



# Scientific Visualization for the Desktop

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INTERGRAPH  
SOFTWARE SOLUTIONS

# Presentation Highlights

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## **Voxel Analyst Review**

**Workflow**

**Data Input**

**Modeling**

**Visualization**

**Analysis**

**Output**

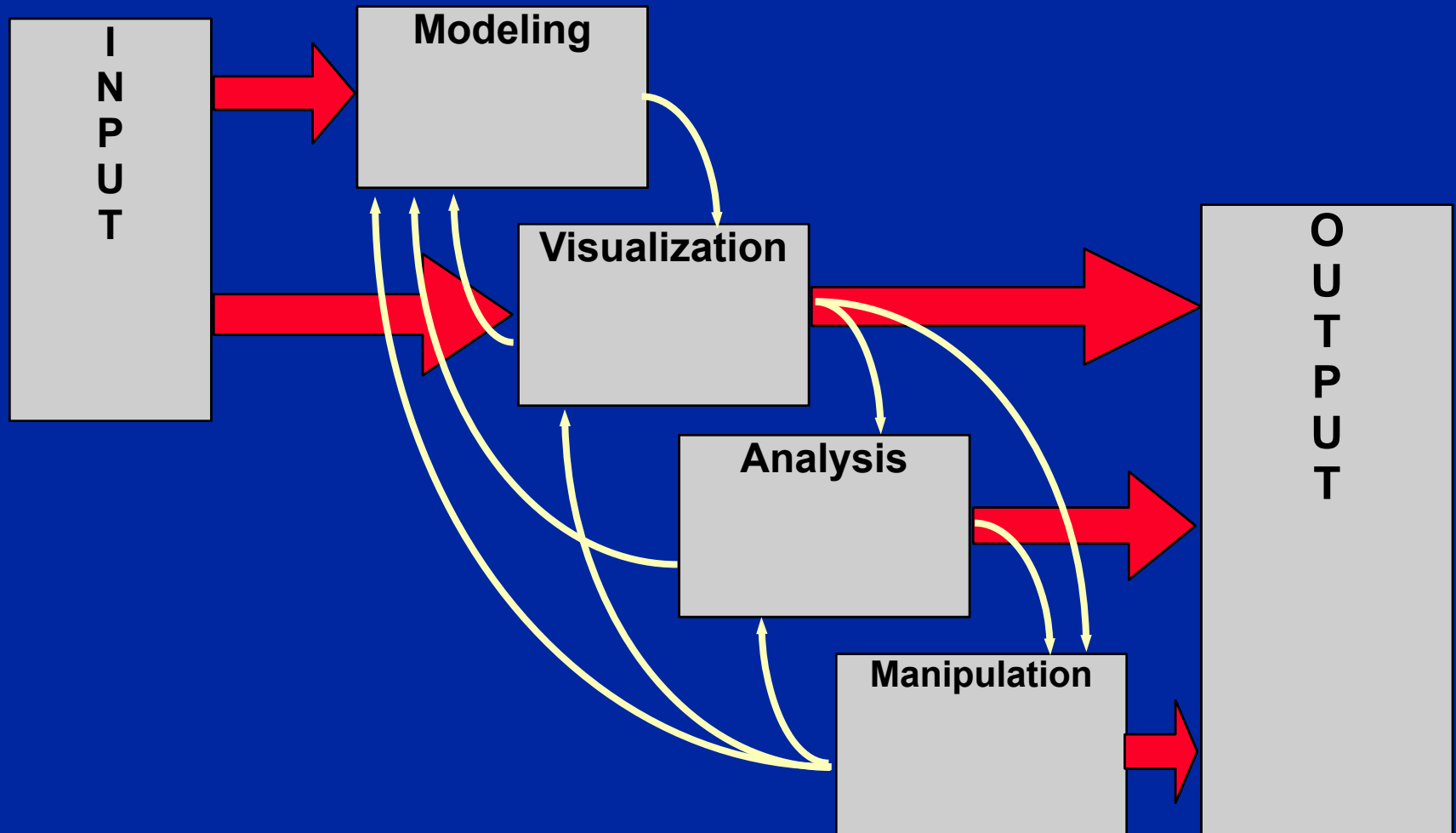


## **Windows NT Benefits**

### **Demonstration**

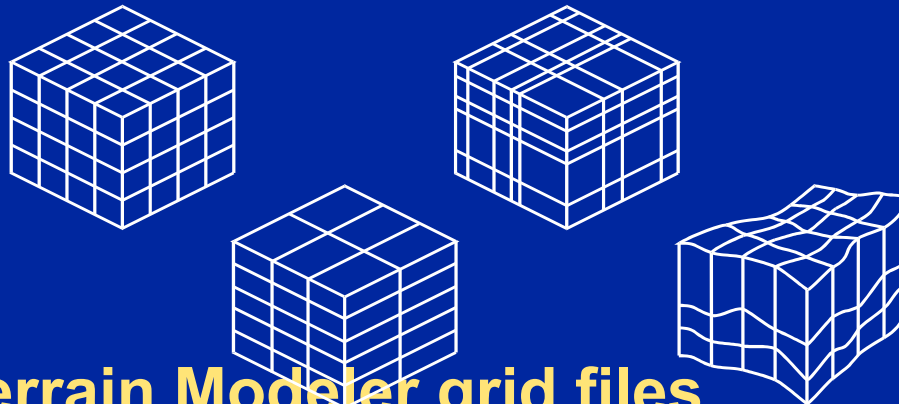
**Preview Windows NT**

# Workflow



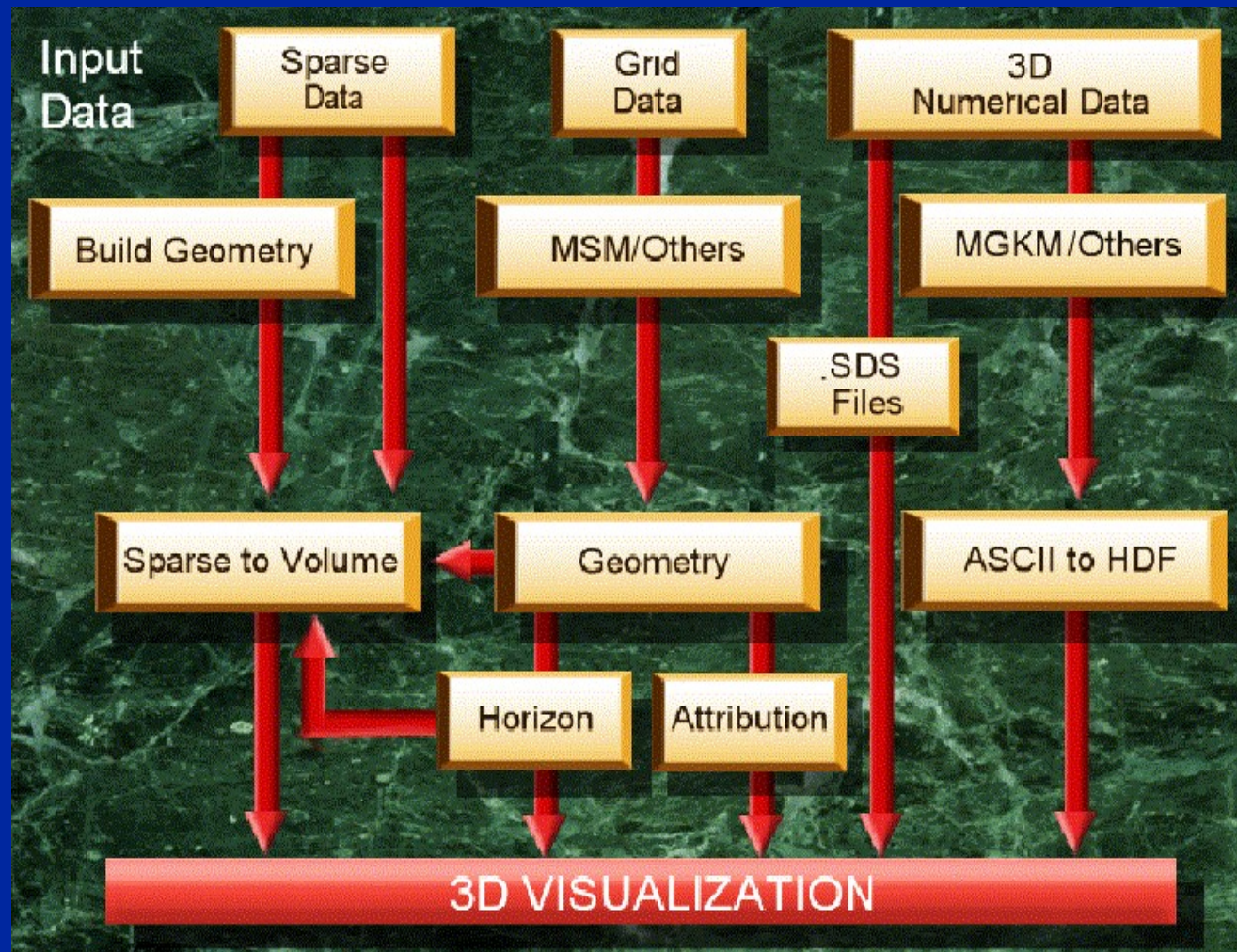
# Data Input Options (ASCII)

- | Sparsely sampled ASCII data
- | ASCII formatted 3D grid arrays  
(Uniform, Regular, Irregular, and Structured)



- | MGE Terrain Modeler grid files  
loaded as horizons or attributes
- | 2D ASCII grids

# Data Input (ASCII)



# Data Input (Graphic)

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**AutoCad**

**MicroStation**

**None required**

# Modeling

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**5 Algorithms**

**Global**

**Local**

**Restricted Area**

**Symbolic**

# Visualization

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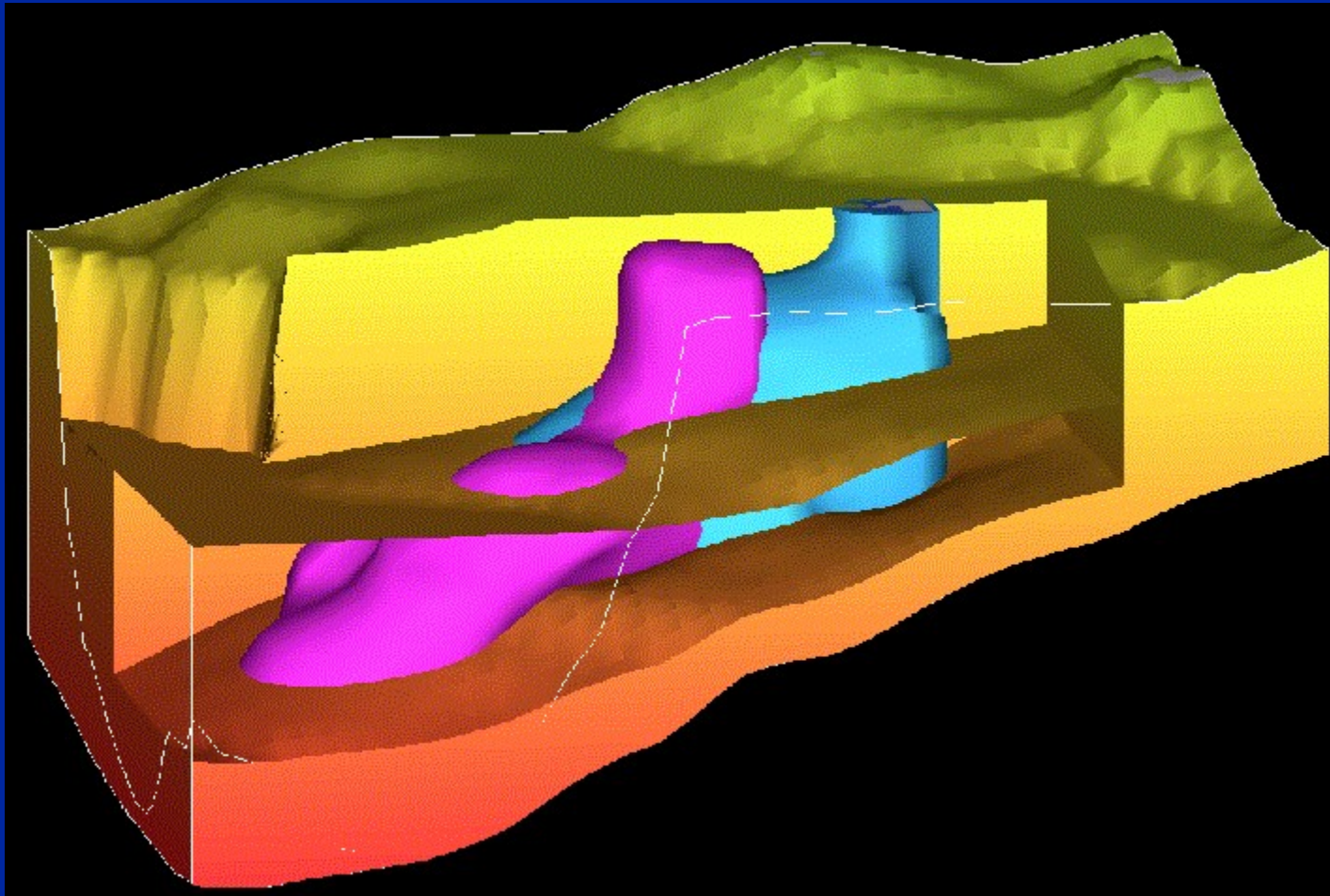
**Iso-Solid, IsoSurface**

**Chair**

**Cross-section or Cutting Plane**

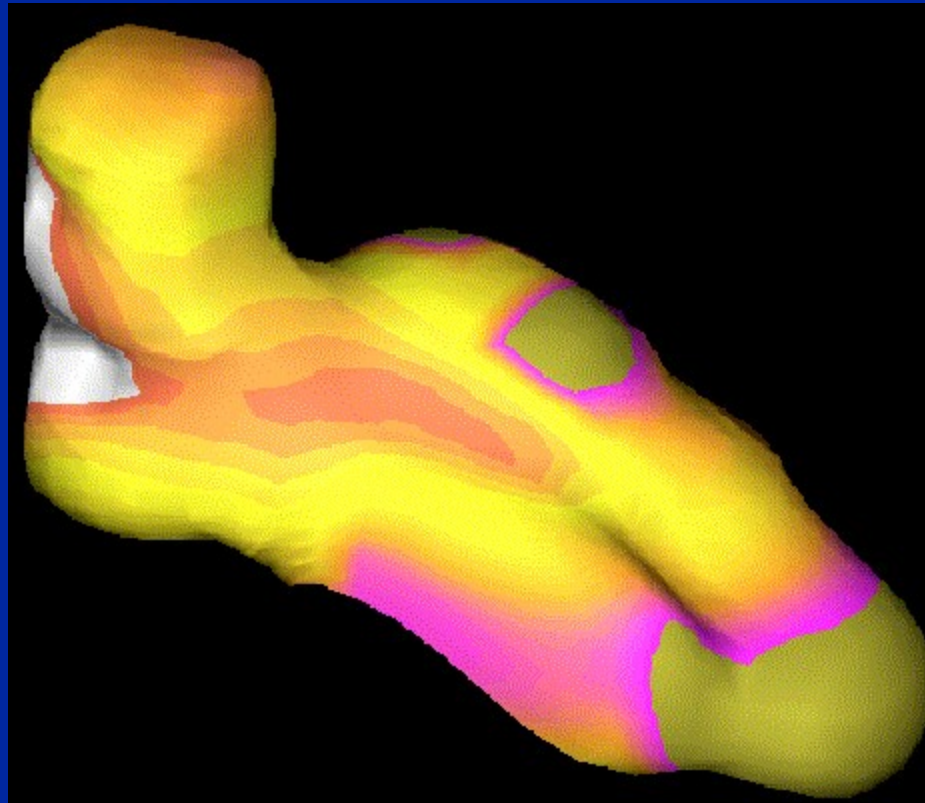


# Visualization (cont.)



# Visual Analysis

**Volume Draping-** a display showing the distribution of 1 attribute within a voxel model draped on the isosurface of another attribute in the same model.



# Volume Analysis Tools

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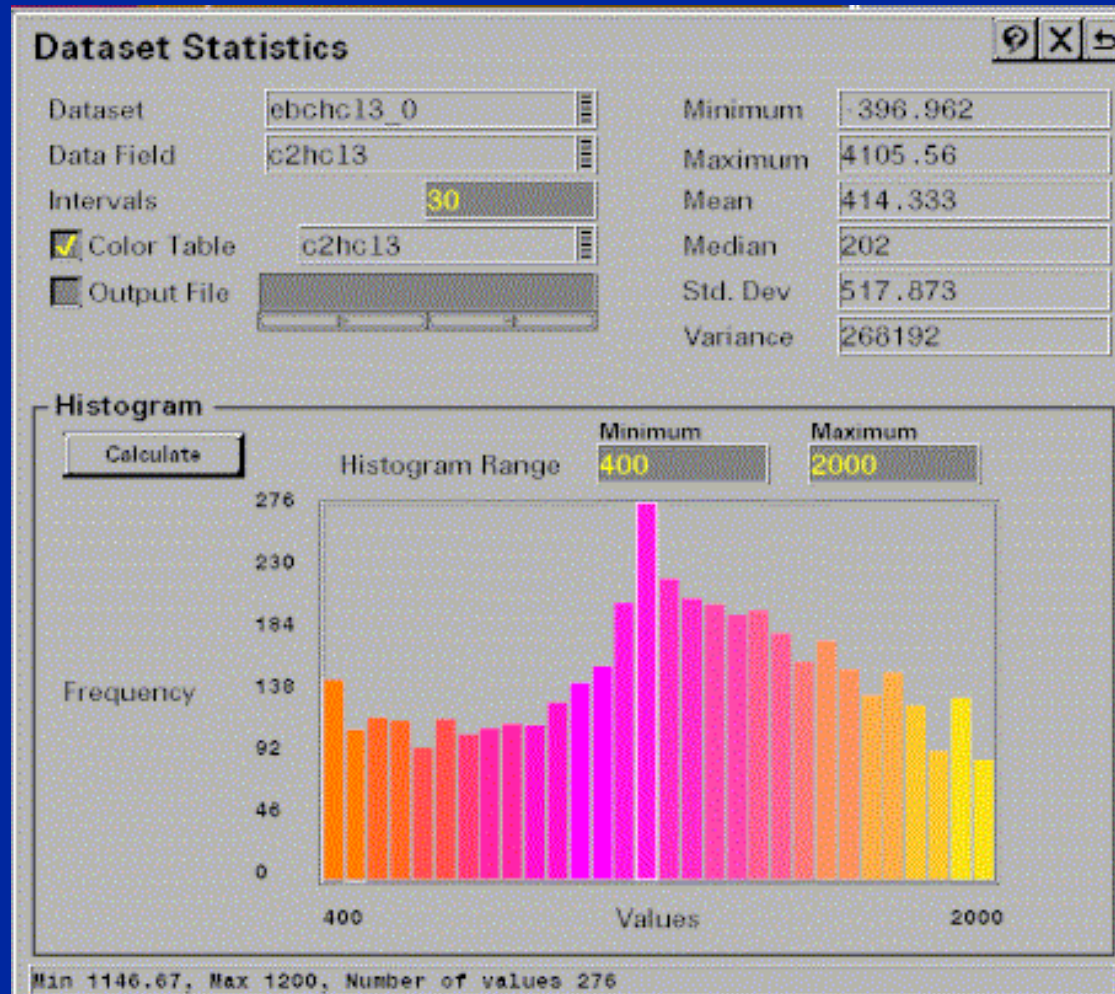
**Statistics**

**Crossplots**

**Volume and surface area calculations**

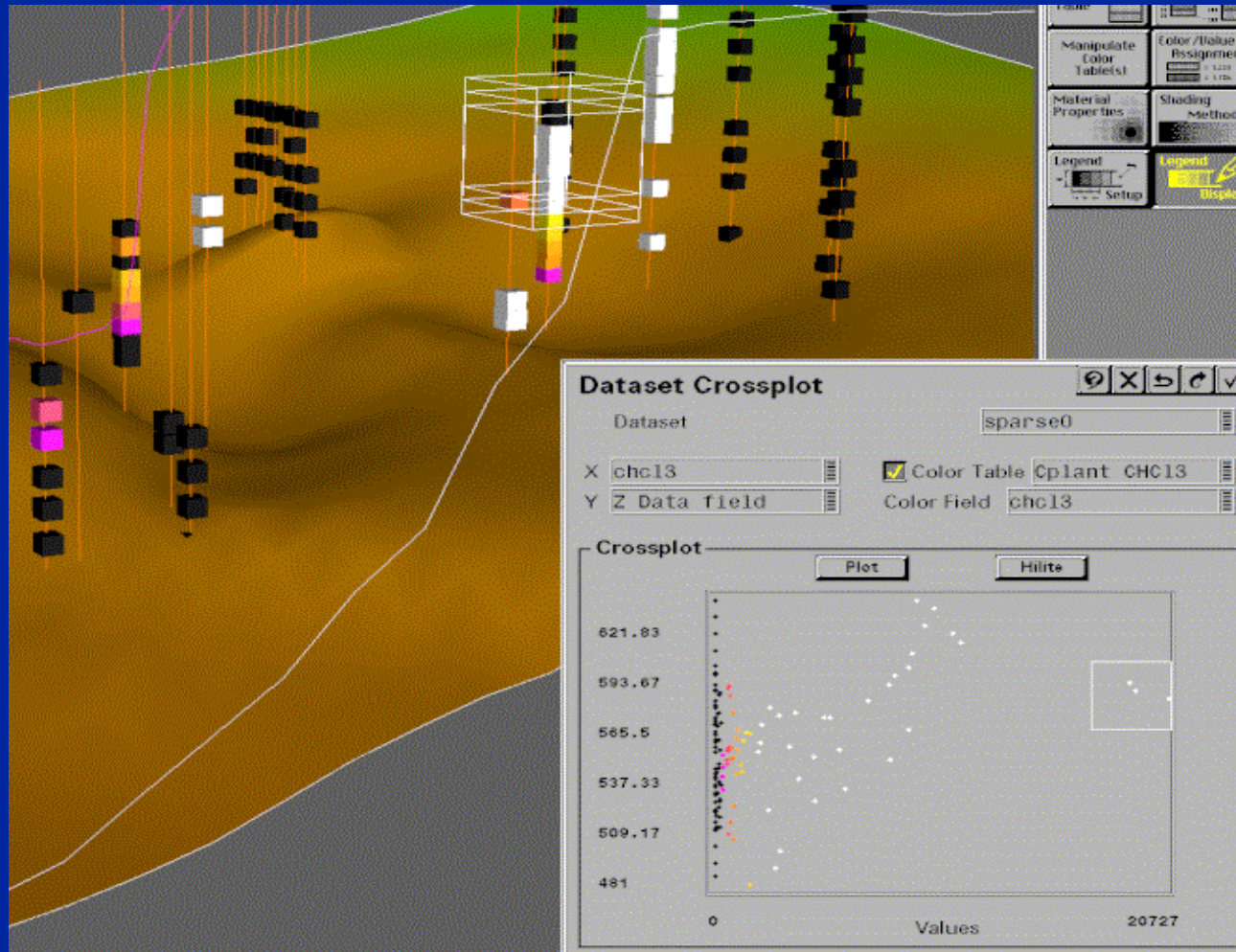
**Graphical Boolean Operations**

# Statistics

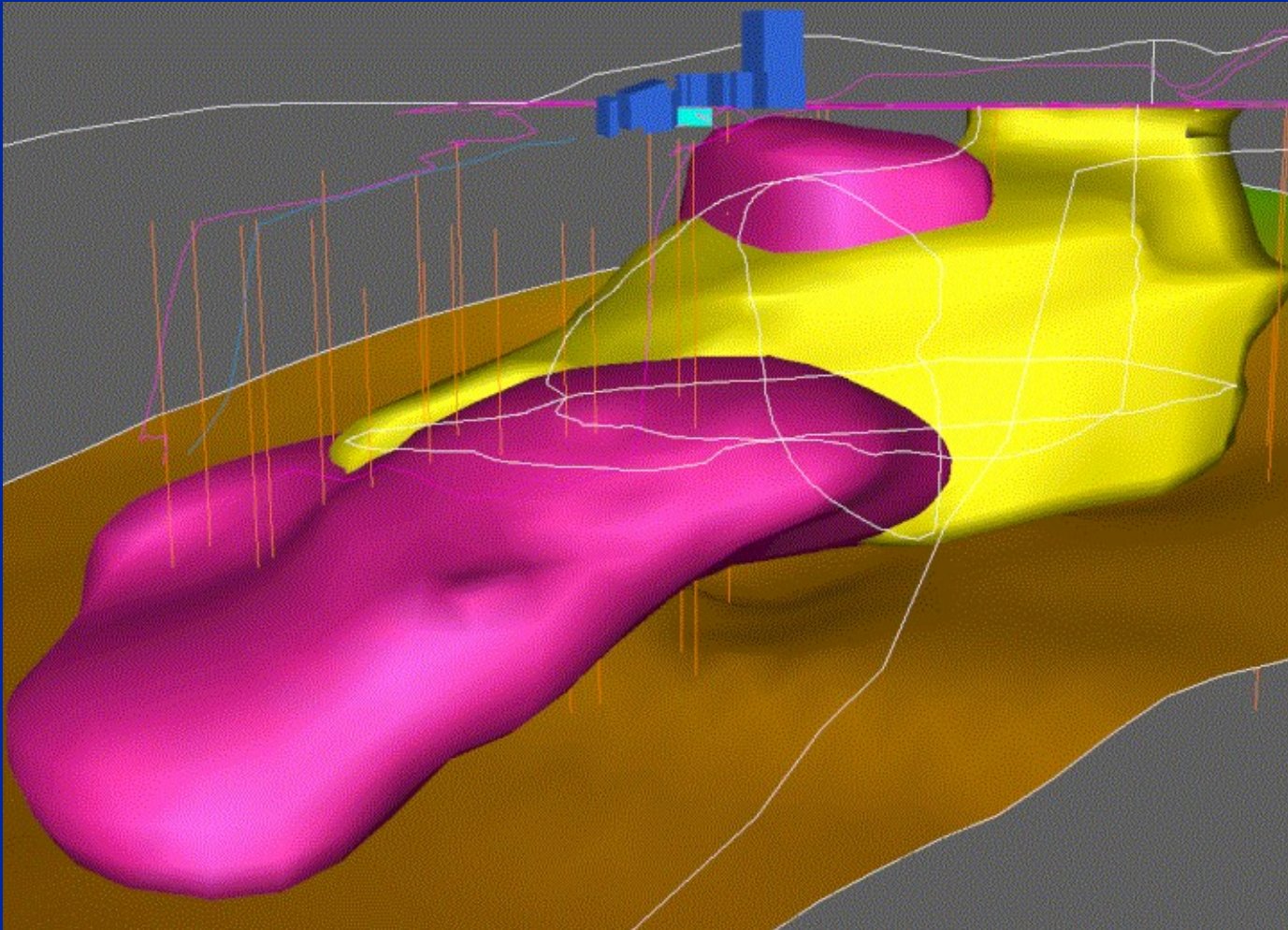




# Crossplots

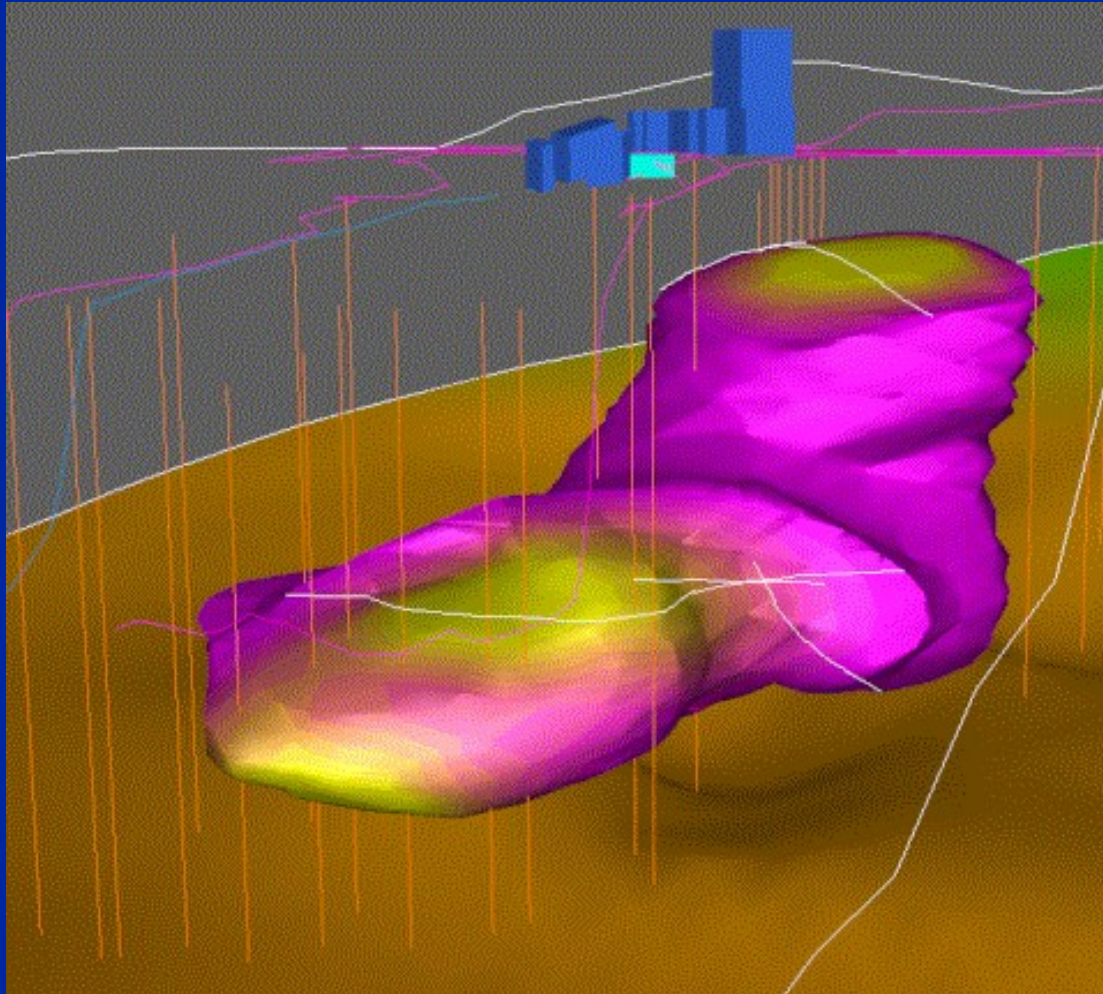


# Boolean Operation

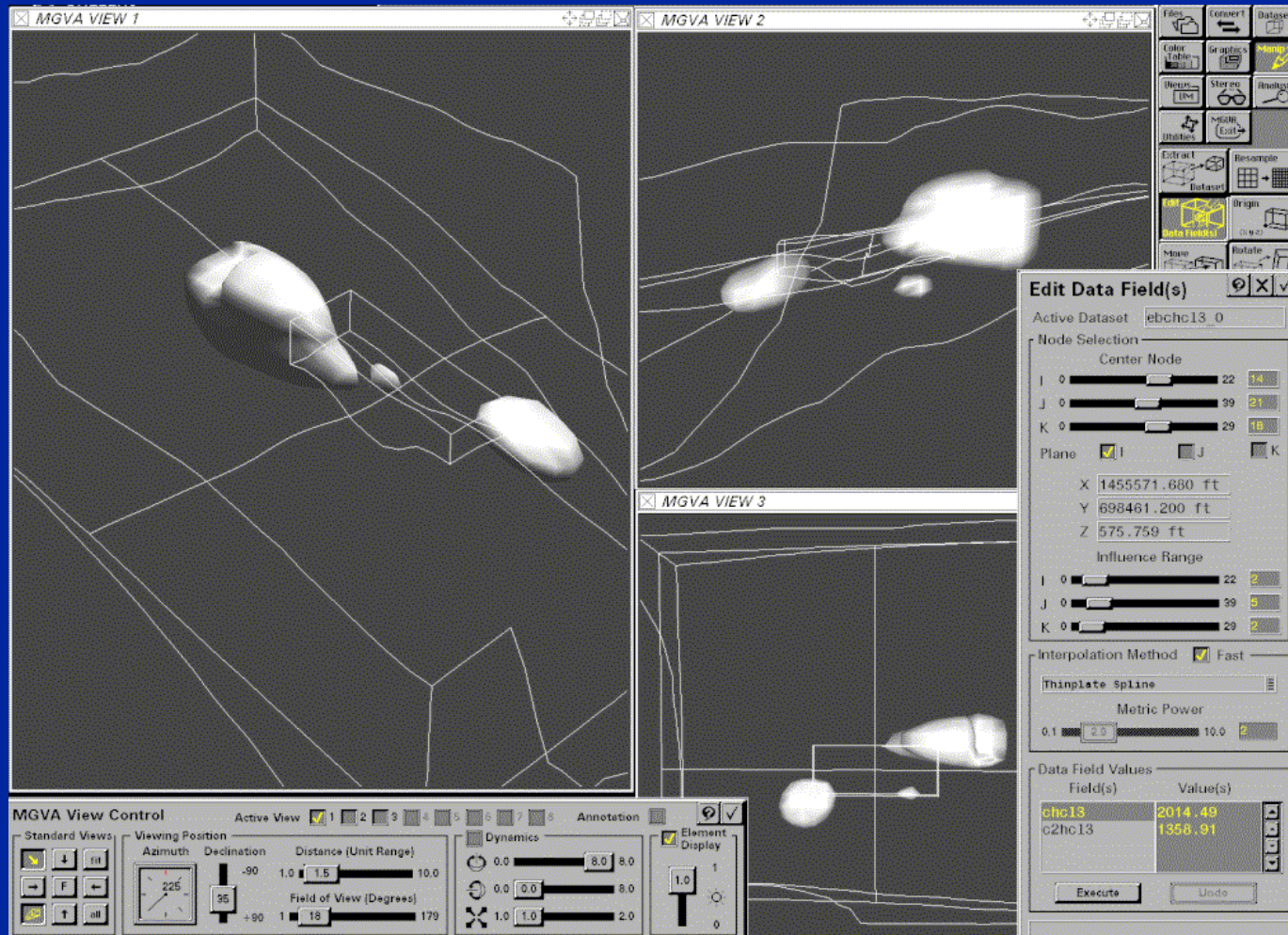




# Boolean Operation (cont.)



# Data Manipulation







# Data Output

## Raster pictures

(i.e. .tiff, .bmp, .rgb, .targa)

## Vector data

AutoCad)

## ASCII files

files)

(i.e. MicroStation,

(i.e. 2-D and 3-D Grid

# Windows NT Prerequisites

## Hardware (Minimum)

486 with 16 MB

256 Color

1024 x 768

## Hardware (Recommended)

TD-4 (dual Pentium)

As much memory as you can get approved!

GLZ graphics (true color)

## Software

Windows NT 3.51

# Windows NT Benefits

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**Ease of use (Windows NT)**

**Multi-threaded application**

**Standard graphics (Open GL)**

**Desktop Integration**

**Generic Volume Analysis Tool**

**No Software prerequisites**

**New Technology.....Same Data Files**

# Future Voxel Releases

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**Windows NT 3.51 Available September 1995**

**Windows 95 (As soon as OpenGL is not beta)**

**OLE/COM tools for Volume Analysis**

# Questions & Answers

## Voxel Analyst Panel

**Helen Triplett - Product Manager/Development**

**Tom Xiao - Technical Lead/Development**

**Chuck Woodbury - Software Certification/Support**

**Eric Bayer - Product Planning/Marketing**

**Terry Alldredge - Technical Marketing**