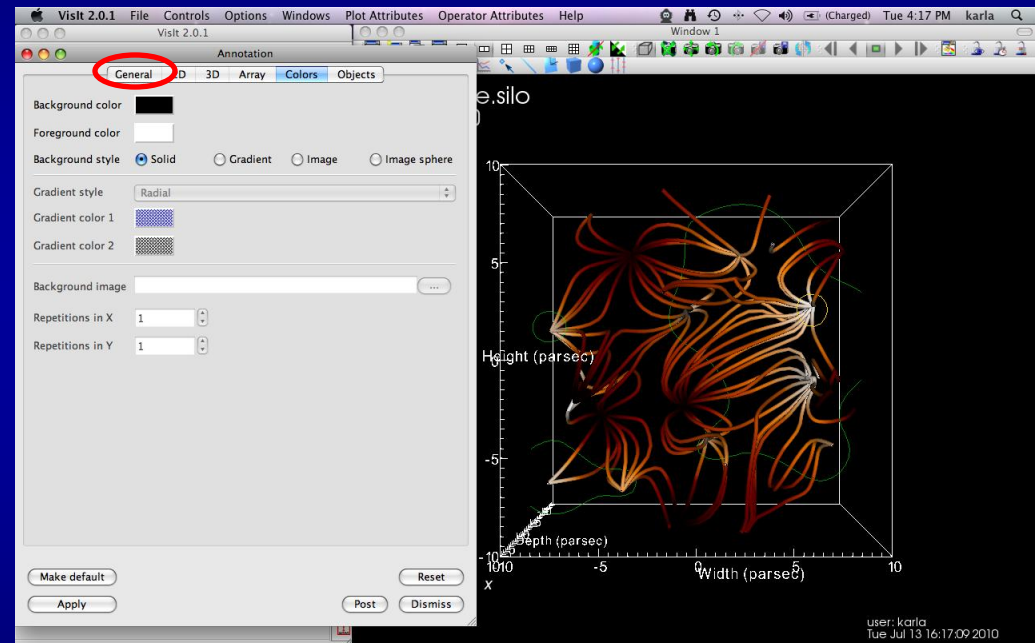




# VisIt

## Background Color and Legend

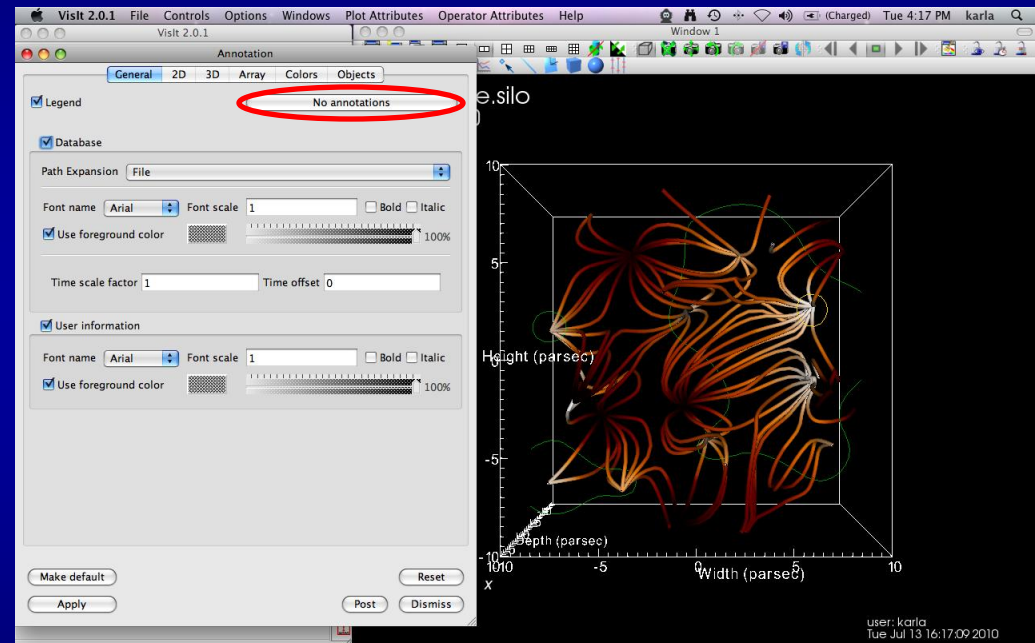
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- **Click on General**
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Background Color and Legend

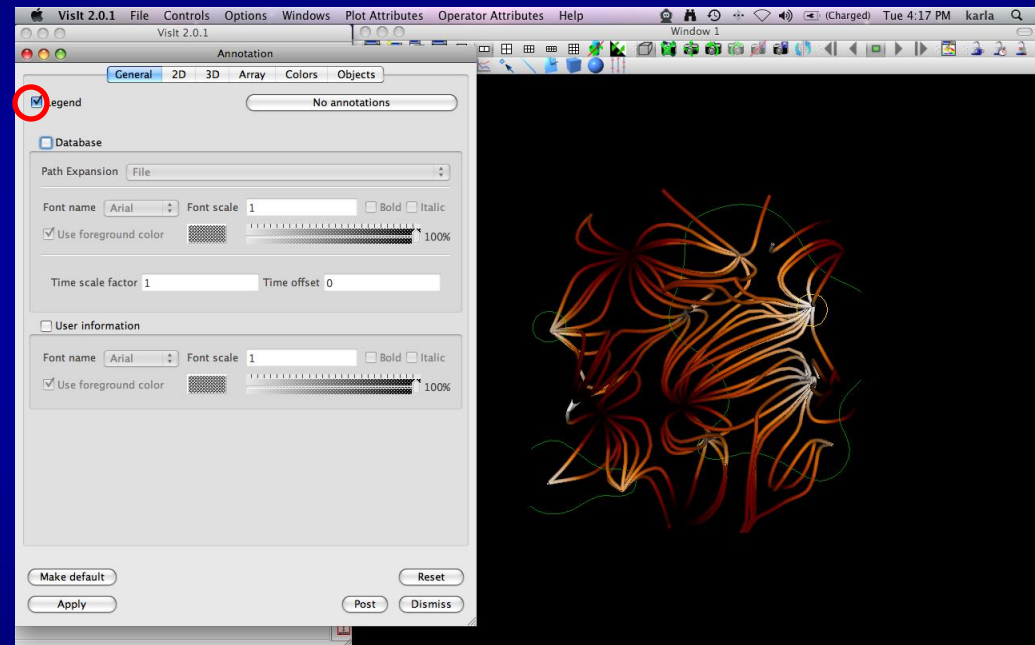
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Background Color and Legend

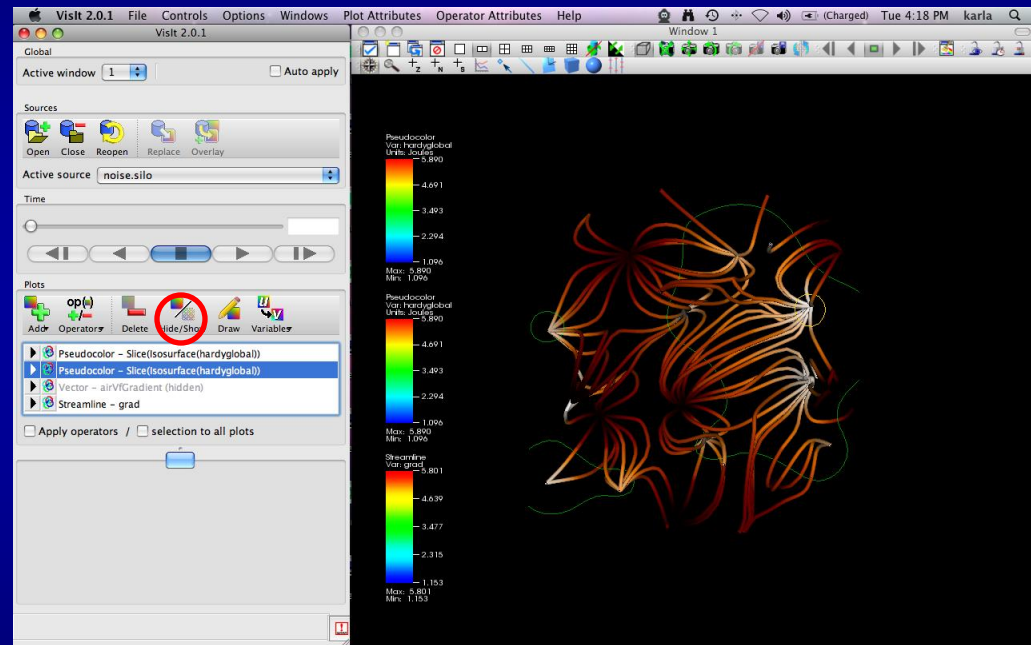
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Background Color and Legend

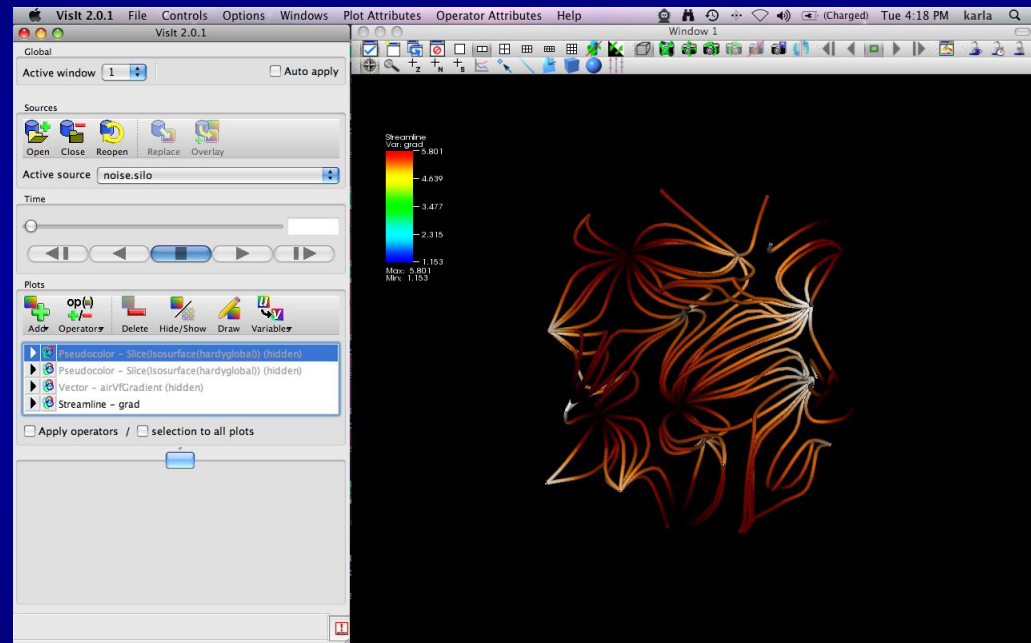
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- **Hide Pseudocolor Plots**



# VisIt

## Background Color and Legend

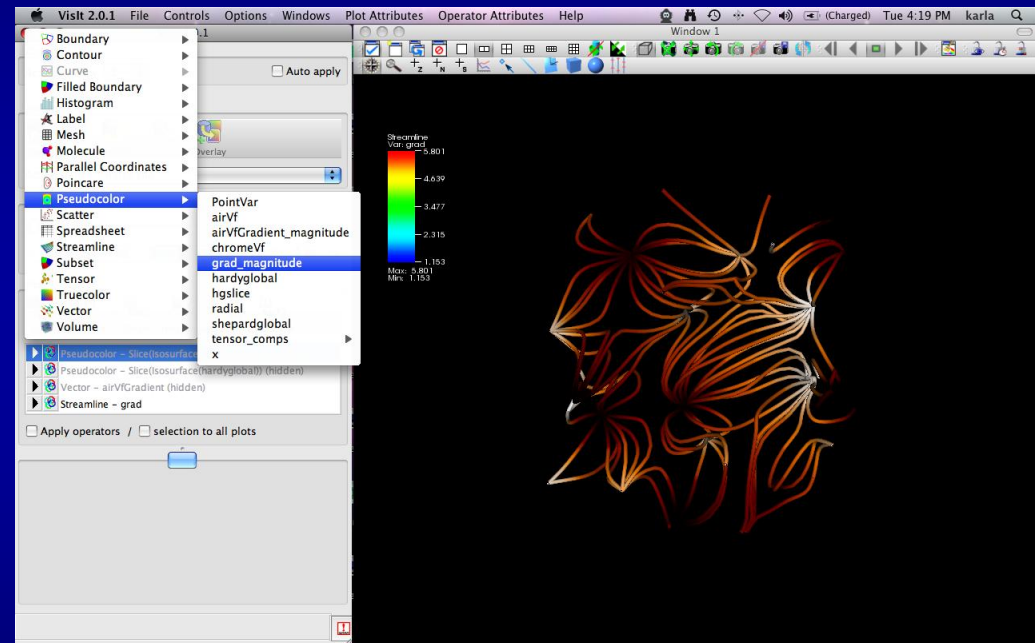
- Click on Controls -> Annotation
- Click on Colors
- Select Black for Background and White for Foreground
- Click Apply
- Click on General
- Click no annotations
- Click legend
- Click Apply & Dismiss
- Hide Pseudocolor Plots



# VisIt

## Create Slice

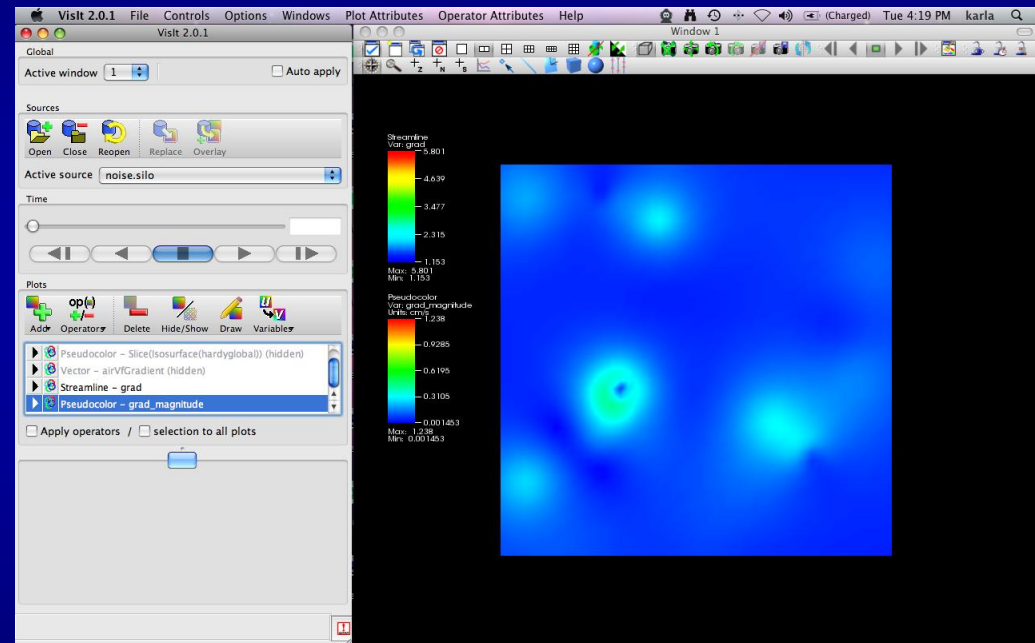
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Slice

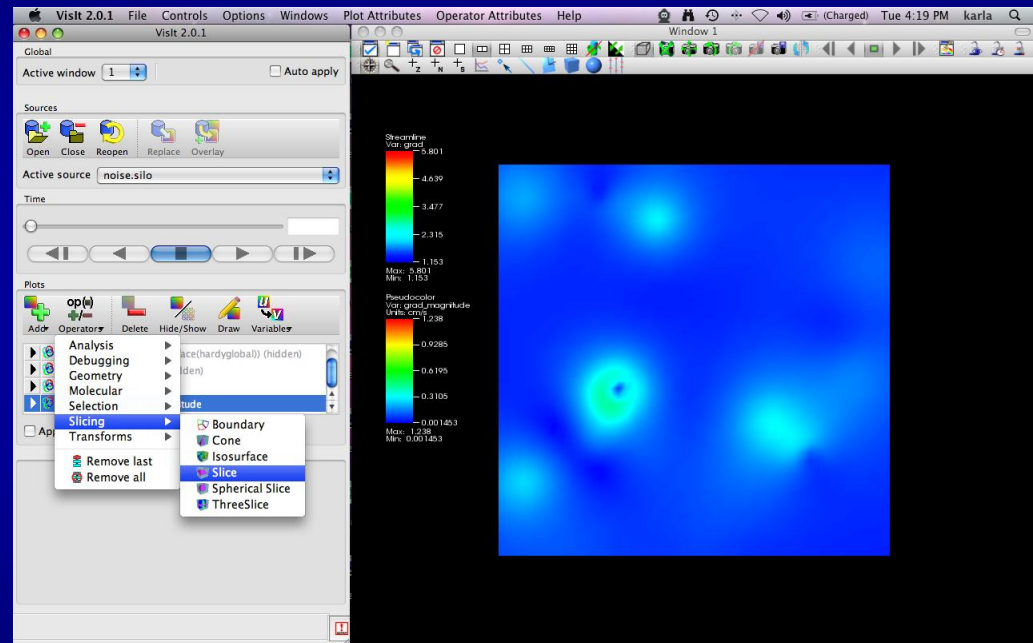
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Slice

- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show

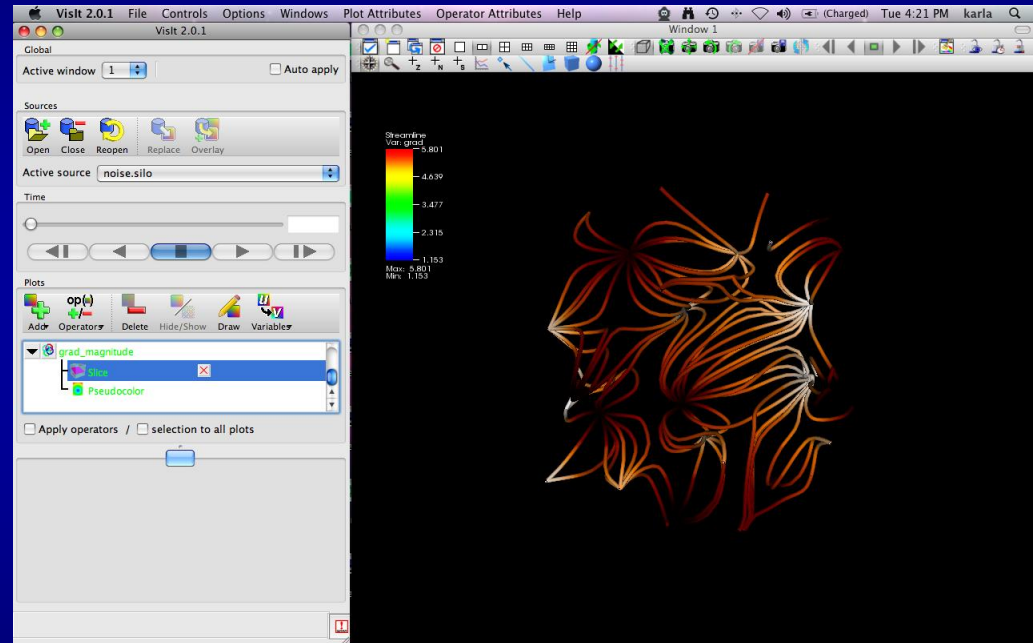




# VisIt

## Create Slice

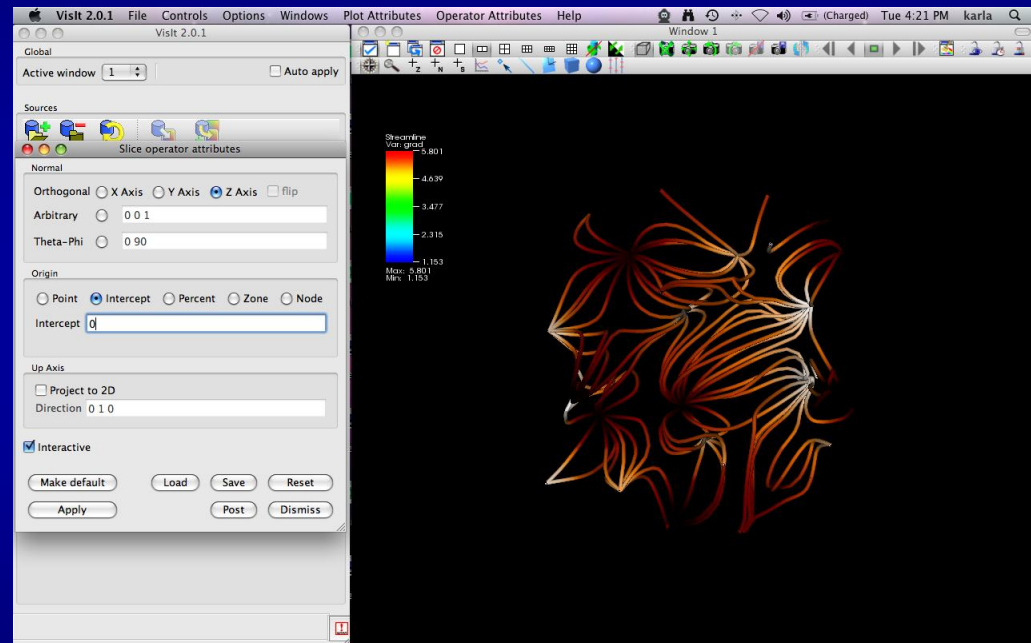
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- **Double click on Slice**
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Slice

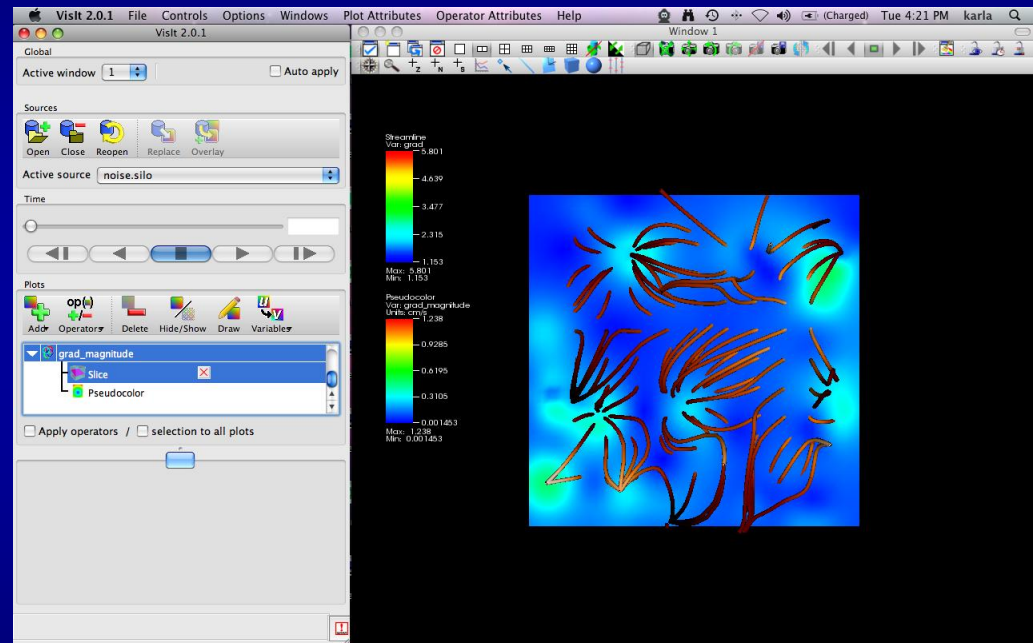
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Slice

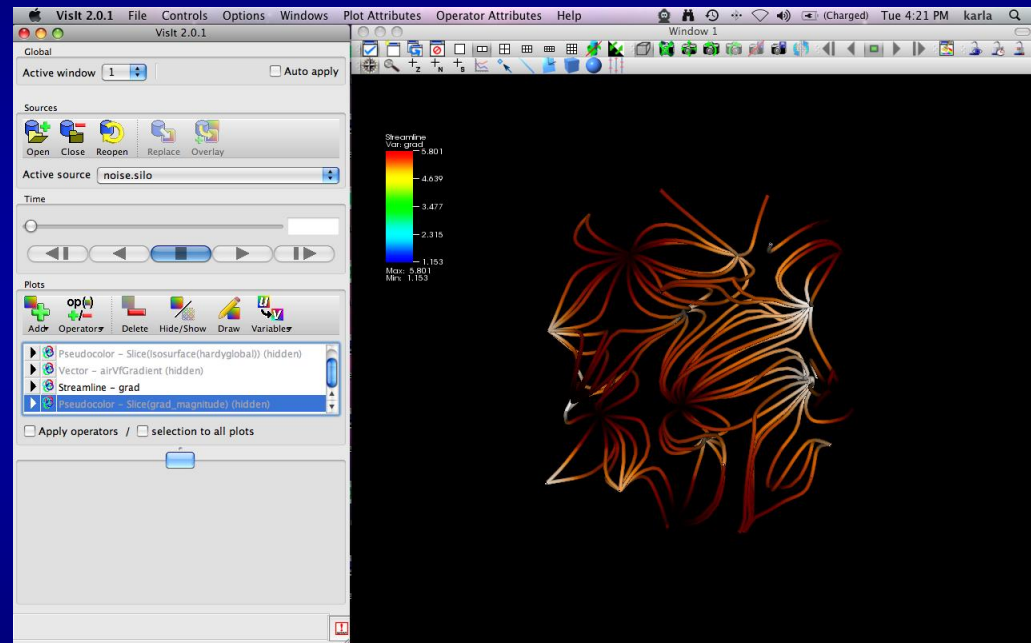
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Slice

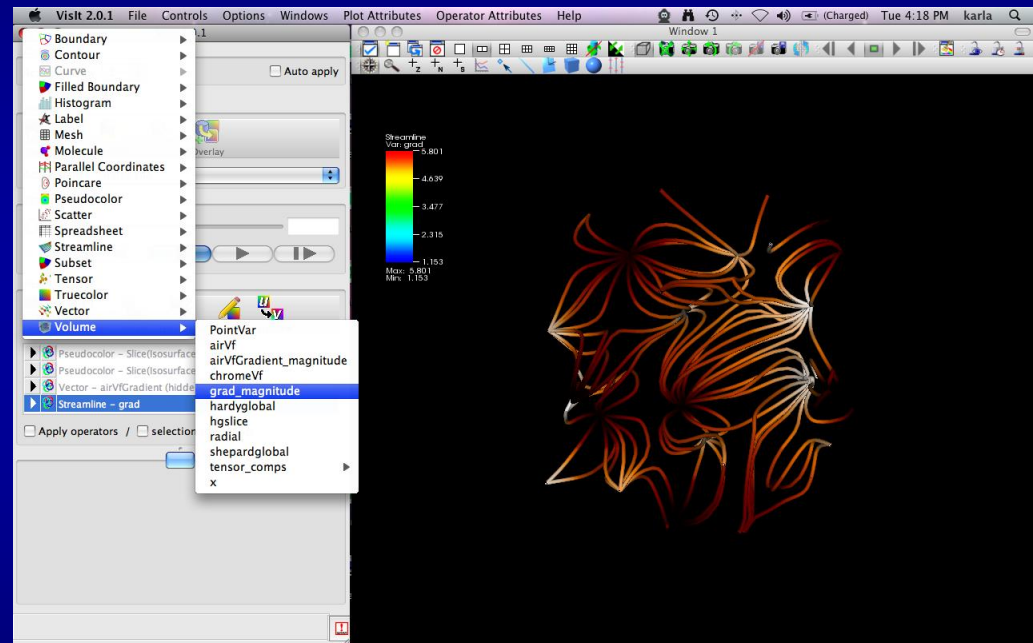
- Click Add -> Pseudocolor -> grad\_magnitude
- Click Draw
- Click Operator -> Slicing -> Slice
- Double click on Slice
- Select Z Axis
- Unselect project to 2D
- Click Apply & Dismiss
- Click Draw
- Click Hide/Show



# VisIt

## Create Volume Rendering

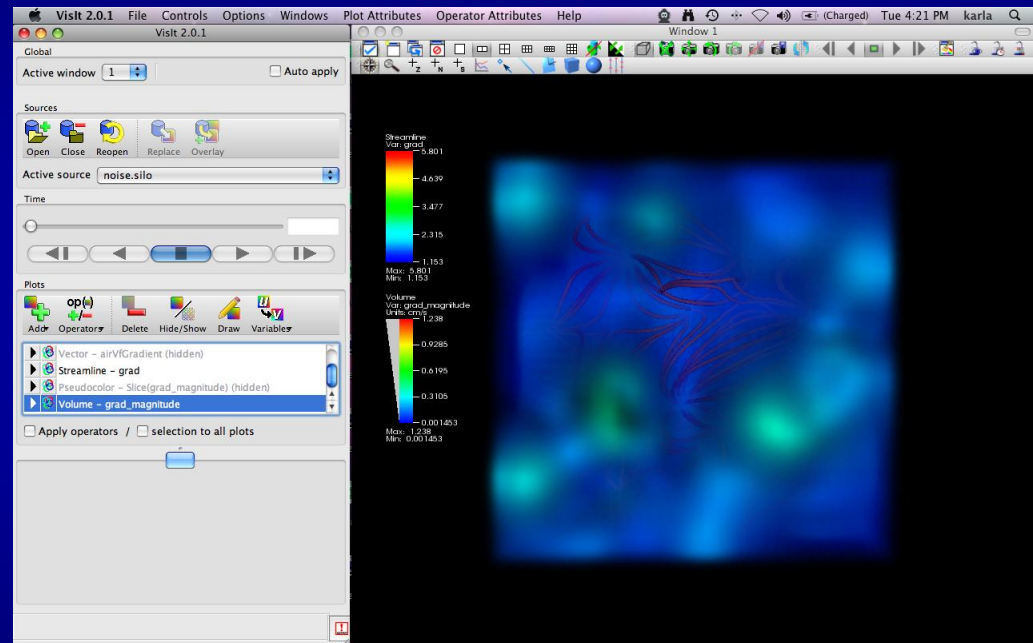
- Click Add -> Volume  
-> grad\_magnitude
- Click Draw
- Double click on Volume
- Change Transfer Function
- Click Apply
- Click Dismiss



# VisIt

## Create Volume Rendering

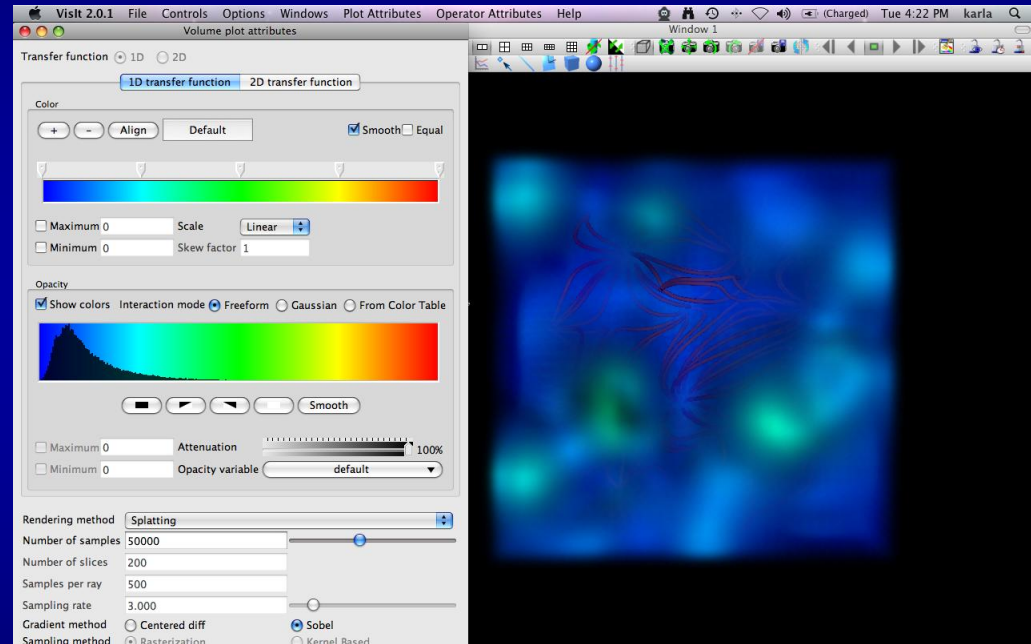
- Click Add -> Volume -> grad\_magnitude
- Click Draw
- Double click on Volume
- Change Transfer Function
- Click Apply
- Click Dismiss



# VisIt

## Create Volume Rendering

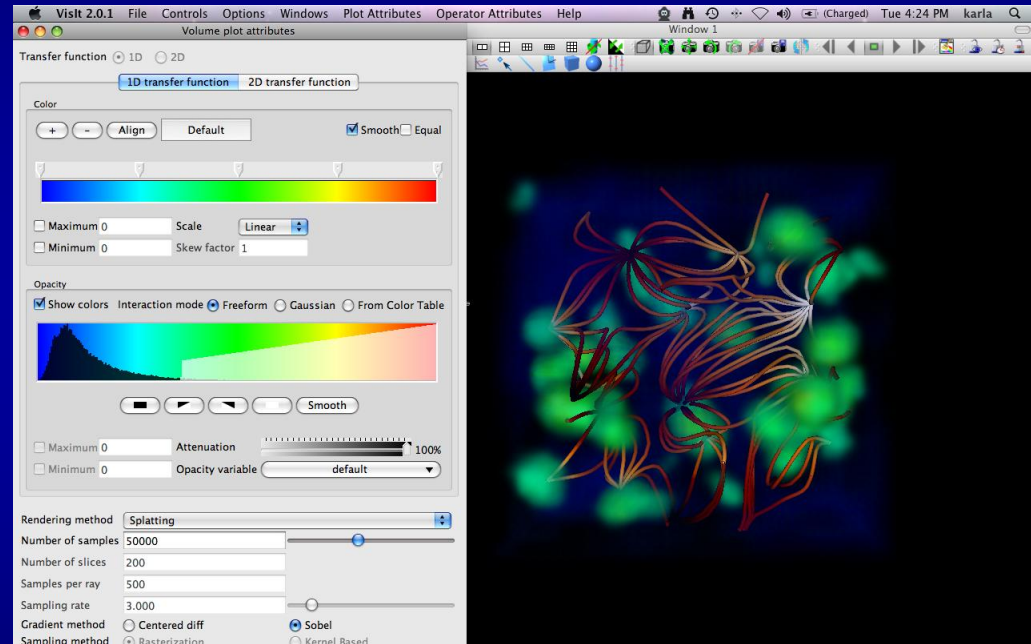
- Click Add -> Volume  
-> grad\_magnitude
- Click Draw
- Double click on Volume
- **Change Transfer Function**
- Click Apply
- Click Dismiss



# VisIt

## Create Volume Rendering

- Click Add -> Volume  
-> grad\_magnitude
- Click Draw
- Double click on Volume
- Change Transfer Function
- Click Apply
- Click Dismiss

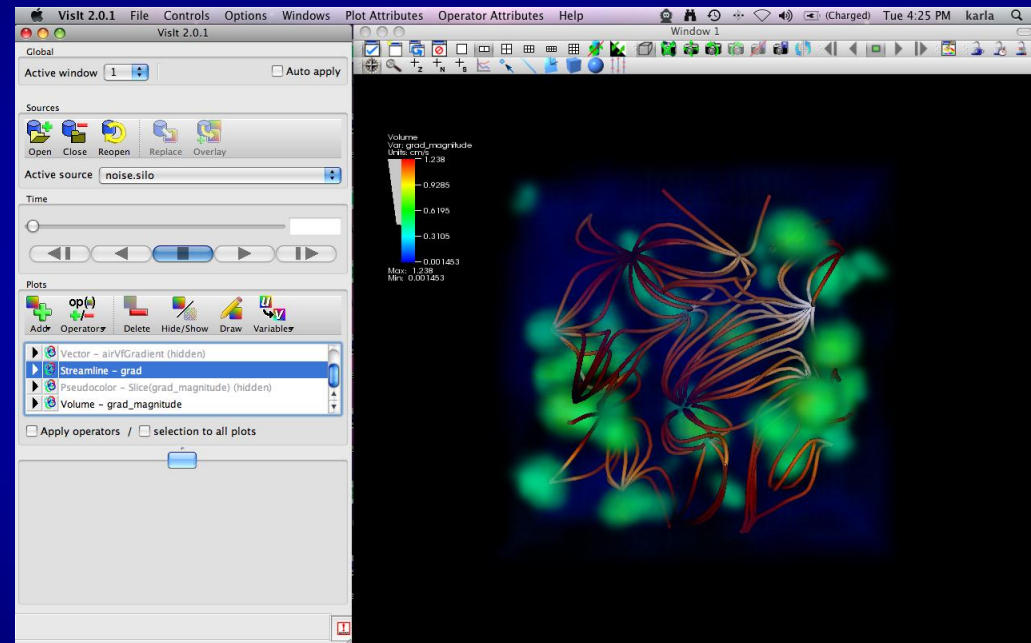


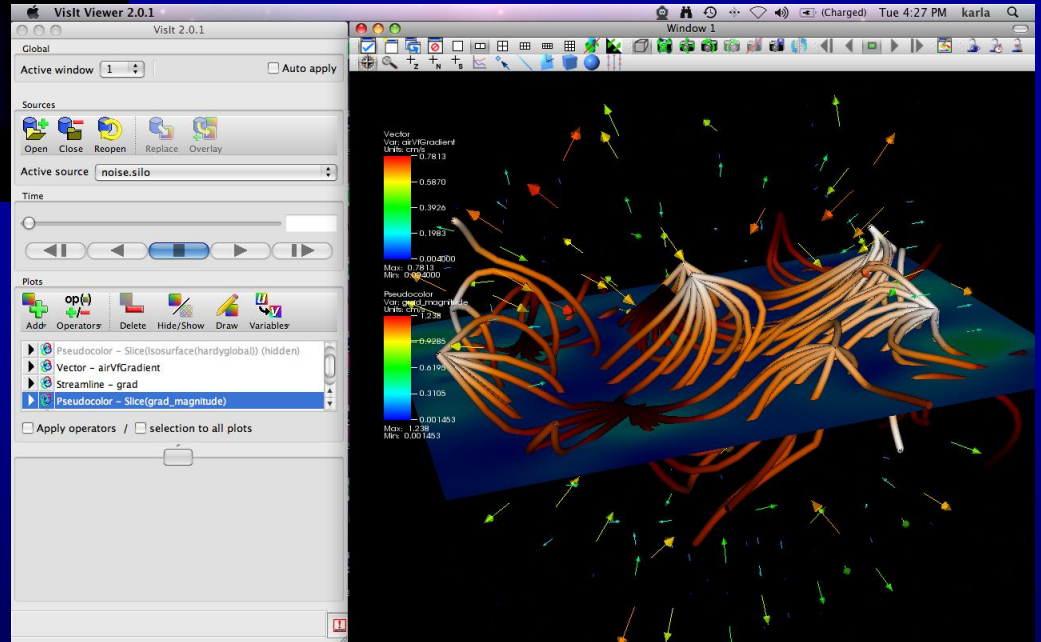
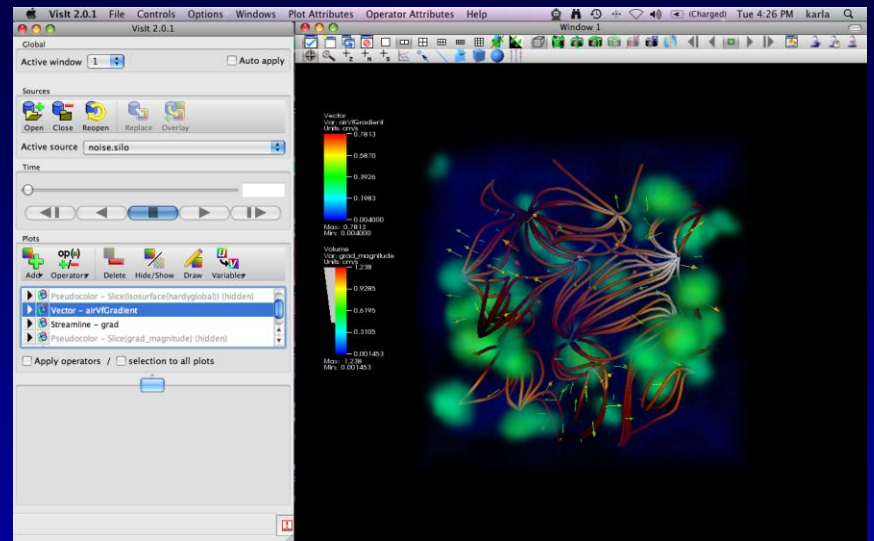
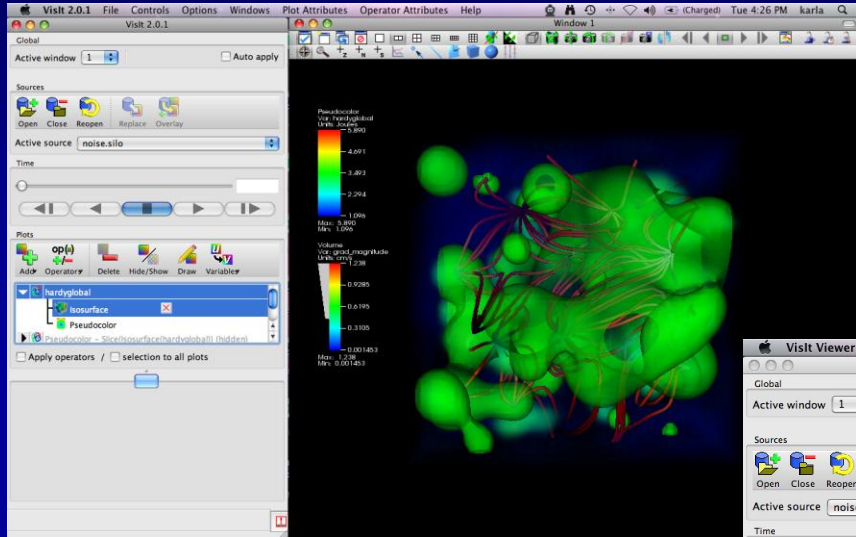


# VisIt

## Create Volume Rendering

- Click Add -> Volume -> grad\_magnitude
- Click Draw
- Double click on Volume
- Change Transfer Function
- Click Apply
- Click Dismiss





# Questions?

- More tutorials available:
  - <https://wci.llnl.gov/codes/visit/manuals.html>