# New approaches in modelling, analysis and visualization of volume data with GRASS and VTK

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#### Introduction

#### The beginning

Grid3D library (g3d) was developed in the 1990's by CERL and GMSL/University of Illinois.

#### Integration

Since 1999 GRASS supports officially volume data and provides basic capabilities for modeling and visualization.

#### Improvements

Since the beginning of 2006 the GRASS volume data capabilities have been significantly improved.



# Volume, Voxel or 3d Pixel?

#### Volume = Voxel

A voxel (a combination of the words volumetric and pixel) is a volume element, representing a value on a regular grid in three dimensional space.

#### Voxel = 3d pixel

- Voxel is analogous to pixel, which represents 2D image data
- Volume data is implemented in GRASS as voxels
- Volume data is handled in GRASS like raster data but in 3d



# Existing g3d modules

v.vol.rst

regulare spline interpolation with tension from vector points

r3.mapcalc

performs arithmetic calculations on 3D grid volume data

nviz

visualization application of GRASS with volume support



# Existing g3d modules

r3.null and r3.mask providing null value and mask support

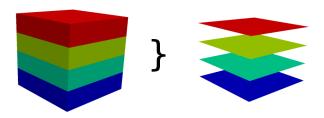
r3.in.ascii and r3.out.ascii for ascii data import and export

r3.in.v5d and r3.out.v5d for vis5d data import and export



#### r3.to.rast

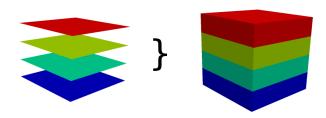
- converting a volume map into raster map slices
- input is a volume map
- a stack of raster map slices is created as output





#### r.to.rast3

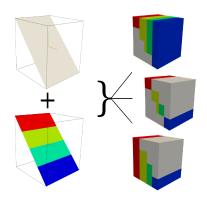
- converting raster maps into a volume map
- input is a stack of raster maps
- a volume map is created as output





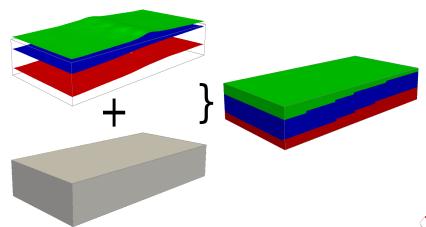
#### r.to.rast3elev

- creating a volume map based on elevation and value maps
- inputs are elevation and value raster maps
- a volume map is created as output
- support of different upper and lower values





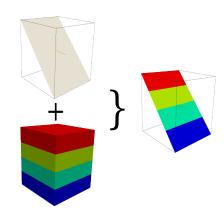
#### r.to.rast3elev





#### r3.cross.rast

- cross section of volume maps based on elevation maps
- input is an elevation and a volume map
- a raster map is created as output





# The Visualization ToolKit (VTK)

- software system for 3D computer graphics, image processing and visualization
- multi-plattform and supports Windows, several Unix's and MacOS X
- written in C++ and bindings for Phyton, Tcl/Tk and Java available
- open source and freely available from http://www.vtk.org



# Why do visualization with VTK

- the most sophisticated visualization toolkit available on the market
- provides leading edge data processing and visualization capabilities
- supports all types of raster, vector and volume data implemented in GRASS
- is actively developed and has an advanced software design
- easy to implement visualization applications with VTK (supports rapid prototype development)



#### **ParaView**

- multi-platform visualization application based on VTK
- designed to visualize large data
- provides many tools of VTK for data processing and visualization
- has a flexible and intuitive user interface
- open source and freely available from

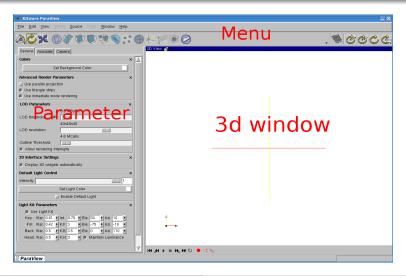
```
http://www.paraview.org
```



#### What is VTK

Volume map export Visualization and analysis Raster and vector map export

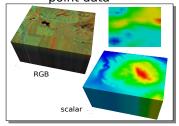
#### ParaView screenshot





# Export features of r3.out.vtk

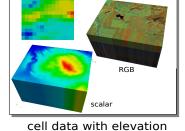
point data r3.out.vtk



point data with elevation

**RGB** 

scalar



cell data

Cell data with elevation

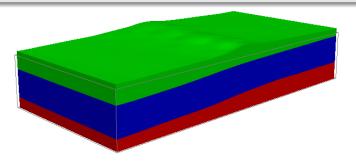
RGB



scalar

#### Volume and elevation

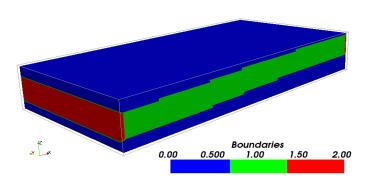
Using the top and bottom features of r3.out.vtk to visualize geological structures





#### Data extraction

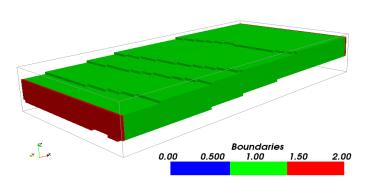
## Extracting data within a value range of [1:2]





#### Data extraction

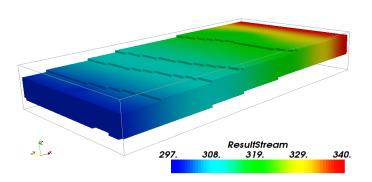
## Extracting data within a value range of [1:2]





#### Data extraction

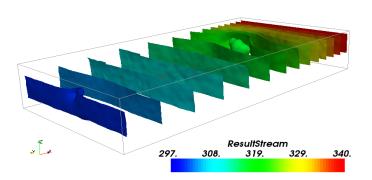
If multiple data in one dataset, all data will be selected





#### Isosurfaces

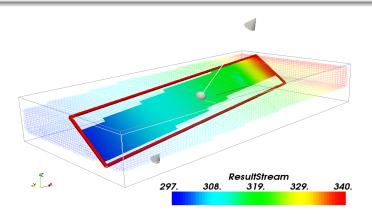
#### Creating isosurfaces with equidistant values





# Cutting

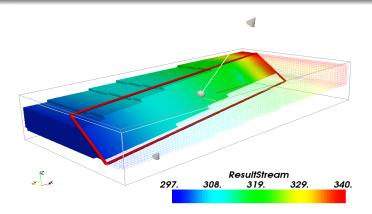
#### Cutting a dataset with an implicit plane





# Clipping

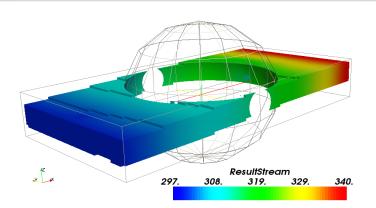
#### Clipping a dataset with an implicit plane





# Clipping

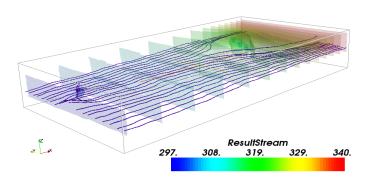
#### Clipping a dataset with a sphere





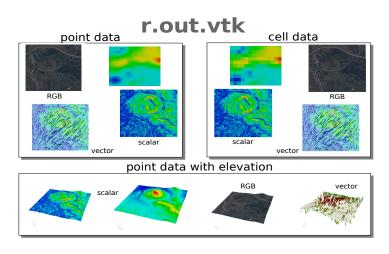
#### Streamlines and isosurfaces

#### A combination of streamlines and isosurfaces



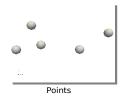


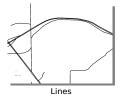
# Export features of r.out.vtk





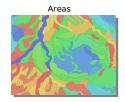
# Export features of v.out.vtk

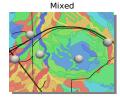






v.out.vtk

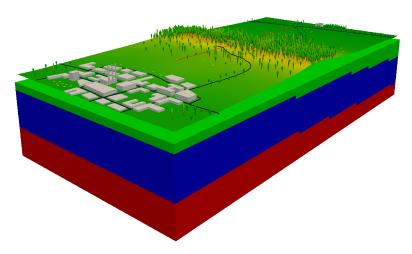






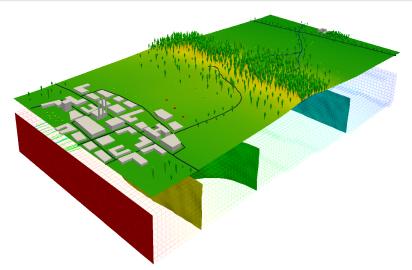


# Raster, vector and volume data together



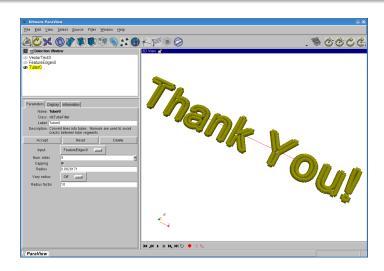


# Raster, vector and volume data together





#### The End





#### The End

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