Elmer

Tutorial for Visualization

ElmerTeam

CSC – IT Center for Science Ltd.

PATC Elmer Course
CSC, August 2012

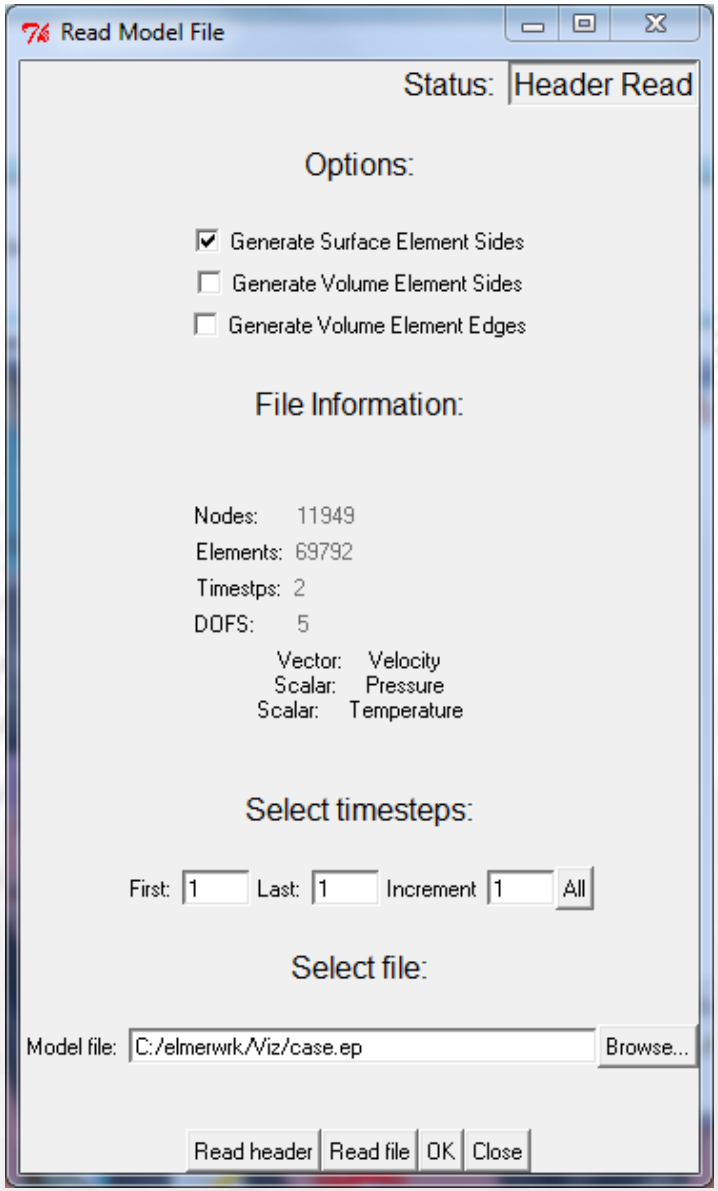
Visualization with ElmerPost

How to write files for ElmerPost

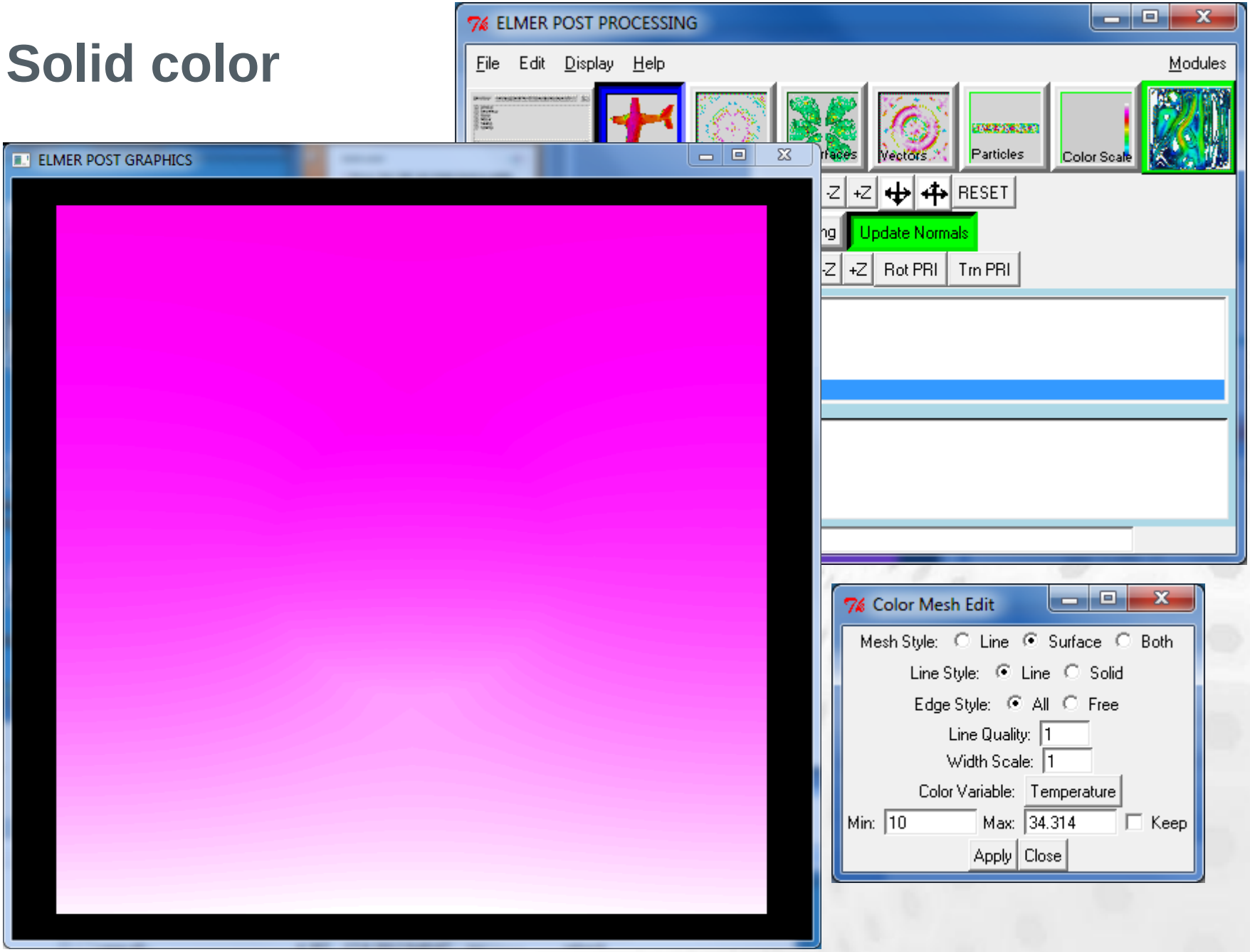
- Default suffix is `.ep`
- May be requested in Simulation section
  `Post File = case.ep`
- Or using ResultOutputSolver with
  `Output format = ElmerPost`

Loading data

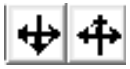
- Assume data in case.ep
- `File -> Open -> case.ep`
- Here the timesteps are chosen
- If element edges or sides are not defined for BCs they may have to be created here



Solid color

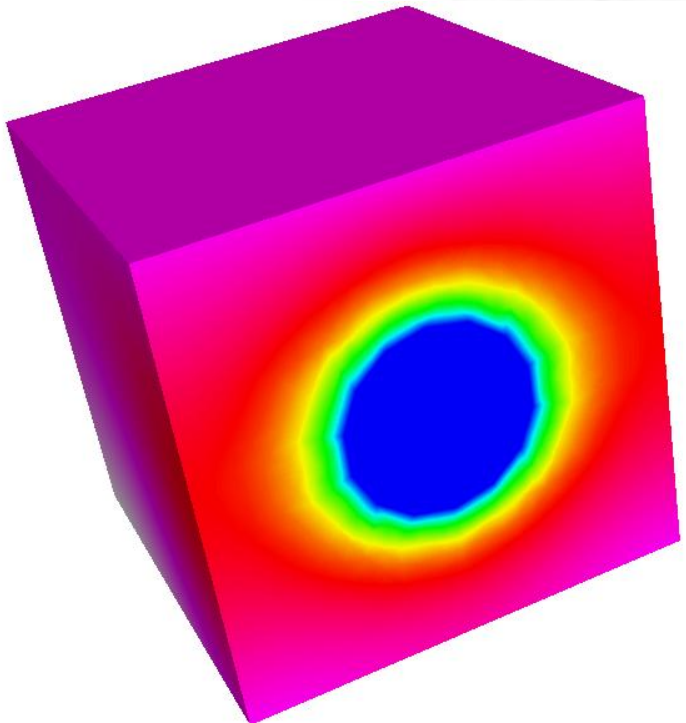

ELMER POST PROCESSING
File
Edit
Display
Help
Modules
Vectors
Particles
Color Scale
RESET
Update Normals
Rot PRI
Trn PRI
ELMER POST GRAPHICS
Color Mesh Edit
Mesh Style: Line Surface Both
Line Style: Line Solid
Edge Style: All Free
Line Quality: 1
Width Scale: 1
Color Variable: Temperature
Min: 10
Max: 34.314
Keep
Apply
Close

Moving object in ElmerPost

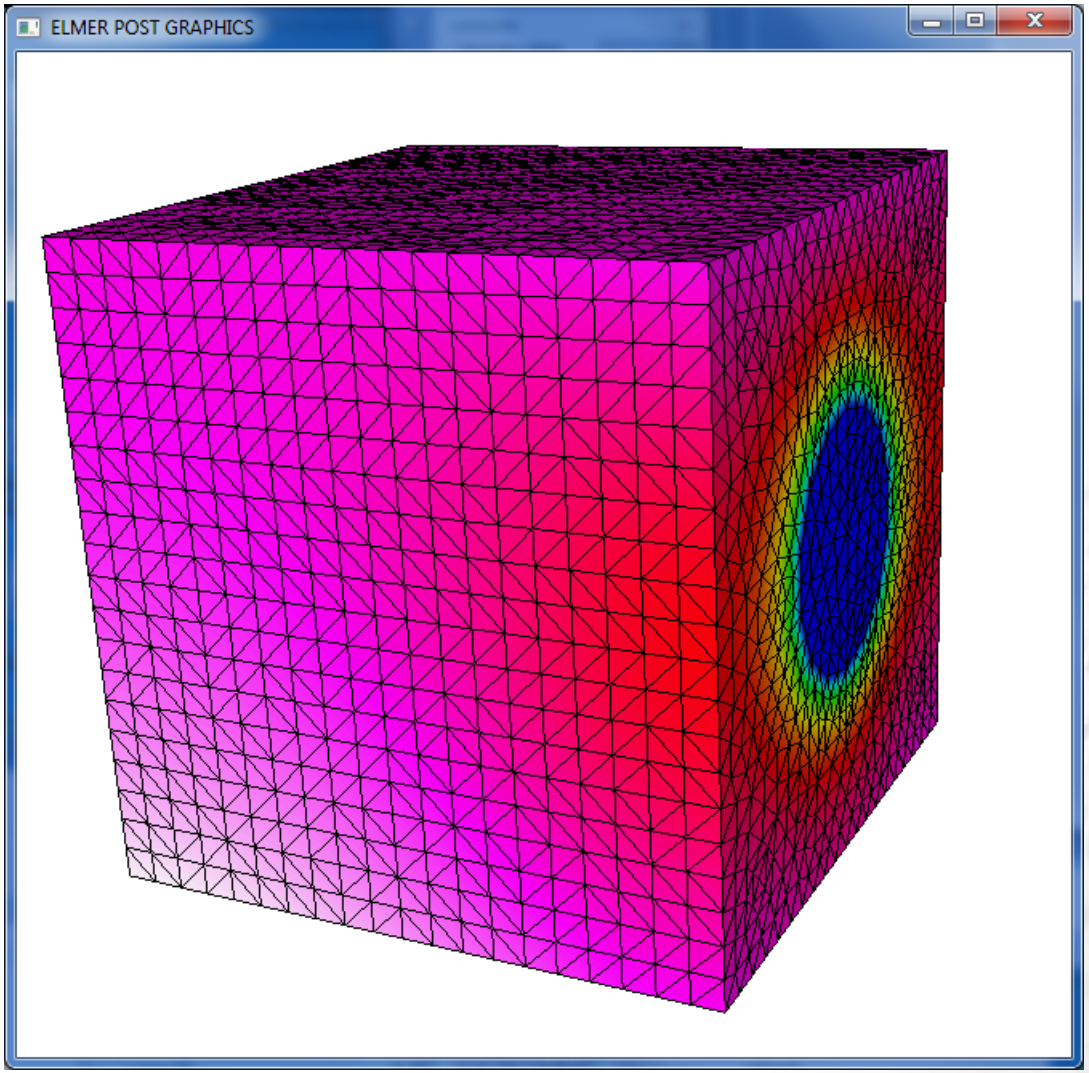
- Rotate
  - Mouse: Right bottom
  - Click: 
  - Command line, e.g.: `rotate 30 45 60`
- Scale
  - Mouse: Both bottoms
  - Click: 
  - Command line: `scale 1 10 1`
- Translate
  - Mouse: Left bottom
  - Click: 
  - Command line: `translate 1 2 3`

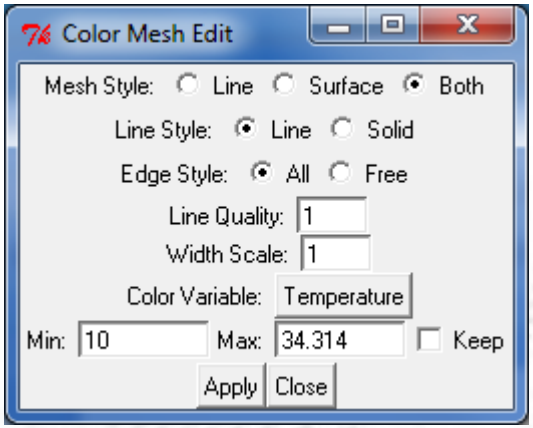
Setting background color

- Click:
  - Edit -> Background
  - Set 100.0 100.0 100.0 for white
- Command line
  - `background 100 100 100`

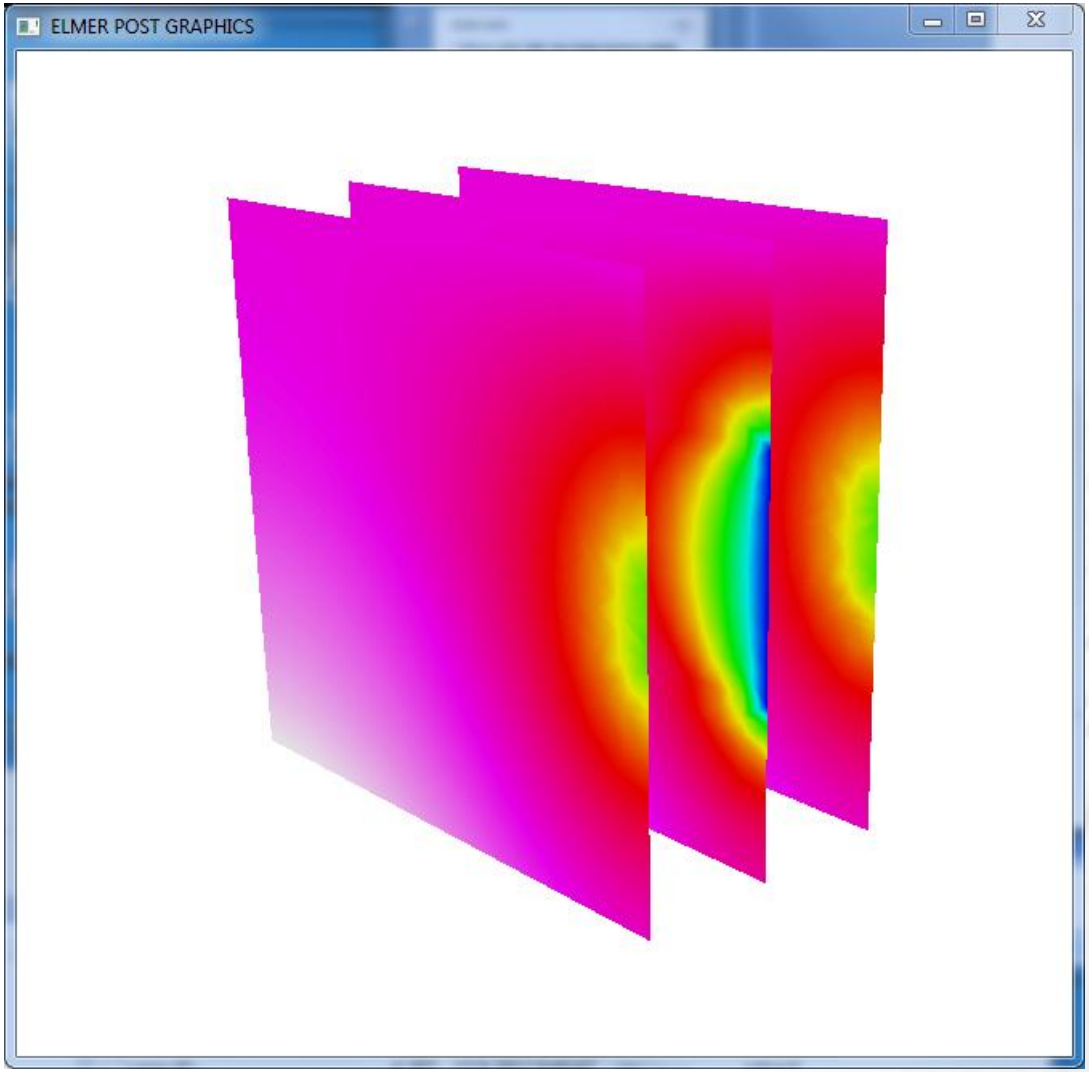


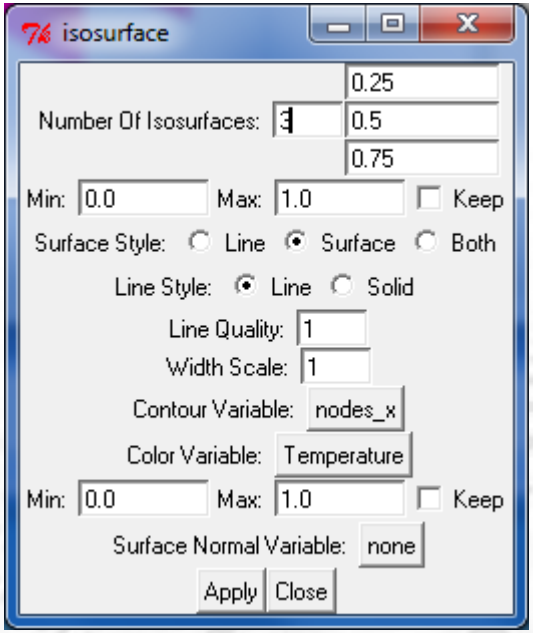
Color mesh with surface + edges



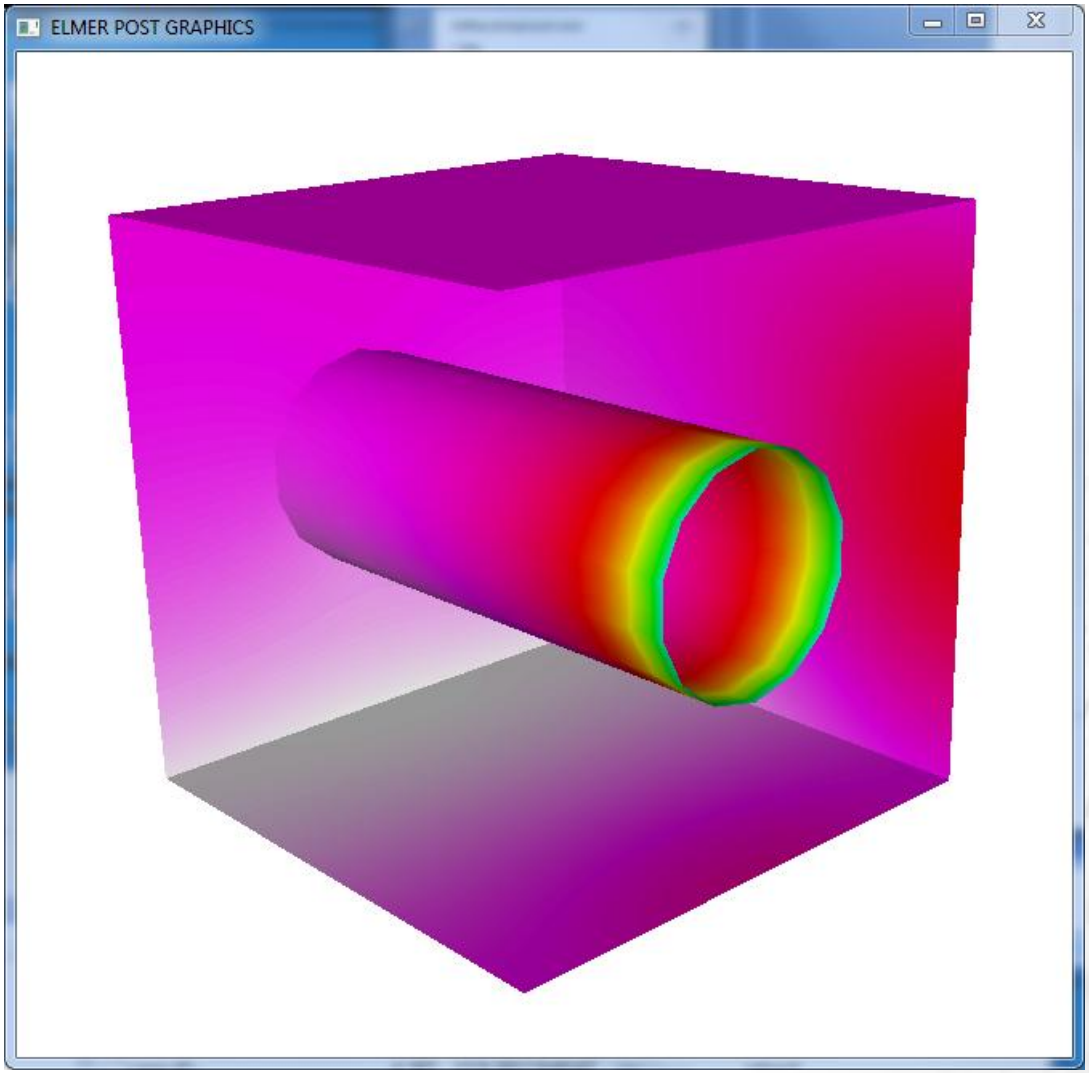


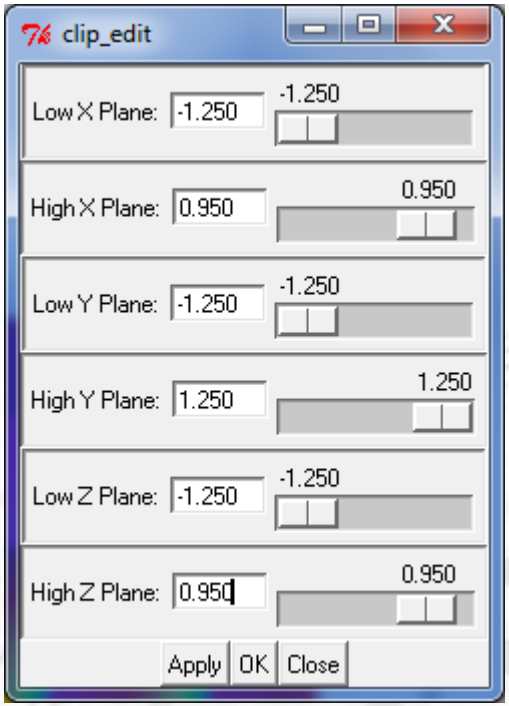
Plotting isosurfaces



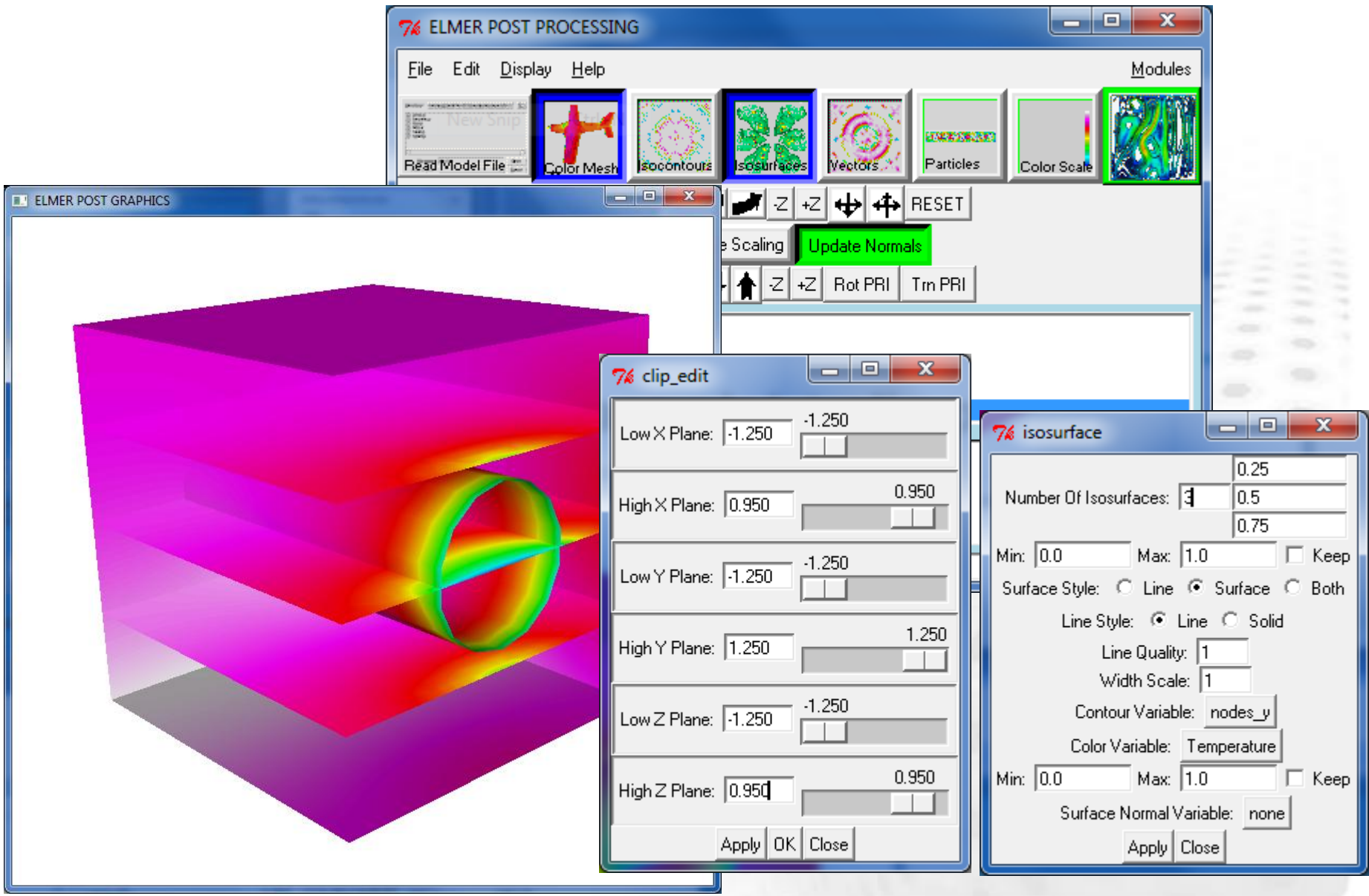


Using clip planes

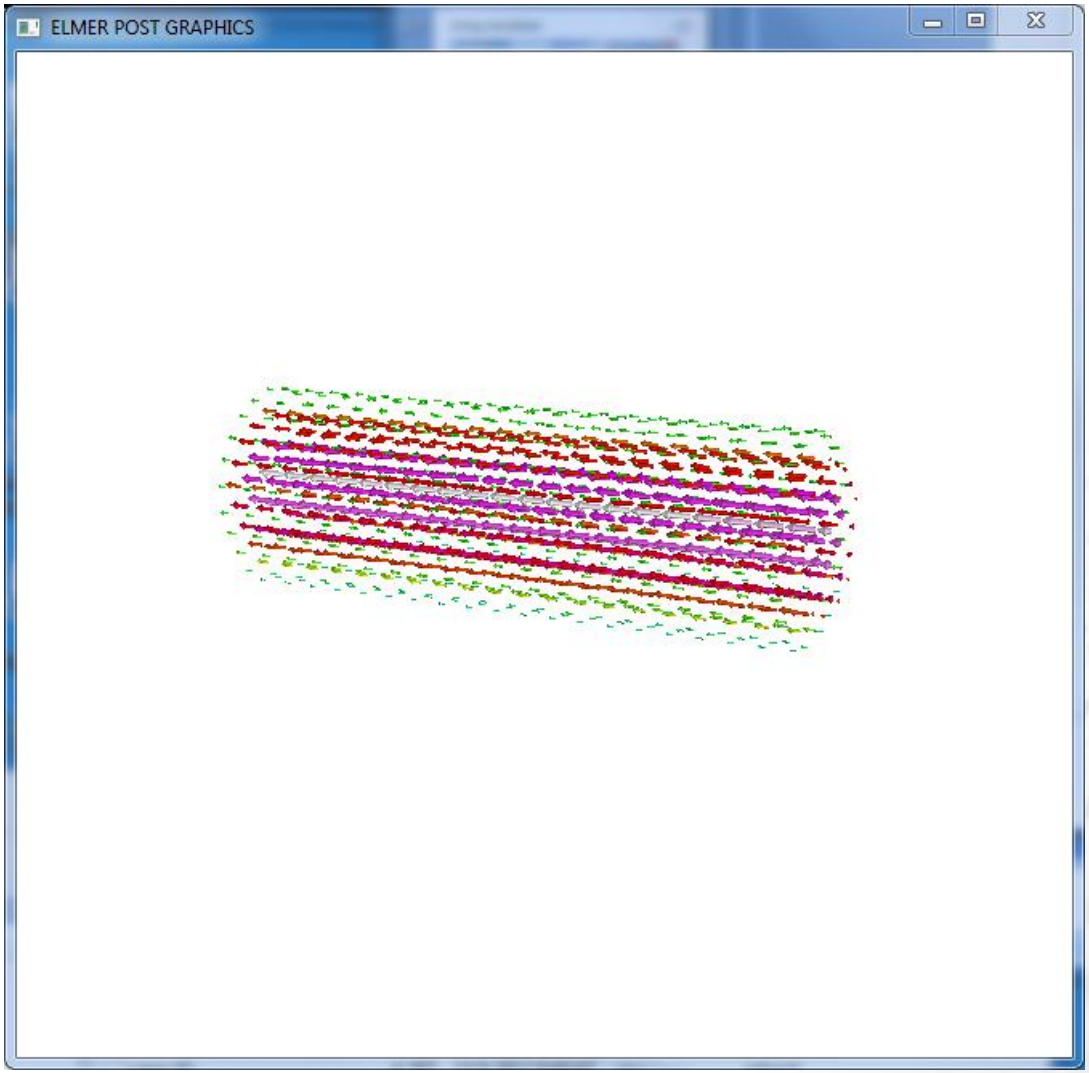


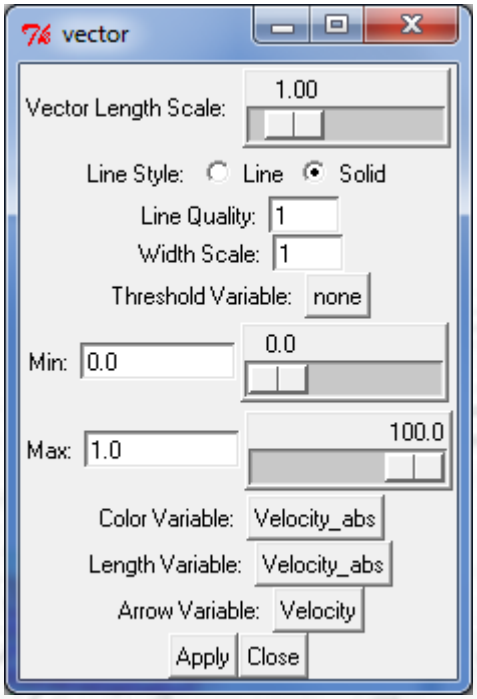


Isosurface + surface plot + clip planes

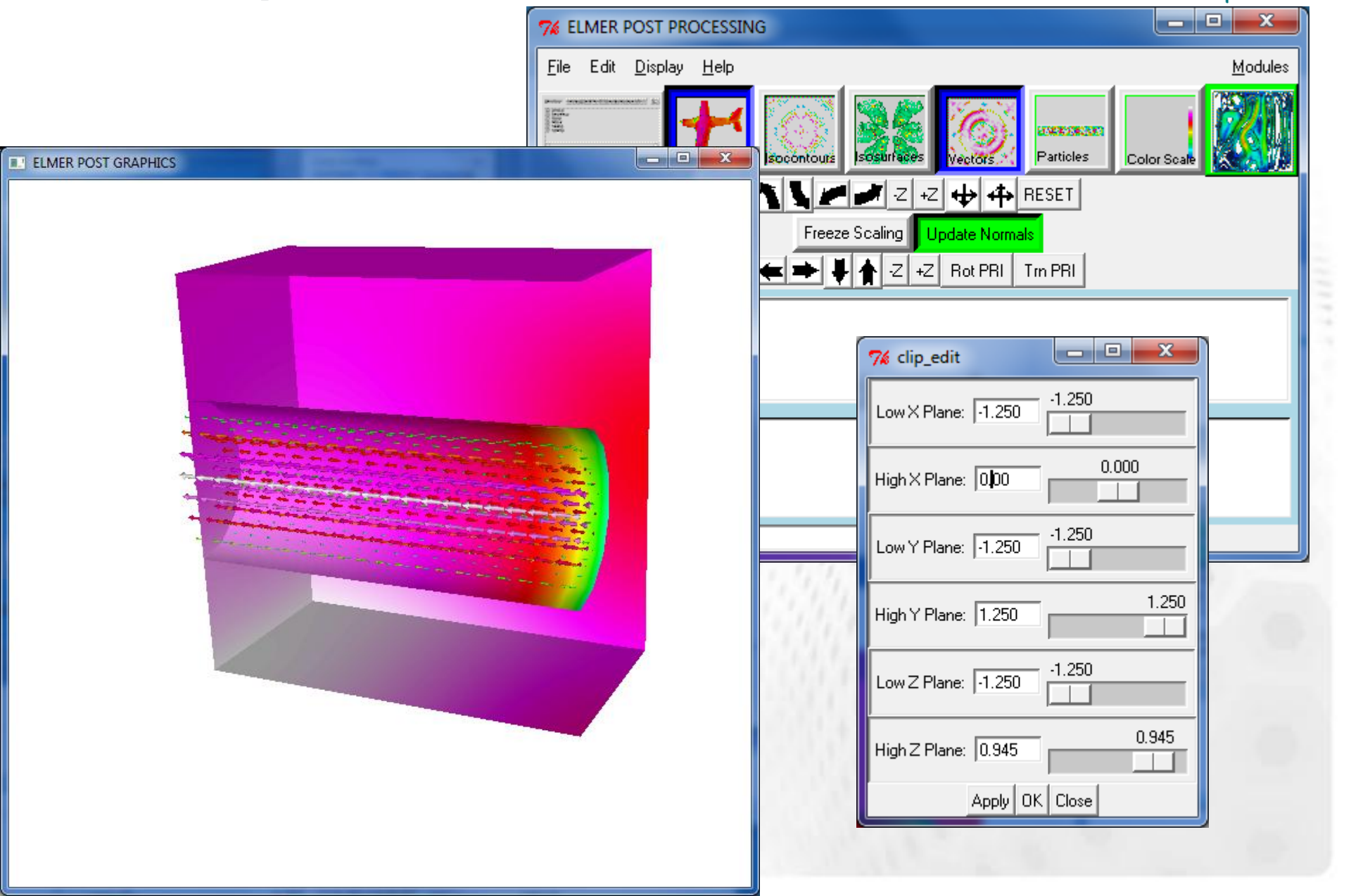


Vector plots

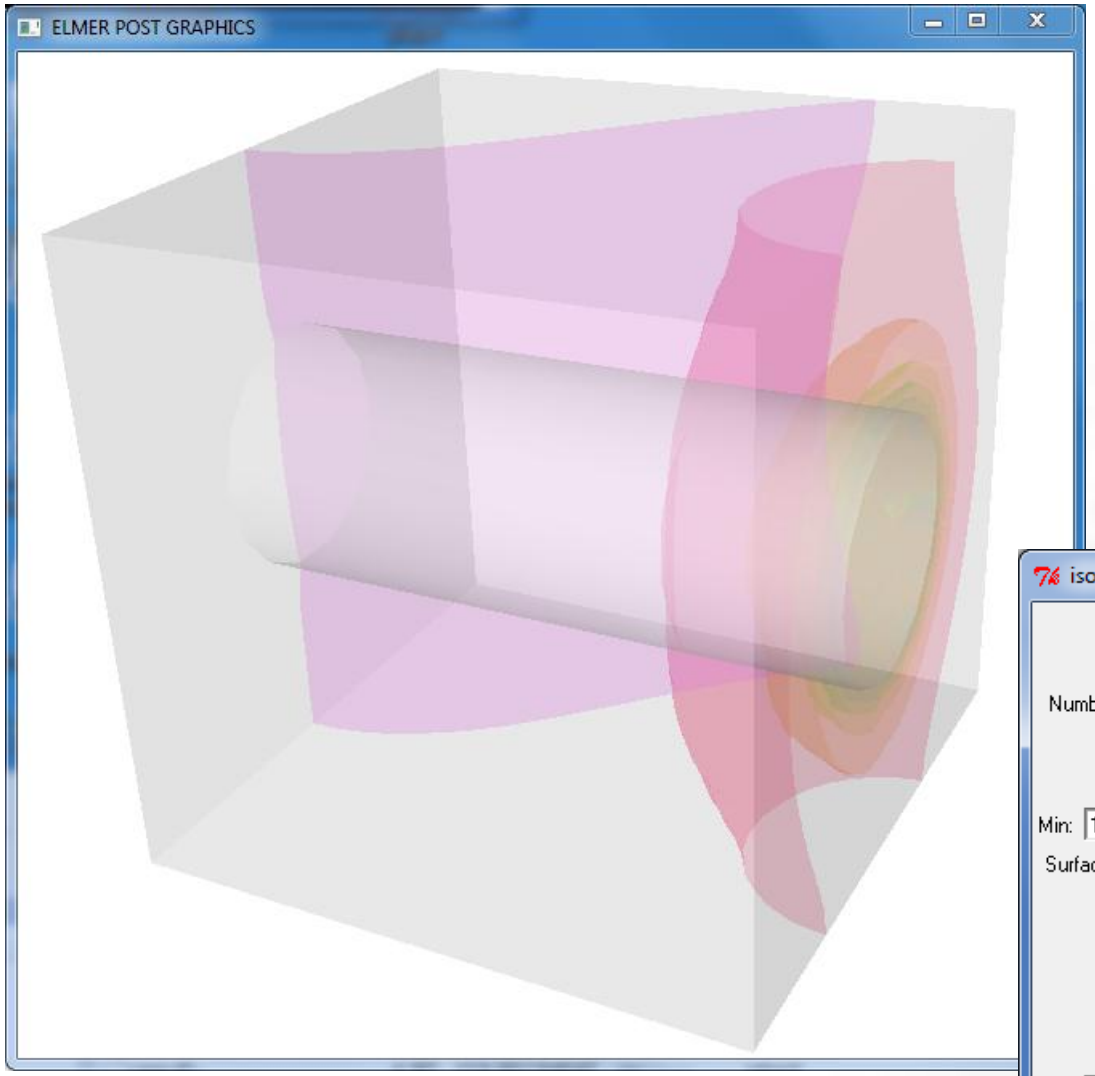


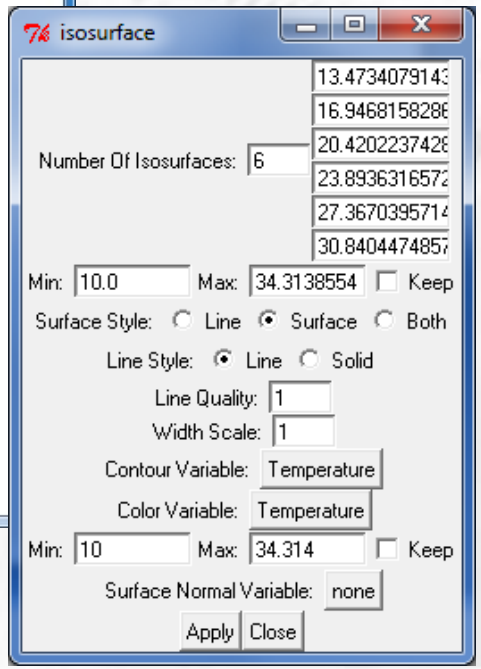


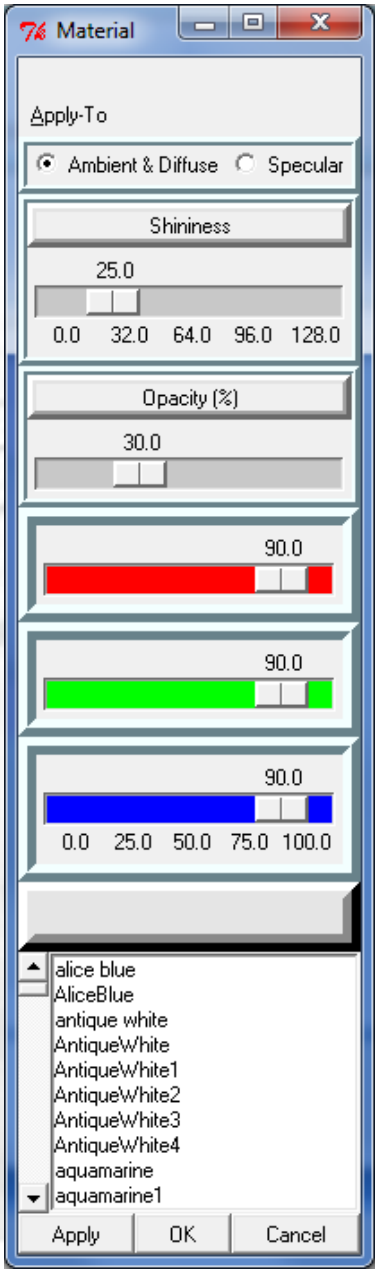
Vector plot + solid surface



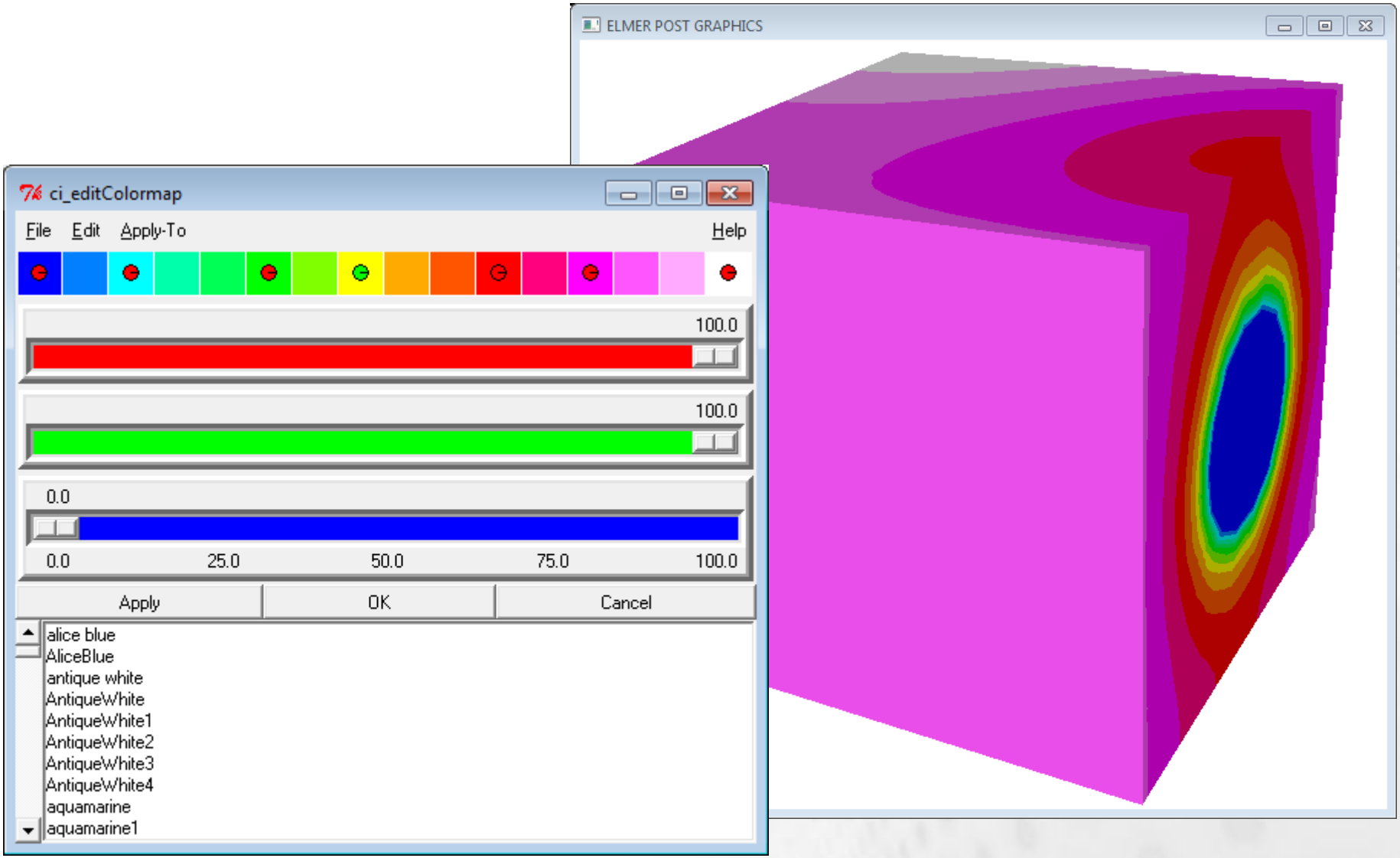
Surface plot + Isosurfaces + Opaque



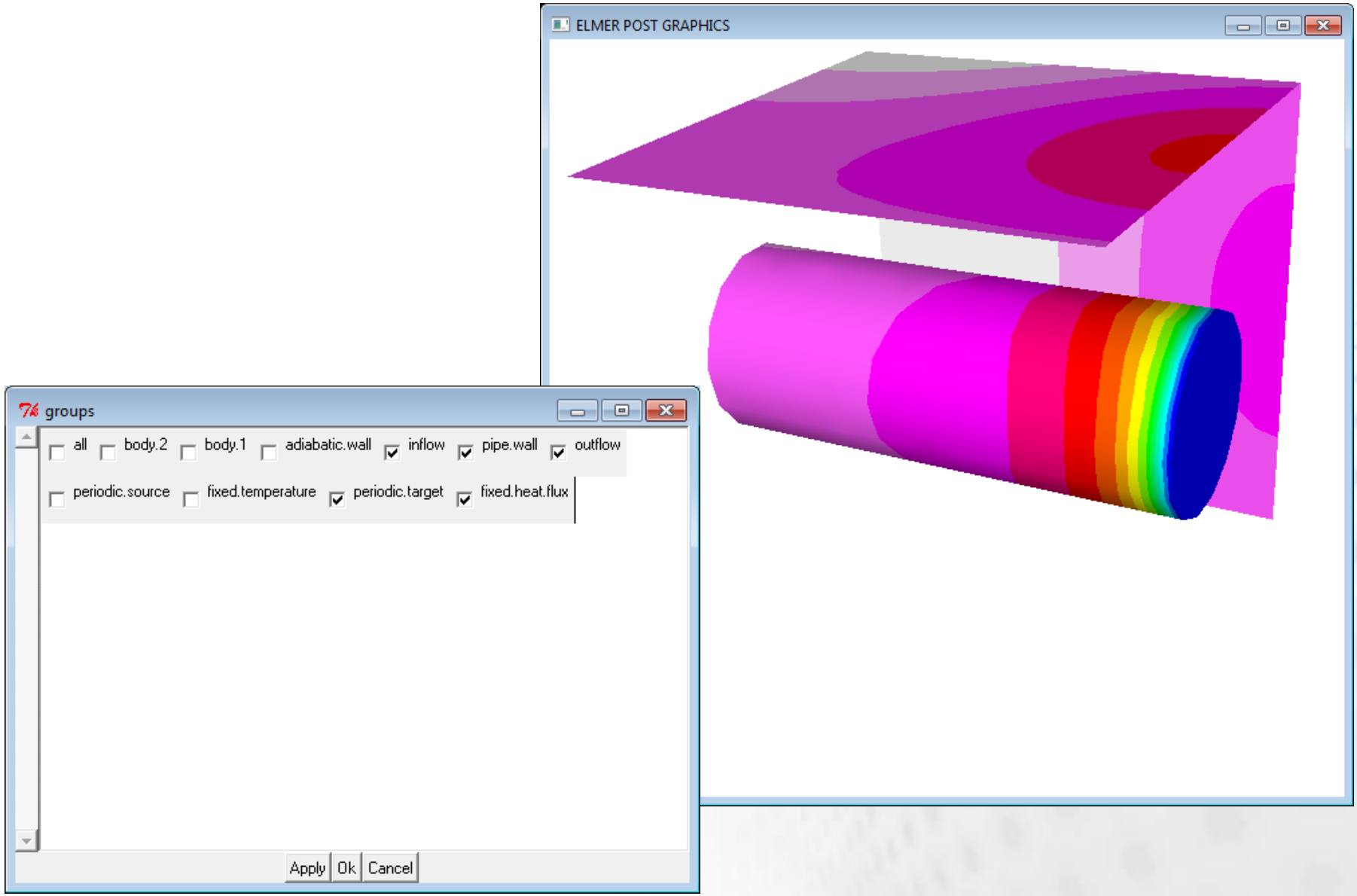




Change of colormap

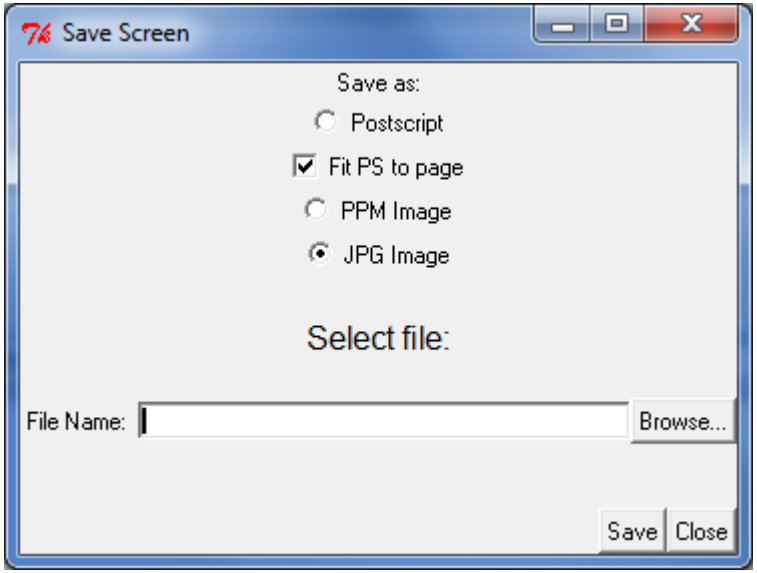


Selecting active geometric entities



Saving figures

- File -> Save Image -> jpg



Deformation in geometry

- Assume displacement field in variable
  `”Displacement”`
- Set in command windows:

```
math n0=nodes
math nodes=n0+Displacement
```

- Replot

Visualization with Paraview

Exporting 2D/3D data: ResultOutputSolve

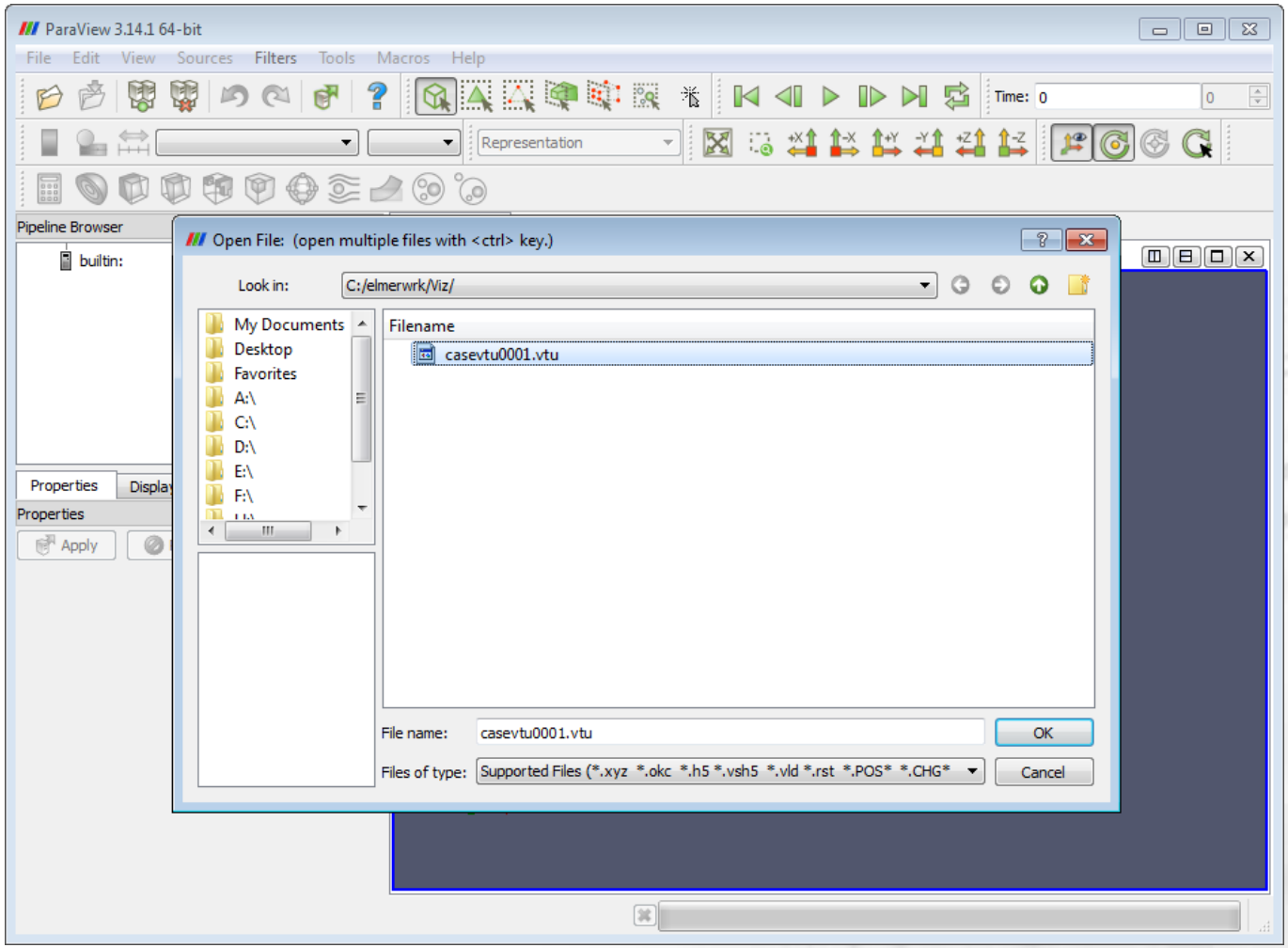
An example shows how to save data in unstructured XML VTK (.vtu) files to directory ”results” in single precision binary format.

```
Solver n
  Exec Solver = after timestep
  Equation = "result output"
  Procedure = "ResultOutputSolve" "ResultOutputSolver"
  Output File Name = "case"
  Output Format = String ”vtu”
  Binary Output = True
  Single Precision = True
  Save Geometry Ids = True
End
```

Filename conventions

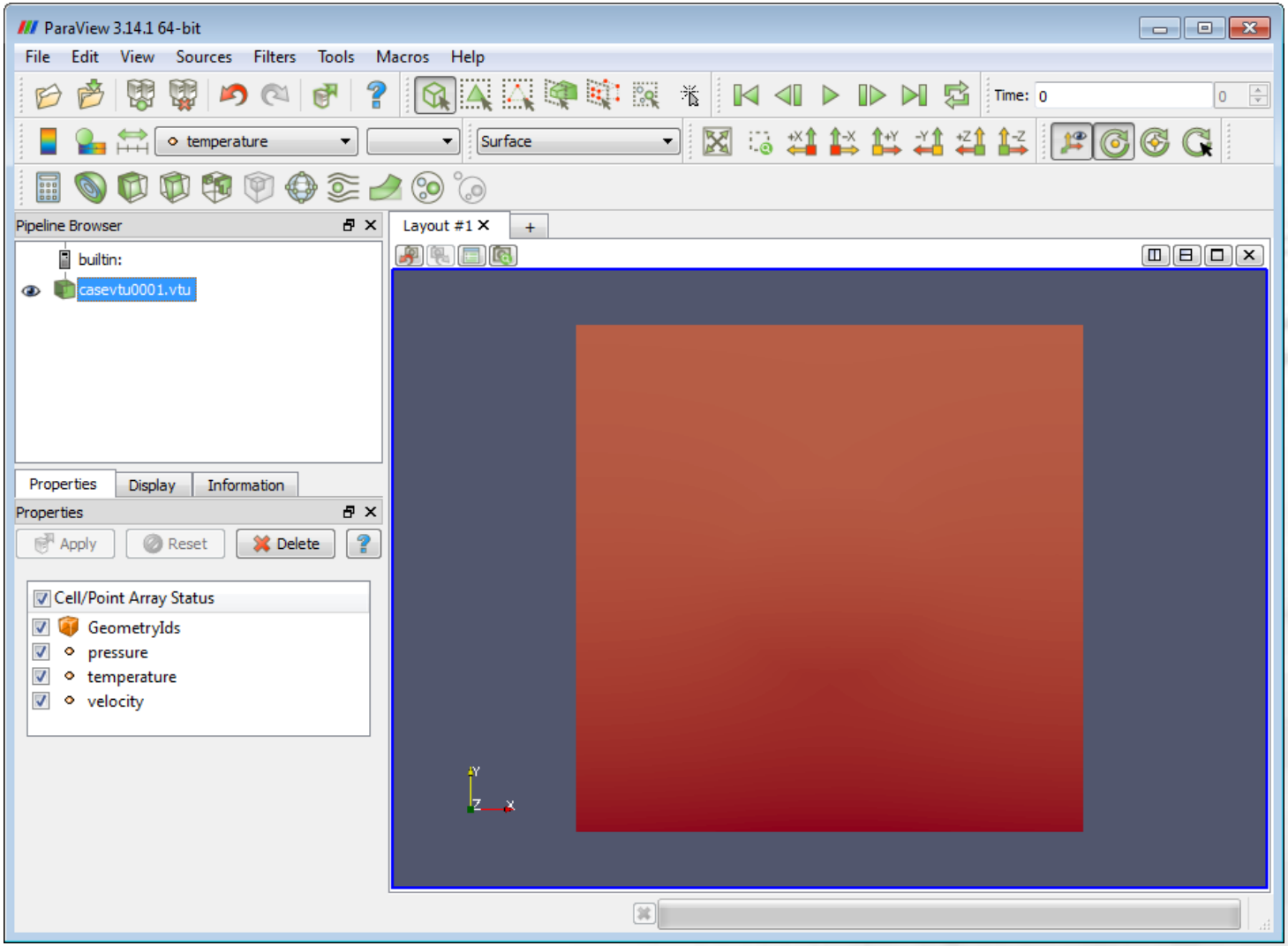
- Suffix of unstructured XML based VTU file is `.vtu`
- Timesteps numbered `#step`
- Partitions numbered with `#part`par`#step`
- Holder for vtu files in parallel is `.pvtu`

Loading data



Note: Paraview may have several datasets at the same time!

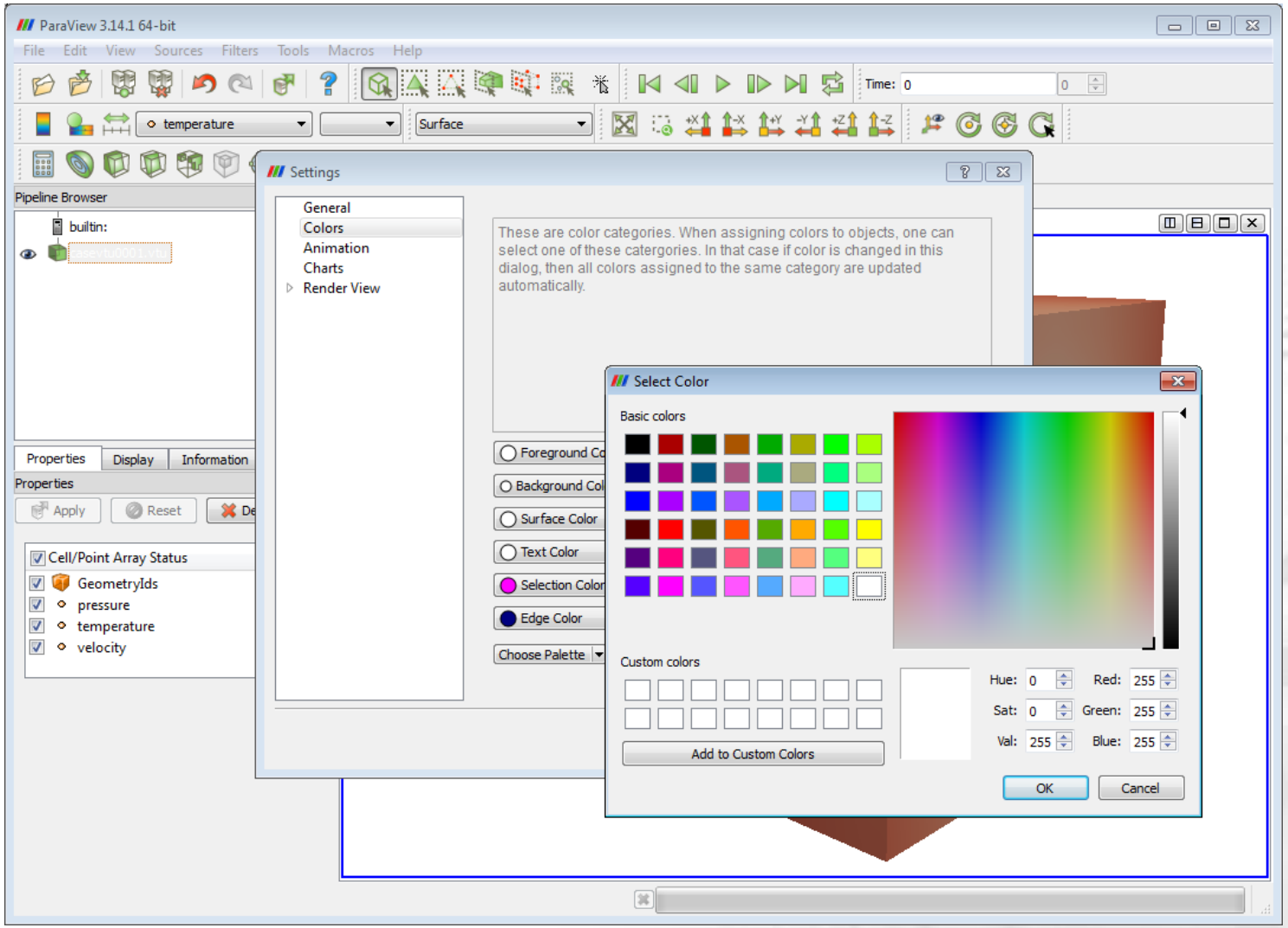
Solid color


ParaView 3.14.1 64-bit
File Edit View Sources Filters Tools Macros Help
Time: 0
temperature
Surface
Pipeline Browser
builtin:
casevtu0001.vtu
Properties Display Information
Properties
Apply Reset Delete
Cell/Point Array Status
GeometryIds
pressure
temperature
velocity
Layout #1

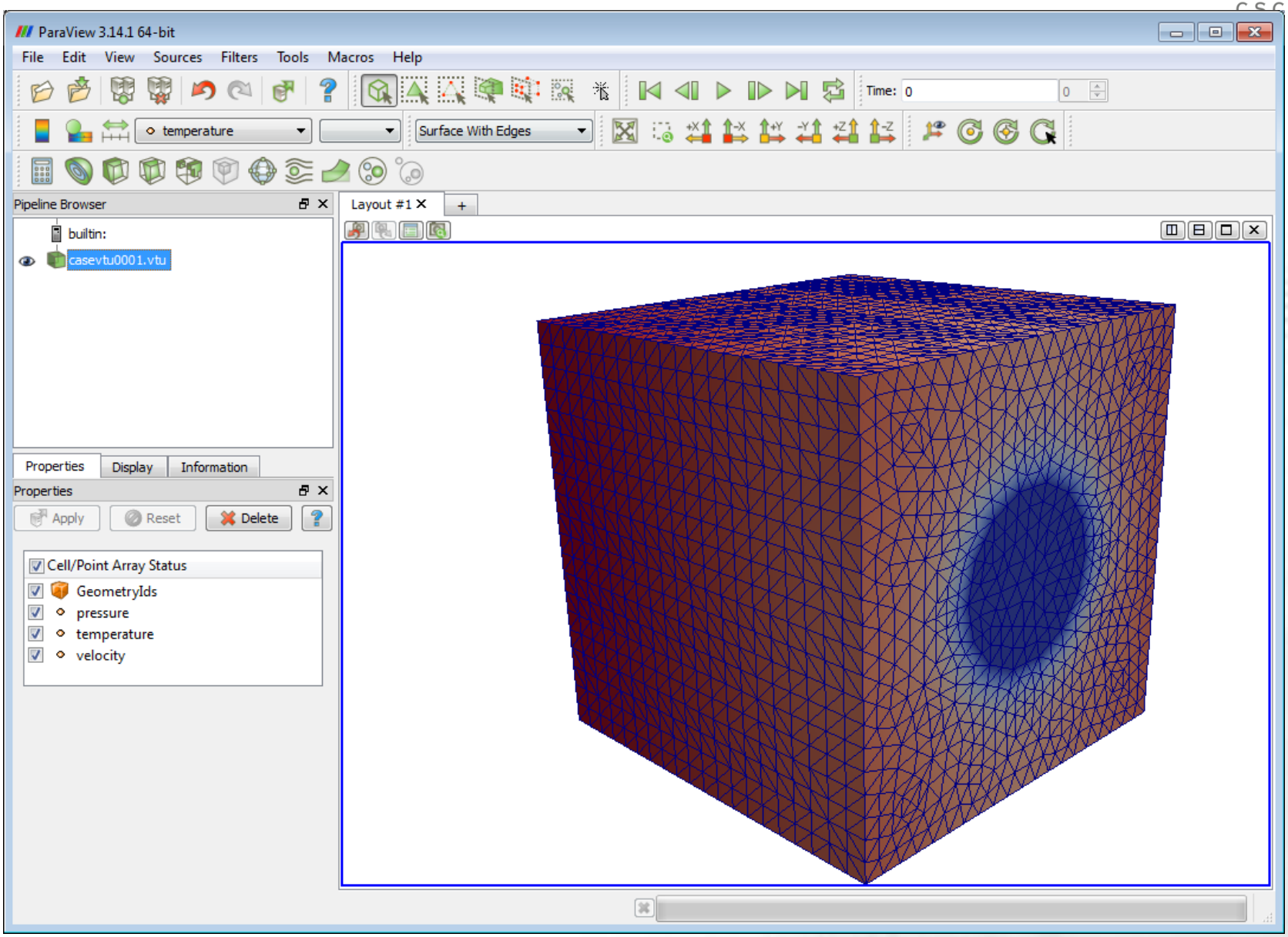
Moving object in Paraview

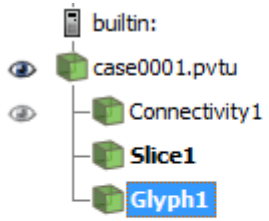
- Rotate
  - Mouse: Left bottom
- Scale
  - Mouse: Right bottom
- Translate
  - Mo*u*se: Center bottom

Setting background color



Color mesh with surface + edges

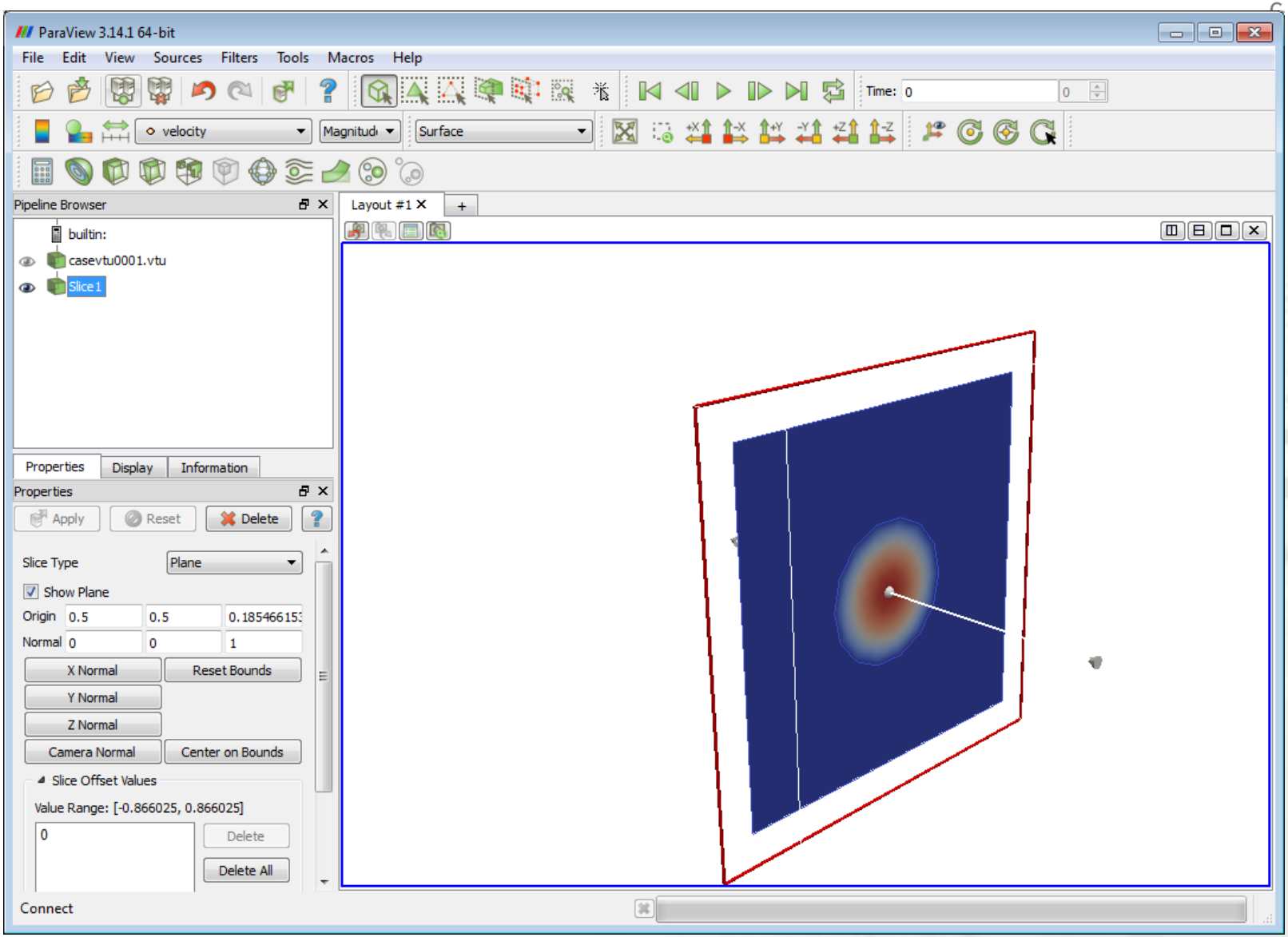




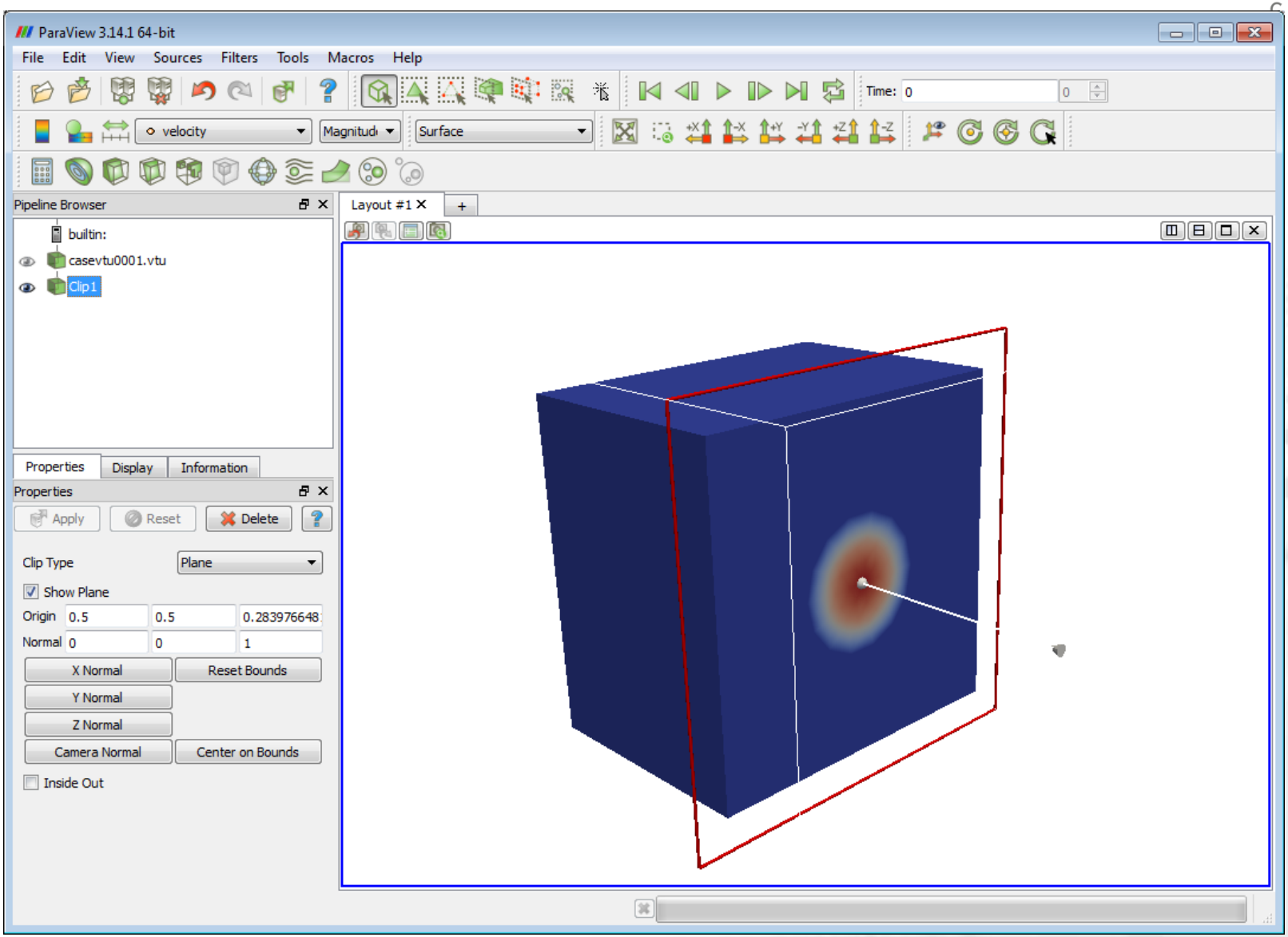
CSC

- Paraview uses extensively *filters* to create new datasets
- Filters and datasets may be set active or passive by clicking the eye
- Several datasets may be visualized at the same time

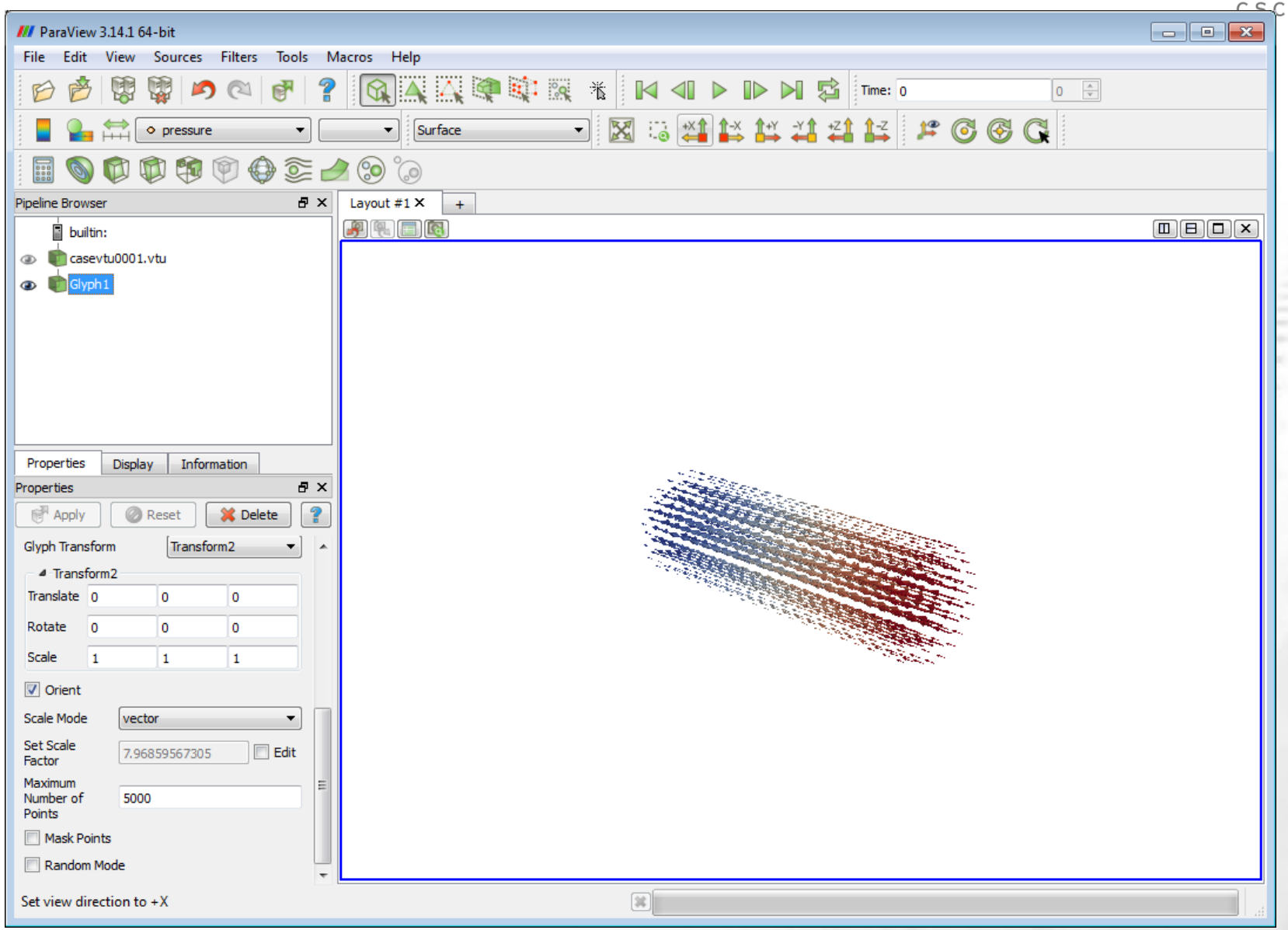
Plotting a slice



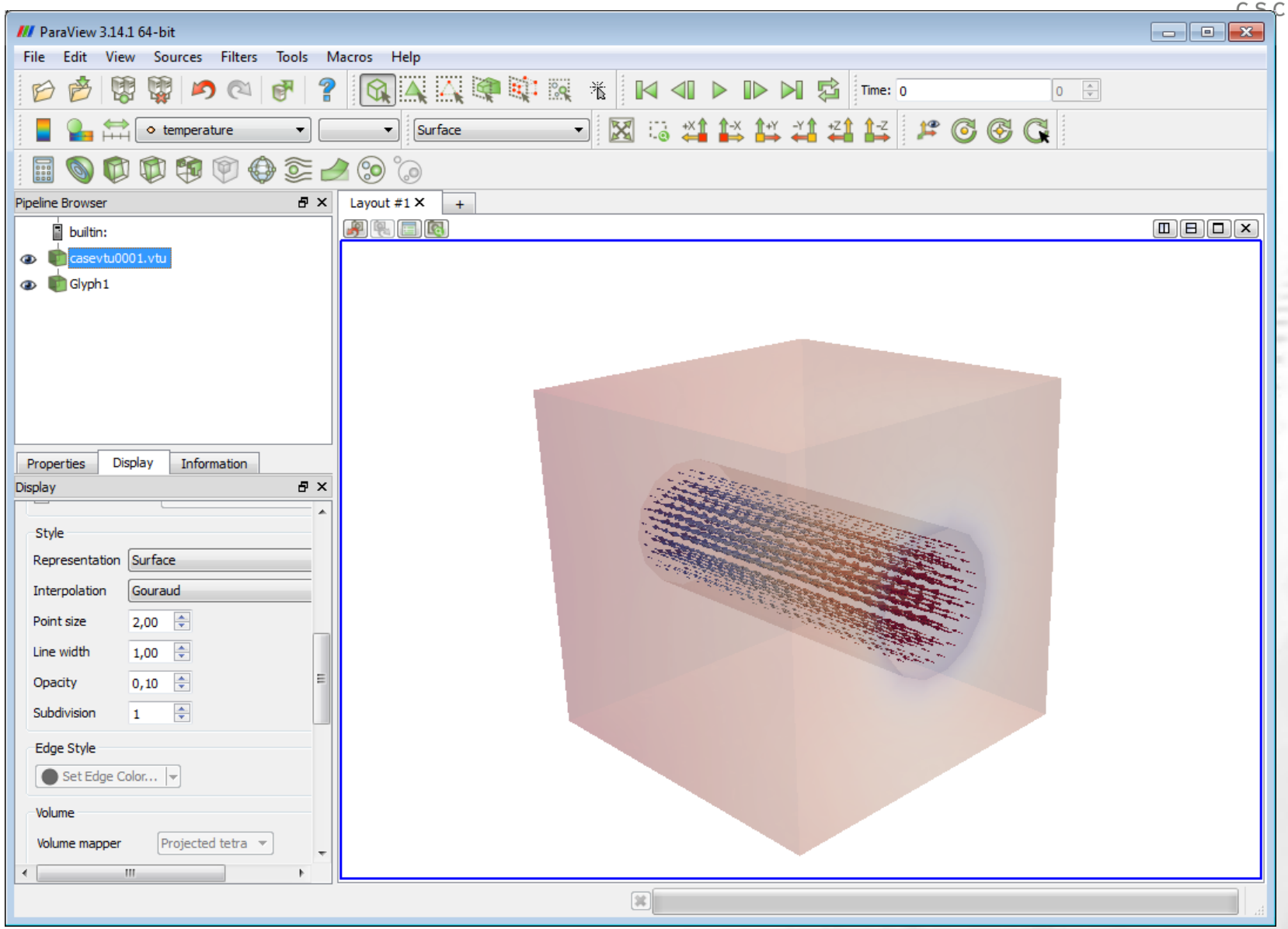
Plotting a clip



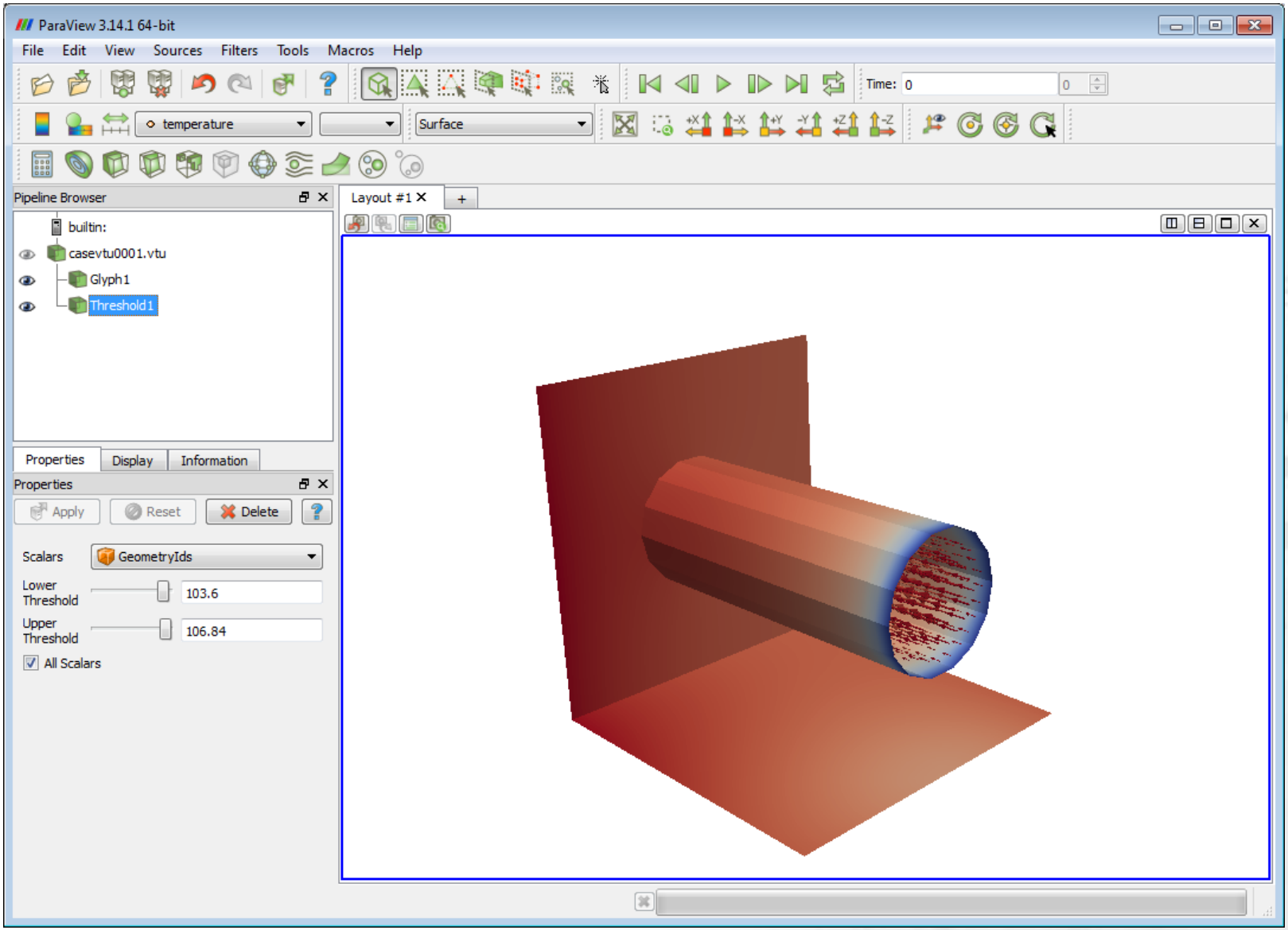
Vector plot


ParaView 3.14.1 64-bit
File Edit View Sources Filters Tools Macros Help
Time: 0
pressure
Surface
Pipeline Browser
builtin:
casevtu0001.vtu
Glyph1
Layout #1
Properties Display Information
Properties
Apply Reset Delete
Glyph Transform Transform2
Transform2
Translate 0 0 0
Rotate 0 0 0
Scale 1 1 1
Orient
Scale Mode vector
Set Scale Factor 7.96859567305 Edit
Maximum Number of Points 5000
Mask Points
Random Mode
Set view direction to +X

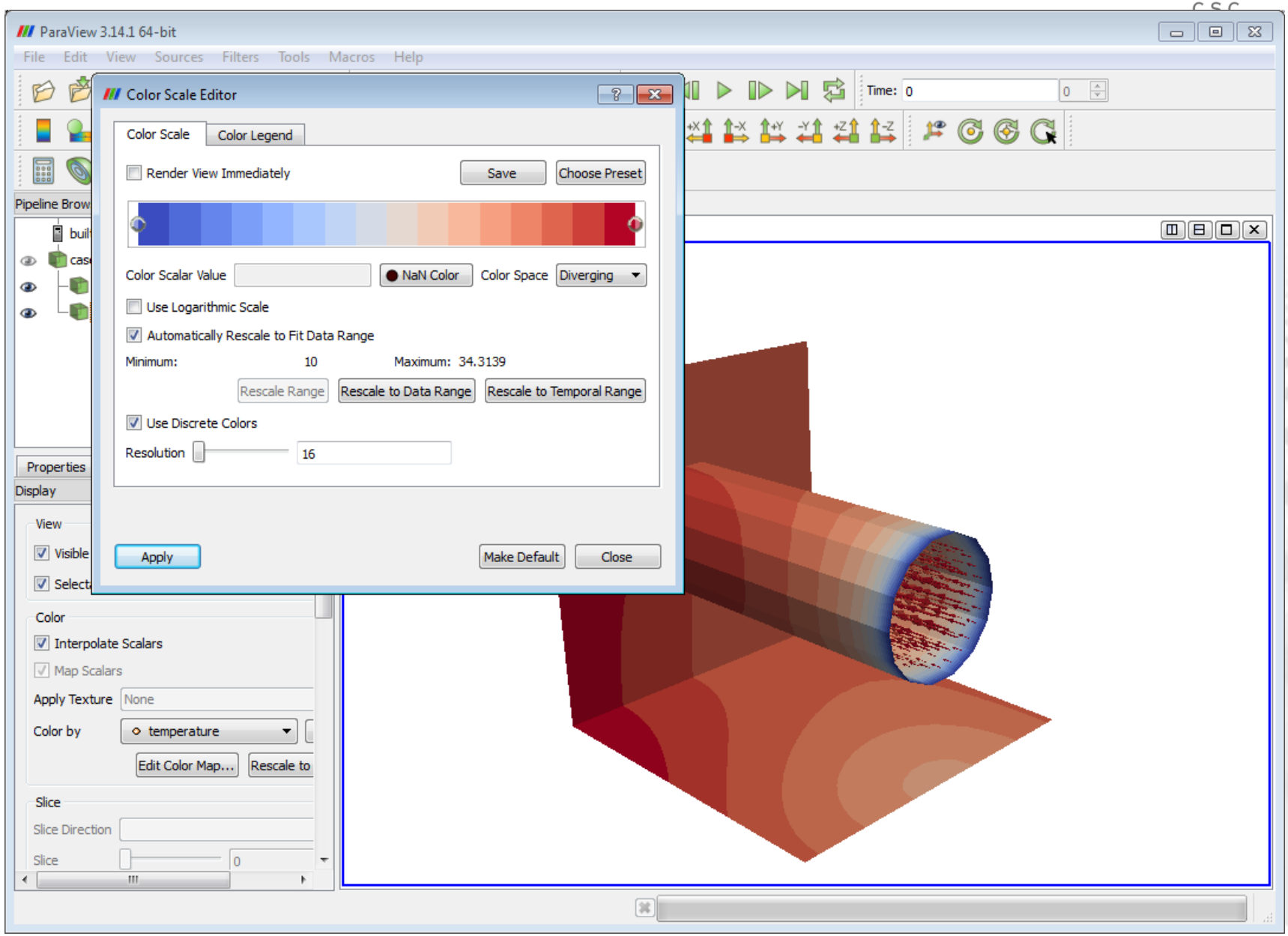
Vector plot + opaque solid surface



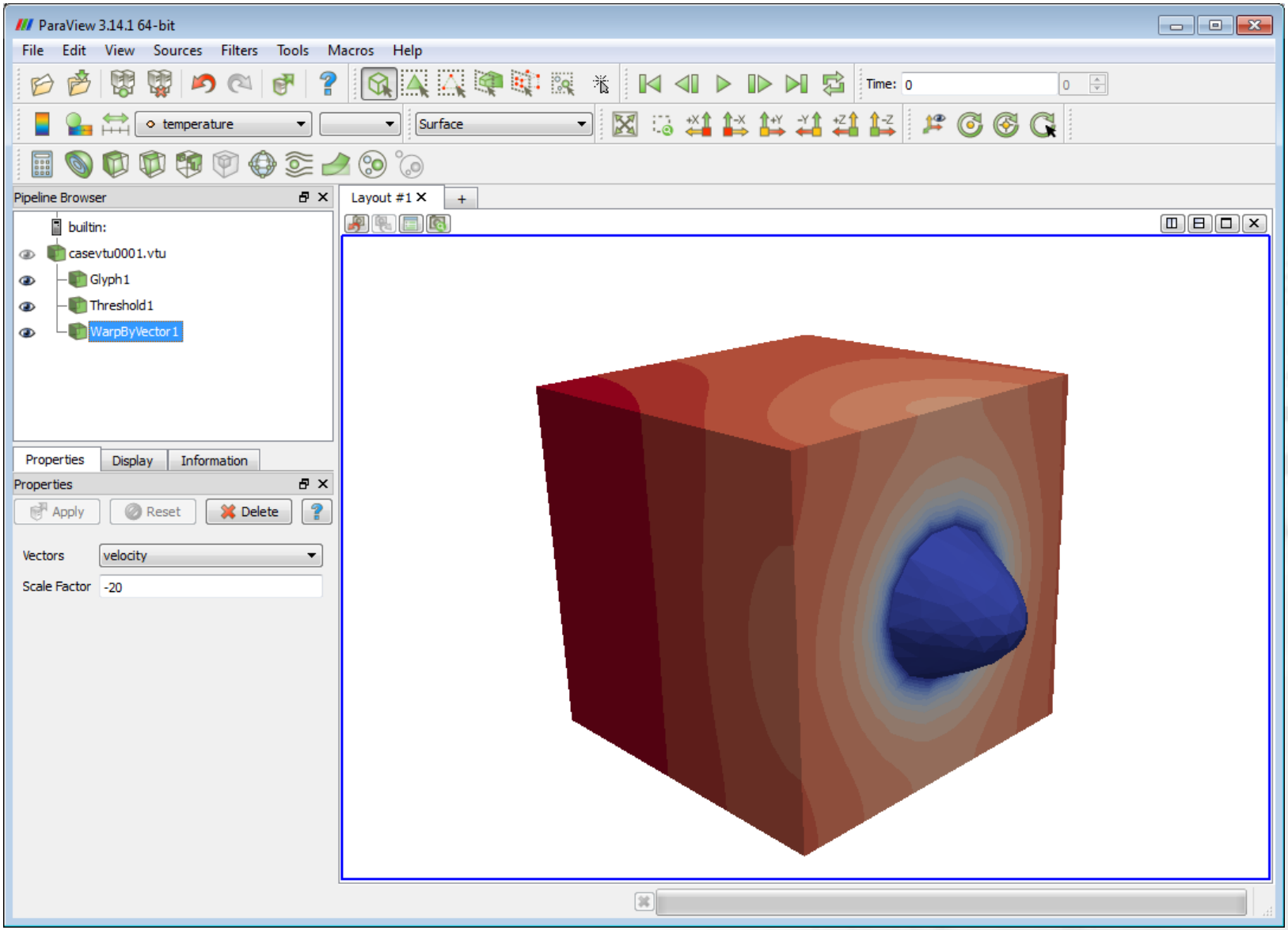
Vector plot + solid surface with Id treshold



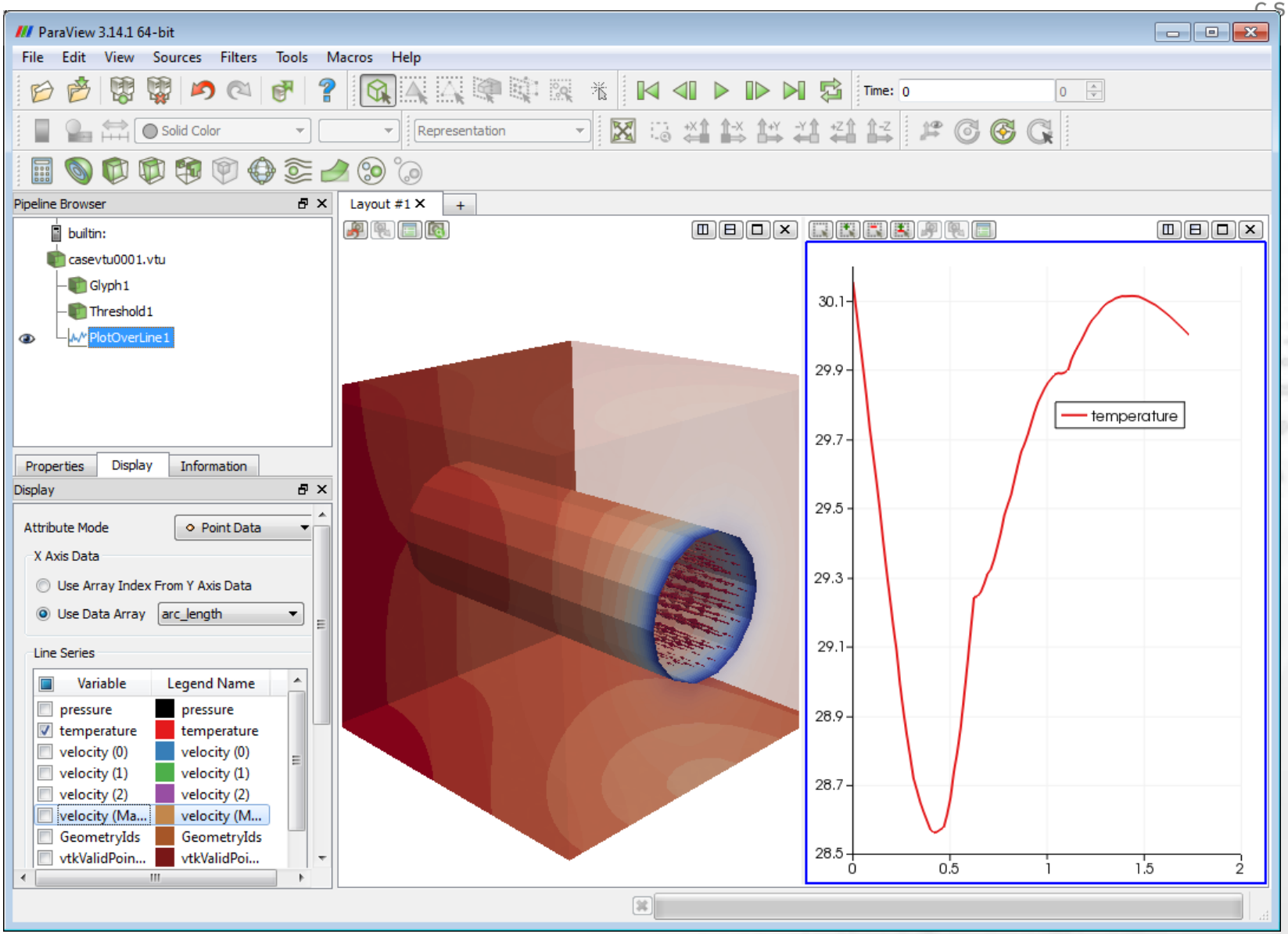
Change of colormap



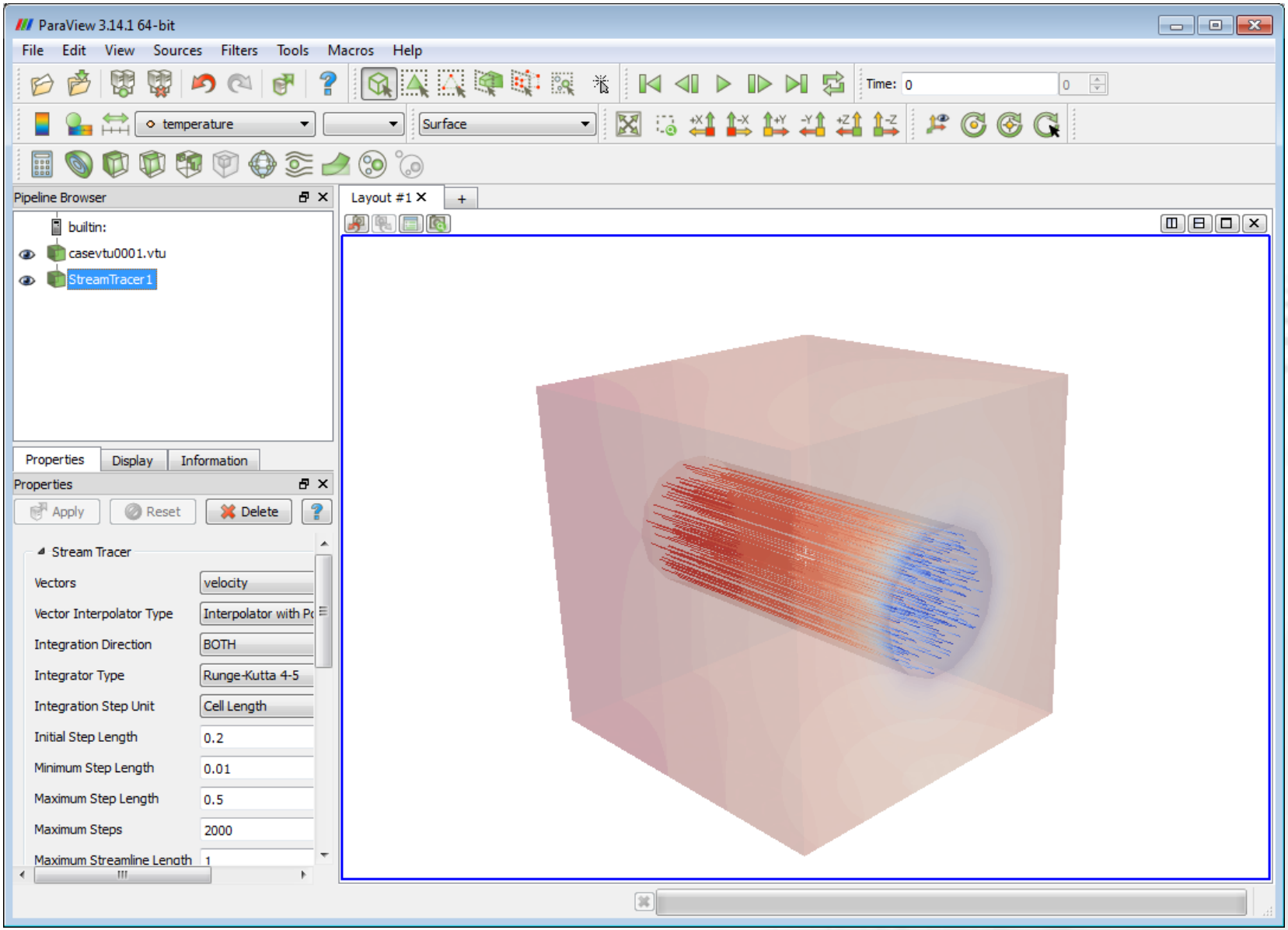
Deformation – WarpByVector filter



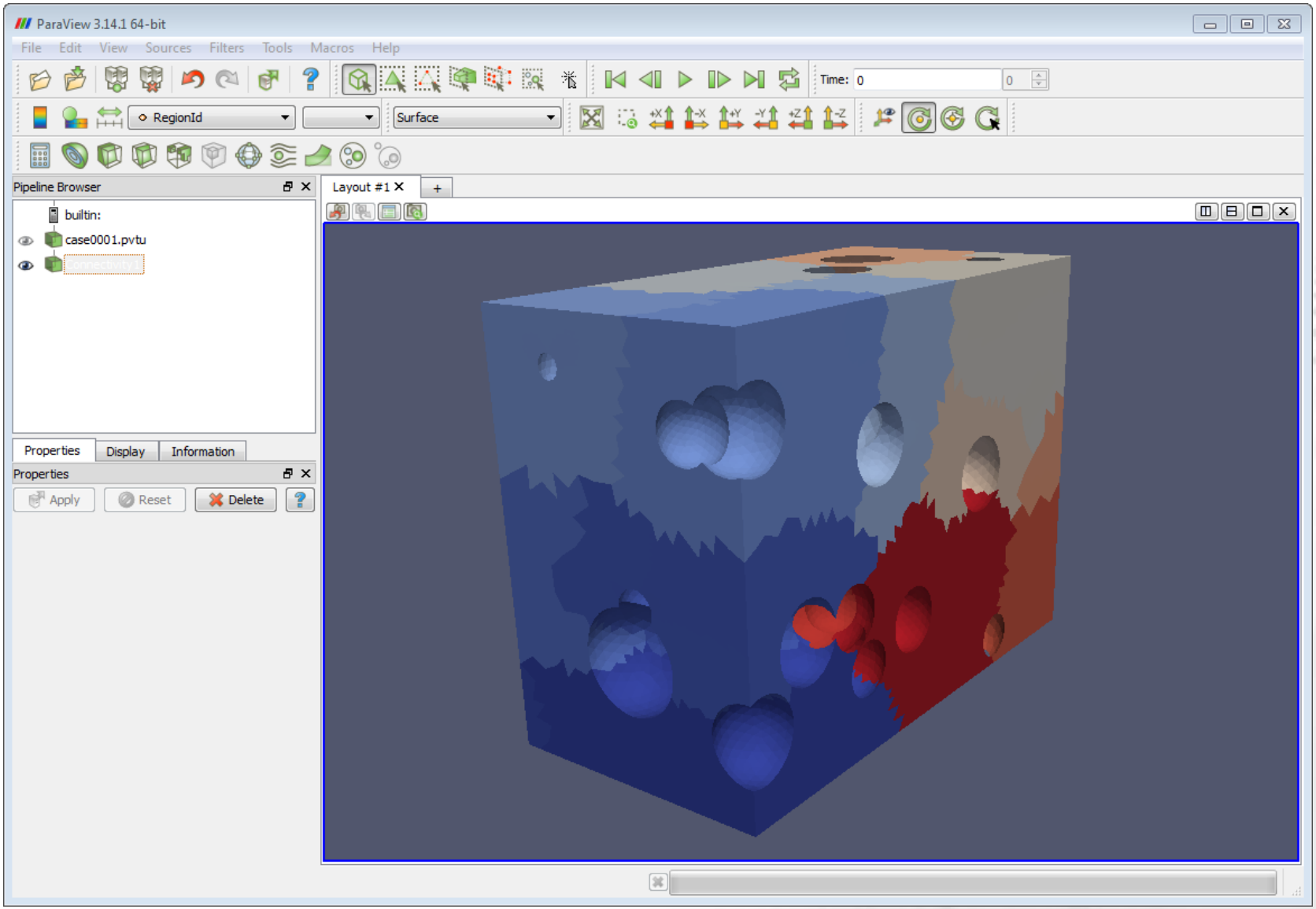
Plot line – PlotOverLine filter



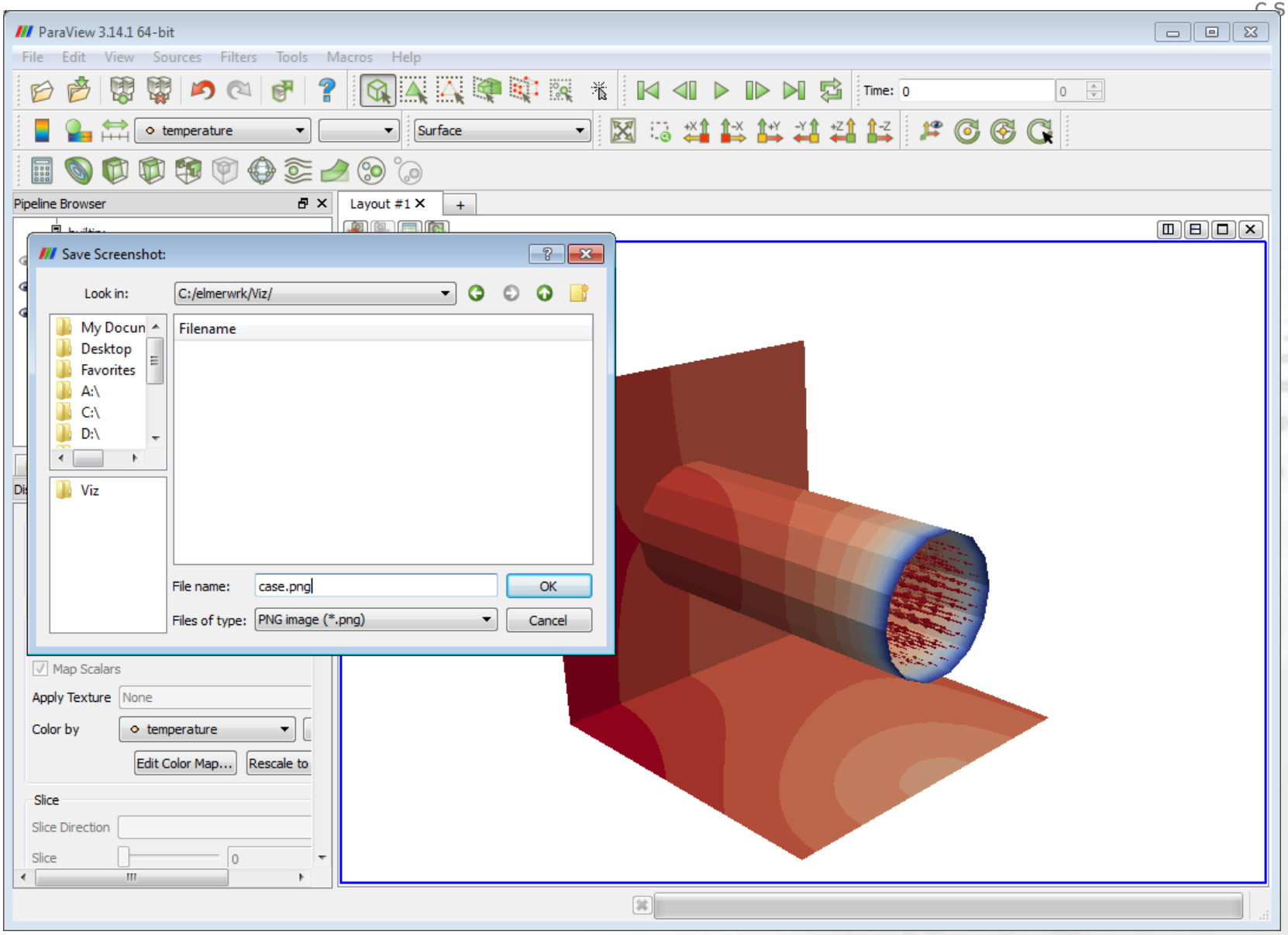
Streamlines – Filter StreamTracer



Partitioning – Connectivity filter



Saving figures



Saving animations with Paraview

- The only packing method that comes with Paraview by default is motion AVI
- It is advicable to save the animation as separate files
- You may use ElmerClips to make mpg animations of the separate png figures