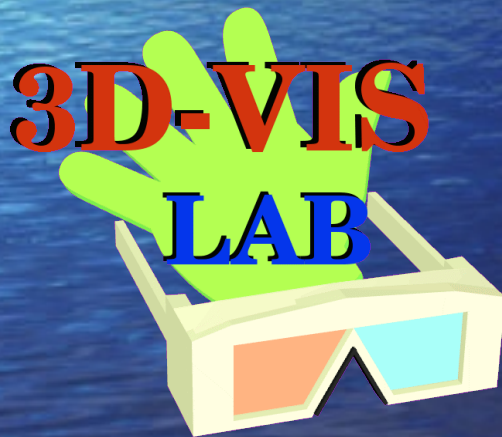


# 3D Visualization of Hirlam data and use of Virtual Reality interfaces

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Special thanks to: Ian van der Neut, Kees Lemcke, Heleen ter Pelkwijk,  
Rudolf van Westrhenen, Hans Verhoef, Albert Jacobs, and ...

- **3DVIS – LE project:**  
**3D Visualization**  
of high resolution atmospheric data  
in a **Learning Environment**
- Starting with **Hirlam** (“low res”)
- Preparing for **HARMONIE** (“high res”)
- Invitation for Virtual Reality  
demonstration: **Hirlam 3D Explorer**





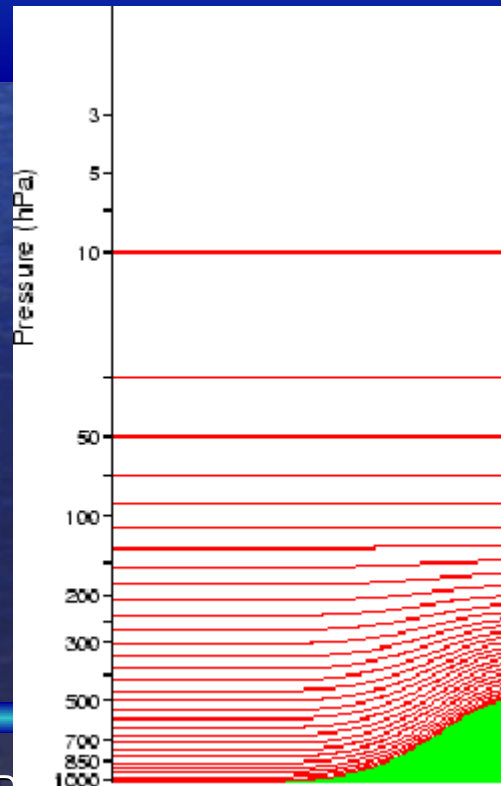
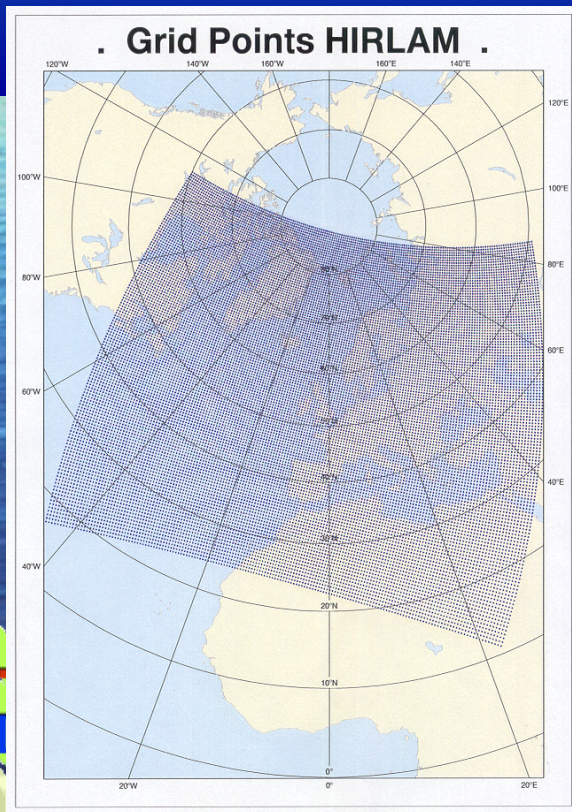
# HIRLAM Data on the Input

## Resolution computation space

- Lat-lon grid: 0.1 x 0.1 Deg. over the domain, 40(/60 .. 80) isobaric levels

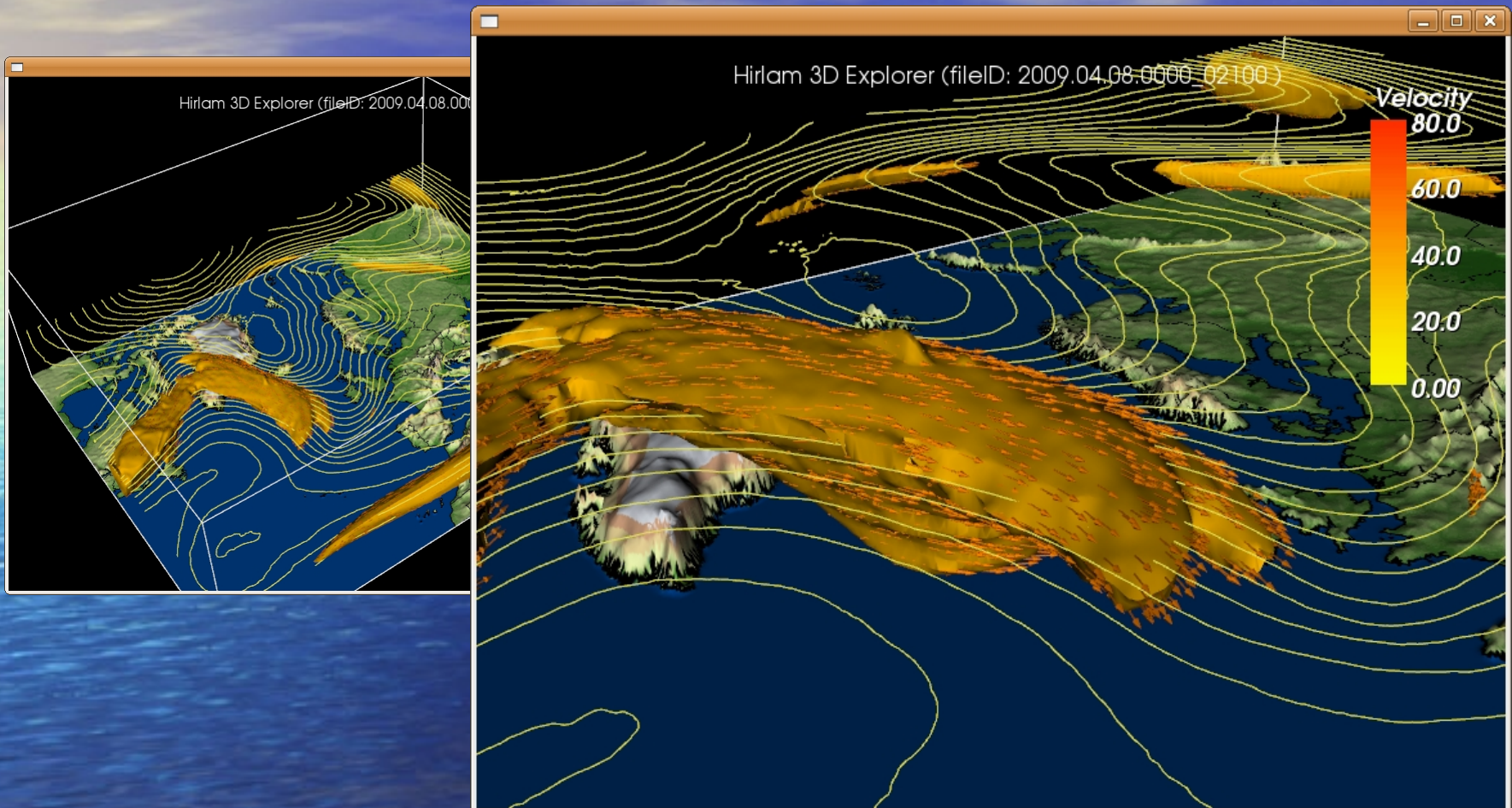
## Resolution for visualization space

- Lat-lon grid: **0.2 x 0.2 Deg.** over the domain, 40 isobaric levels,
- 406x324 GRID cells ( ... Data from Hirlam APL ..)



$$P(n) = A(n) + B(n) * P_s$$

# Interactive 3D Visualization on the Output



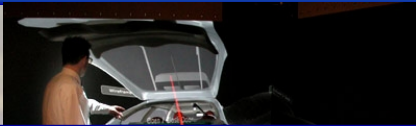


# 3D Visualization in Atmospheric Sciences

- **Visualization** helps us to gain new insights into the phenomena inside our data and numerical models...
- It remains still to be a great challenge to use it in a daily practice...
- How can make 3D visualization a more succesful tool?
- => Provide a more effective and more intuitive working environment ...
- **Virtual Reality** holds a great promise to be THE environment to do interactive exploration in a revolutionary way ..



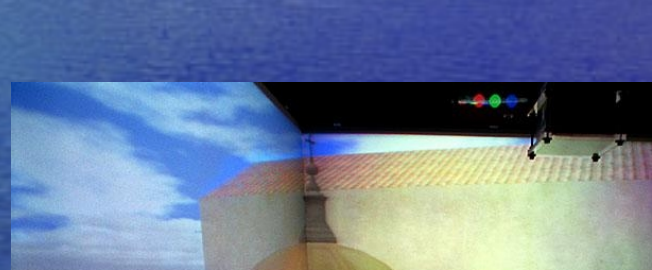
# VR Applications .... Everywhere ...



- **VR:**

*"Think of display as a window into a virtual world.."*

*[Sutherland 1968]*



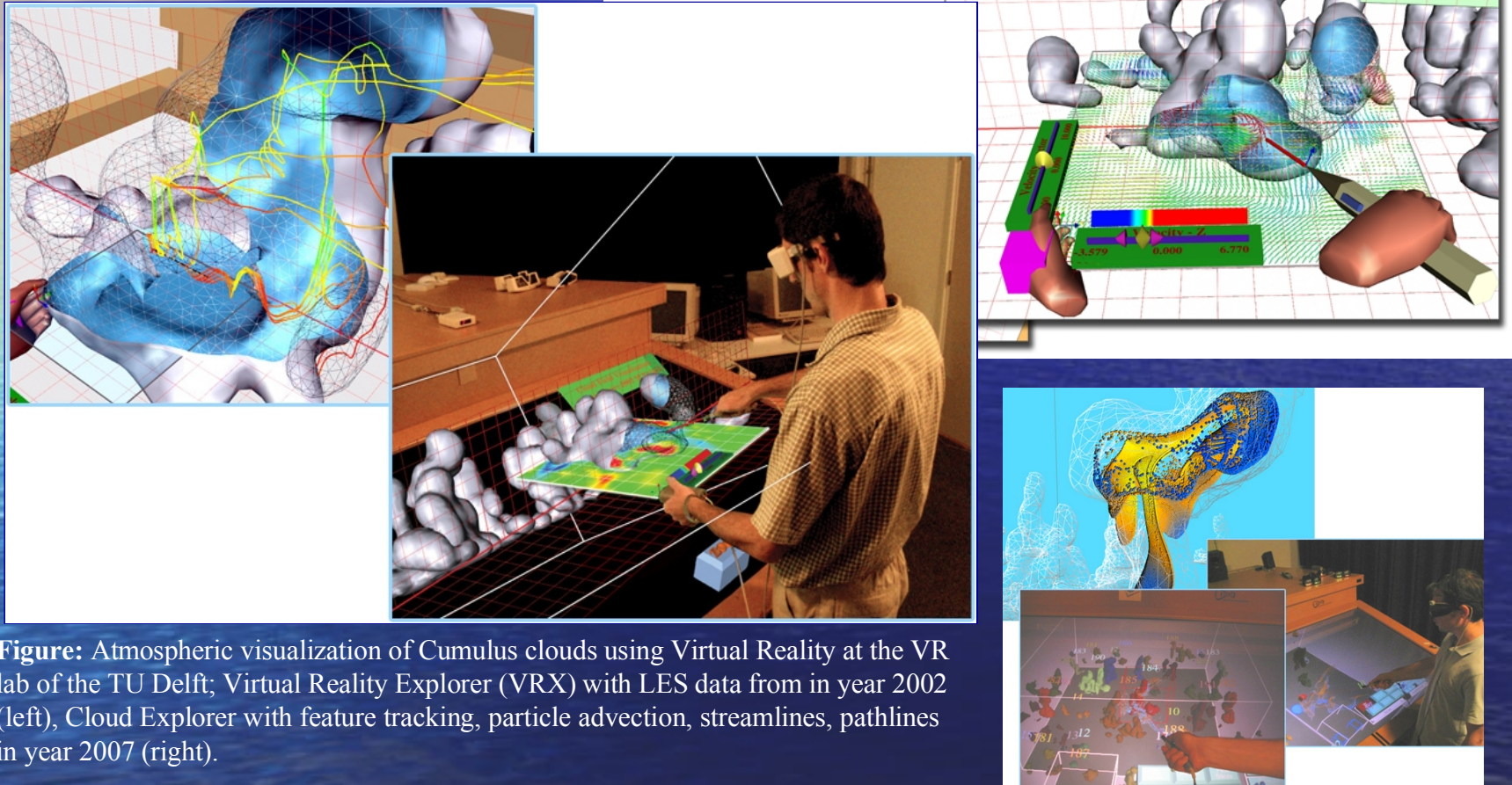
- **Virtual Reality and Virtual Environments**

- **Virtual Reality** (VR) is the use of computer technology to create an effect of **interactive 3D world (virtual environment)**, ....



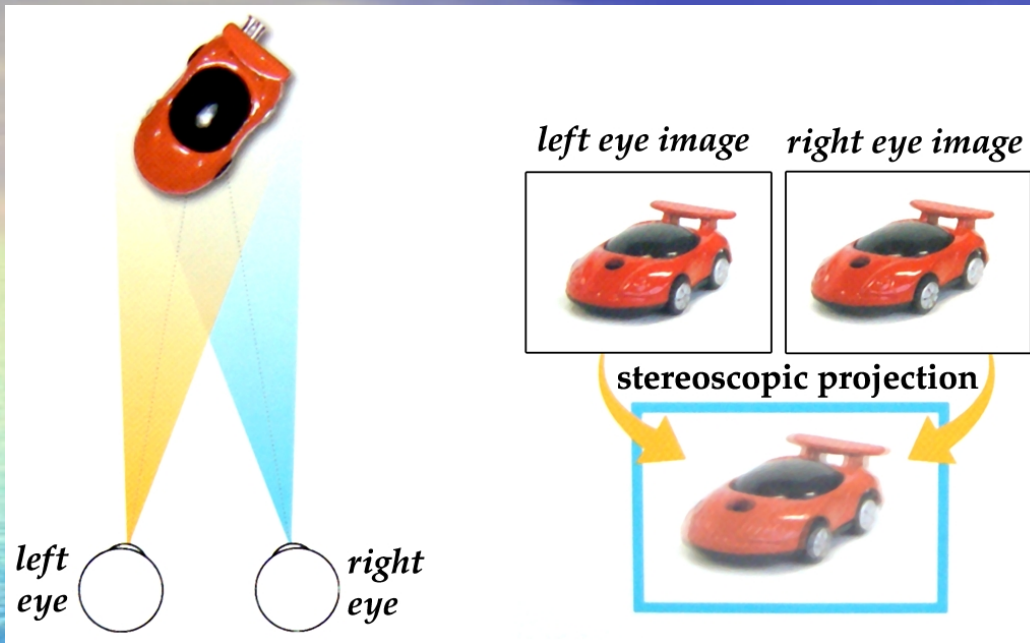


# Visualization of Atmospheric Data using Virtual Reality



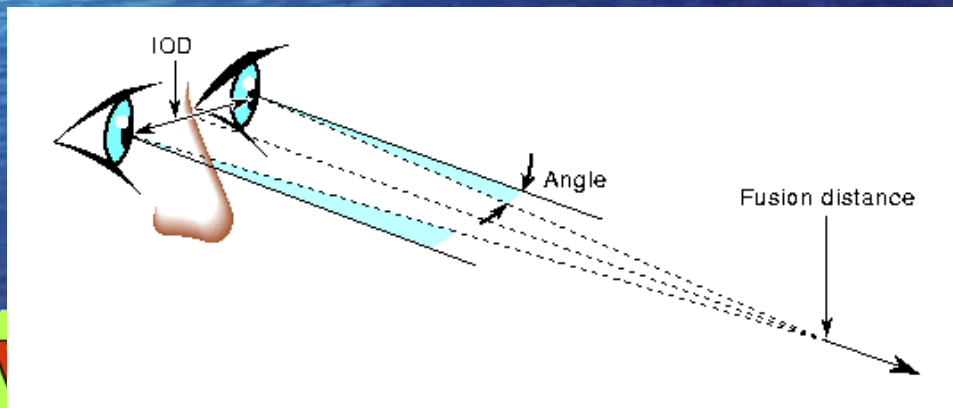
**Figure:** Atmospheric visualization of Cumulus clouds using Virtual Reality at the VR lab of the TU Delft; Virtual Reality Explorer (VRX) with LES data from in year 2002 (left), Cloud Explorer with feature tracking, particle advection, streamlines, pathlines in year 2007 (right).

# First Thing you needed for VR is ... Stereo Vision



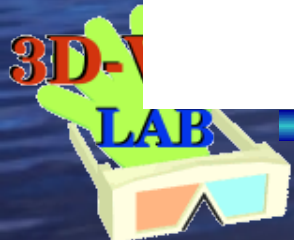
**Stereoscopic vision & projection;**  
*3D fusion of left & right images*

**Binocular parallax**  
*(stereopsis, stereo vision) is achieved by displaying a separate image for each eye.*



**Basic stereo parameters:**

- inter-ocular-distance (IOD)
- fusion distance





# KNMI: Setting up the 3D Lab

- Idea:
  - Largest screen possible
  - High resolution images
  - Support up to 3 interacting users (headtracking and 3D interaction devices)



Figure 3: Top view A3.02: 3D-Visualization Lab for Mesoscale Meteorologic Experiments

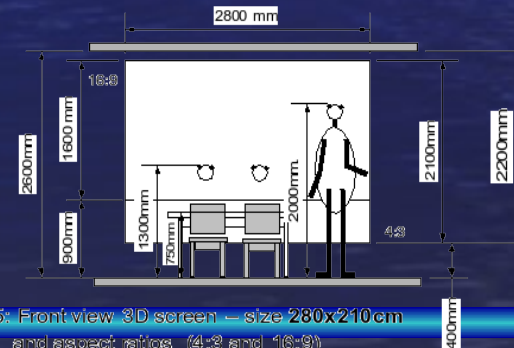
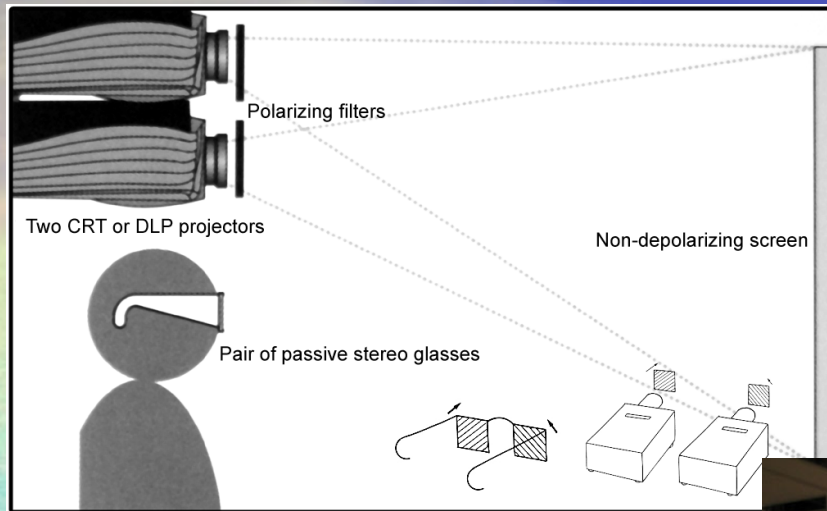


Figure 5: Front view 3D screen – size 280x210cm and aspect ratios (4:3 and 16:9)



# Stereo (VR) Wall at KNMI (Temporarily installed here on site)



## Linear polarization of light



## Passive stereo:

- two projectors + polarizing filters
- passive depolarizing glasses



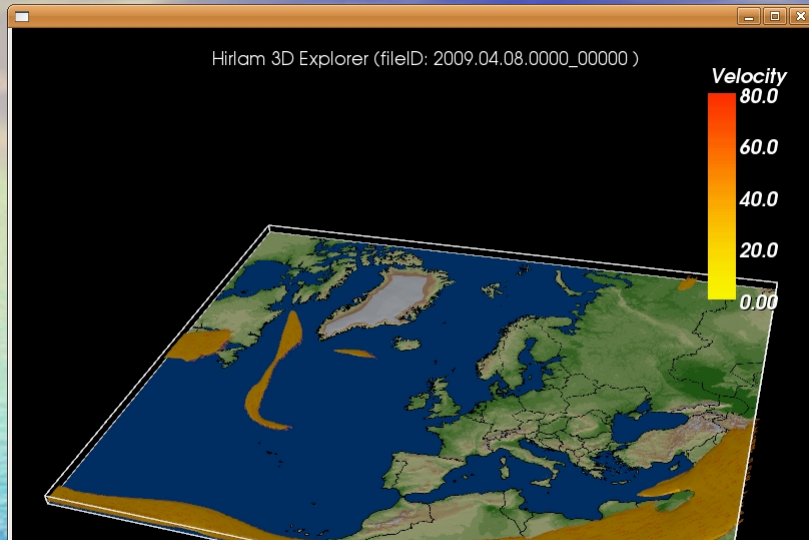


# 3DVIS-LE: Vision for the Coming Years...

3D Visualization Learning Environment  
for High Resolution Atmospheric Data



# "FLAT" 3D into "deep" 3D

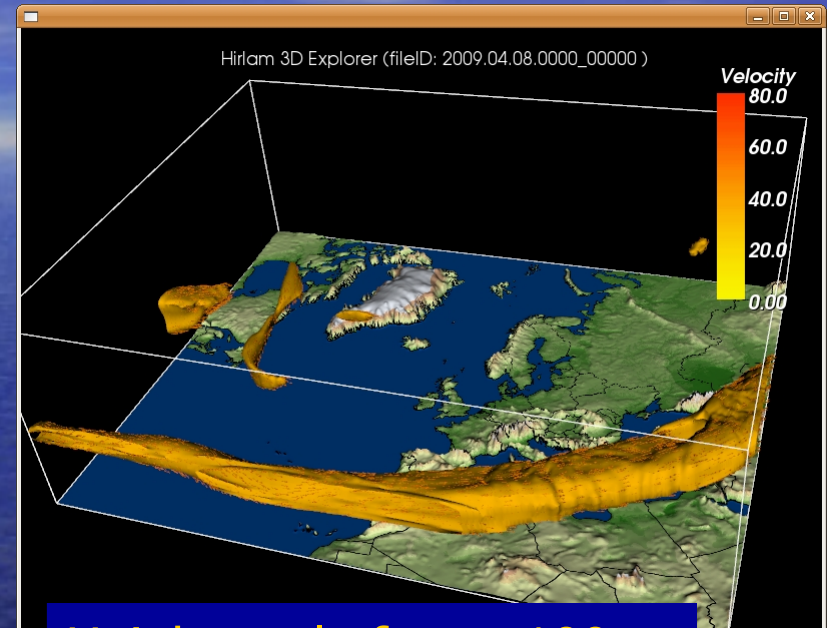


Approx. 9.000km x 8.000km x 30km (height)

... essentially very flat,

but **TRULY 3D** !!!!

**Let's make it visible. =>**

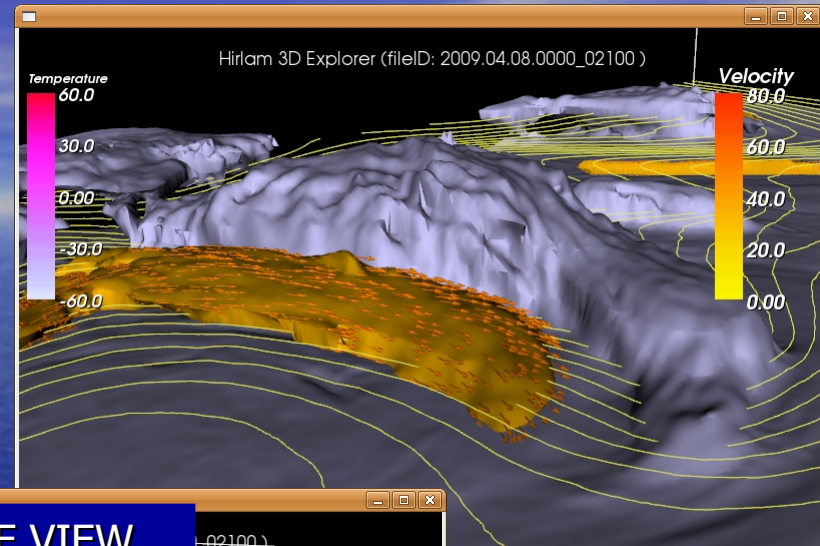
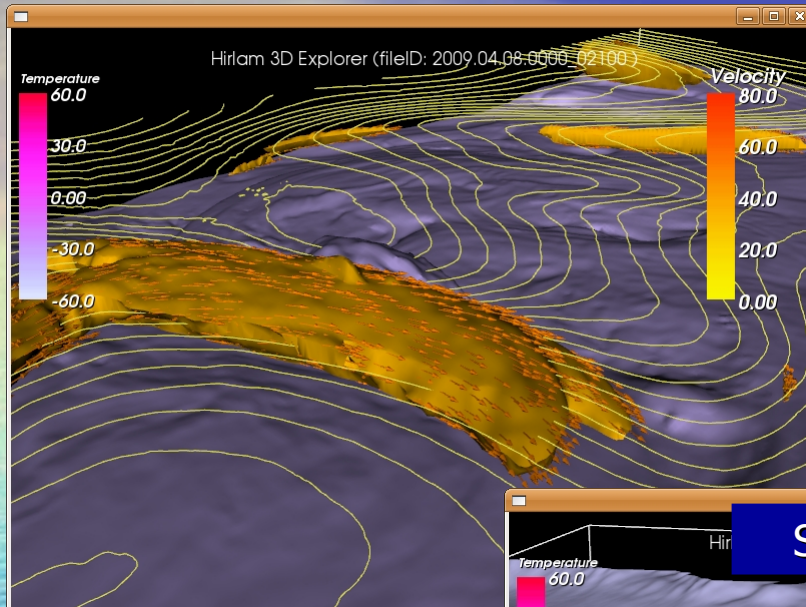


**Height scale factor 100x**

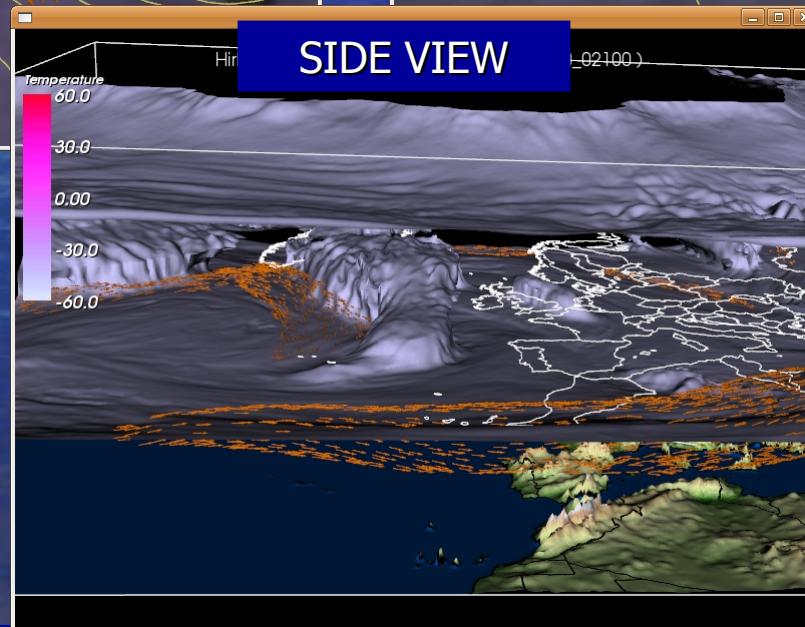




# Warm and Cold Side of a Jet-Stream



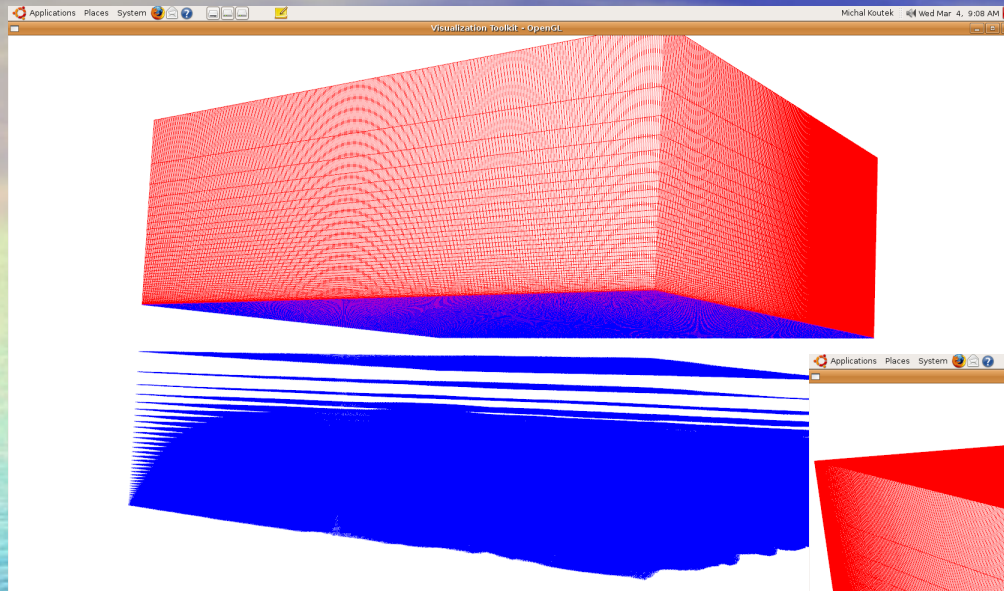
- IsoTemp: **-40 deg. C**
- IsoJetStream: 50m/s
- HeightContours – IsoPressure: every 4 decameters



- IsoTemp: **-50 deg. C**
- IsoJetStream: 50m/s
- HeightContours – IsoPressure: every 4 decameters

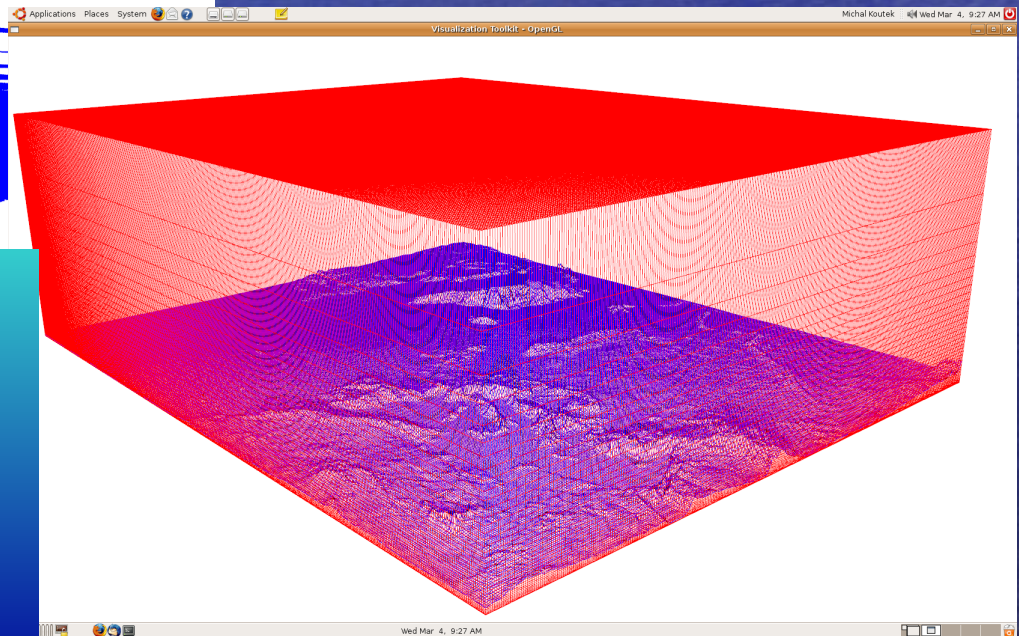


# Grid Convections and Grid Conversion



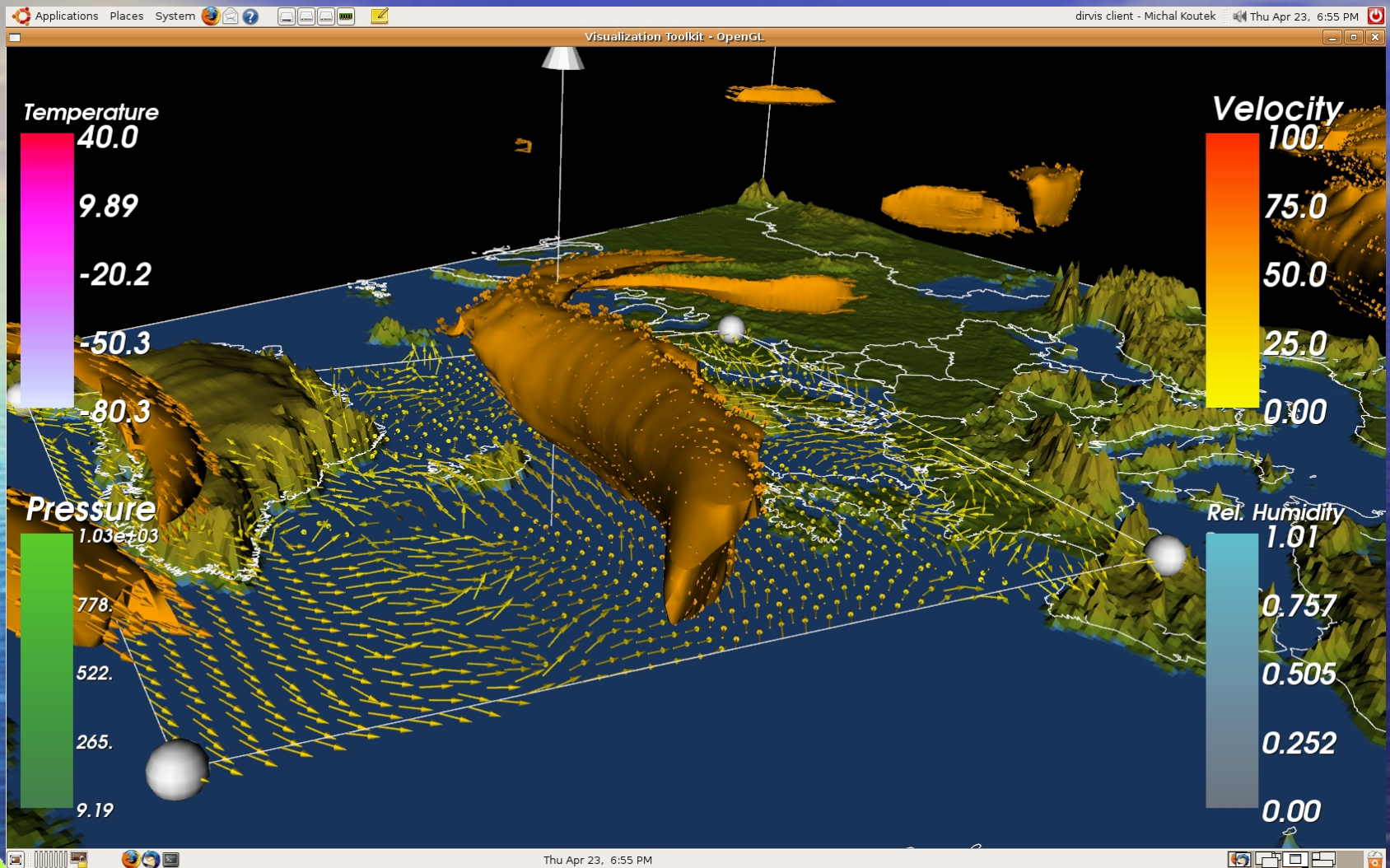
Hybrid (structured) Hirlam GRID  
⇒ (vertically) rectilinear grid

⇒ Vertical into meters !  
= interpolation of the data

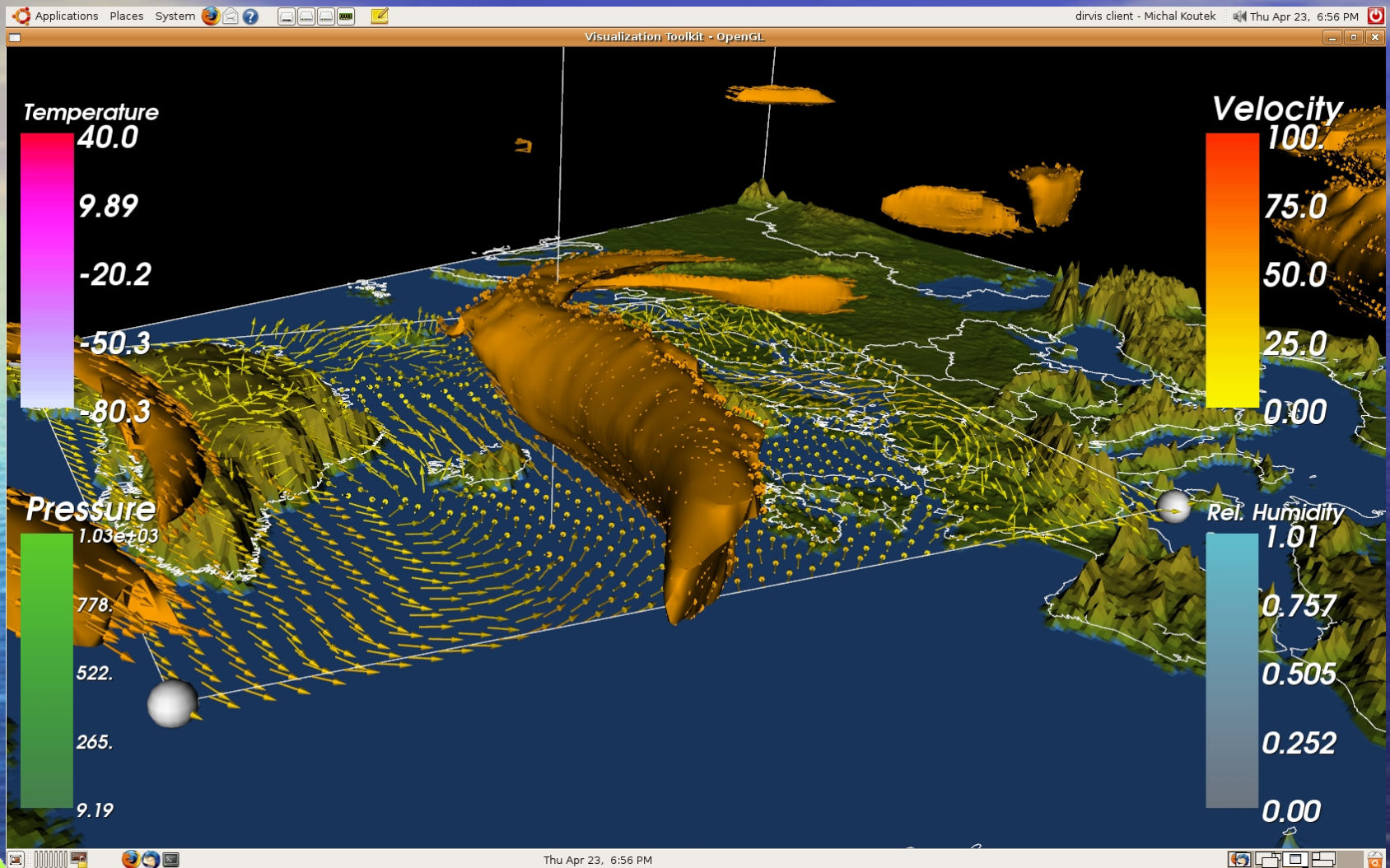




# Airflow Exploration Around a Jet-Stream

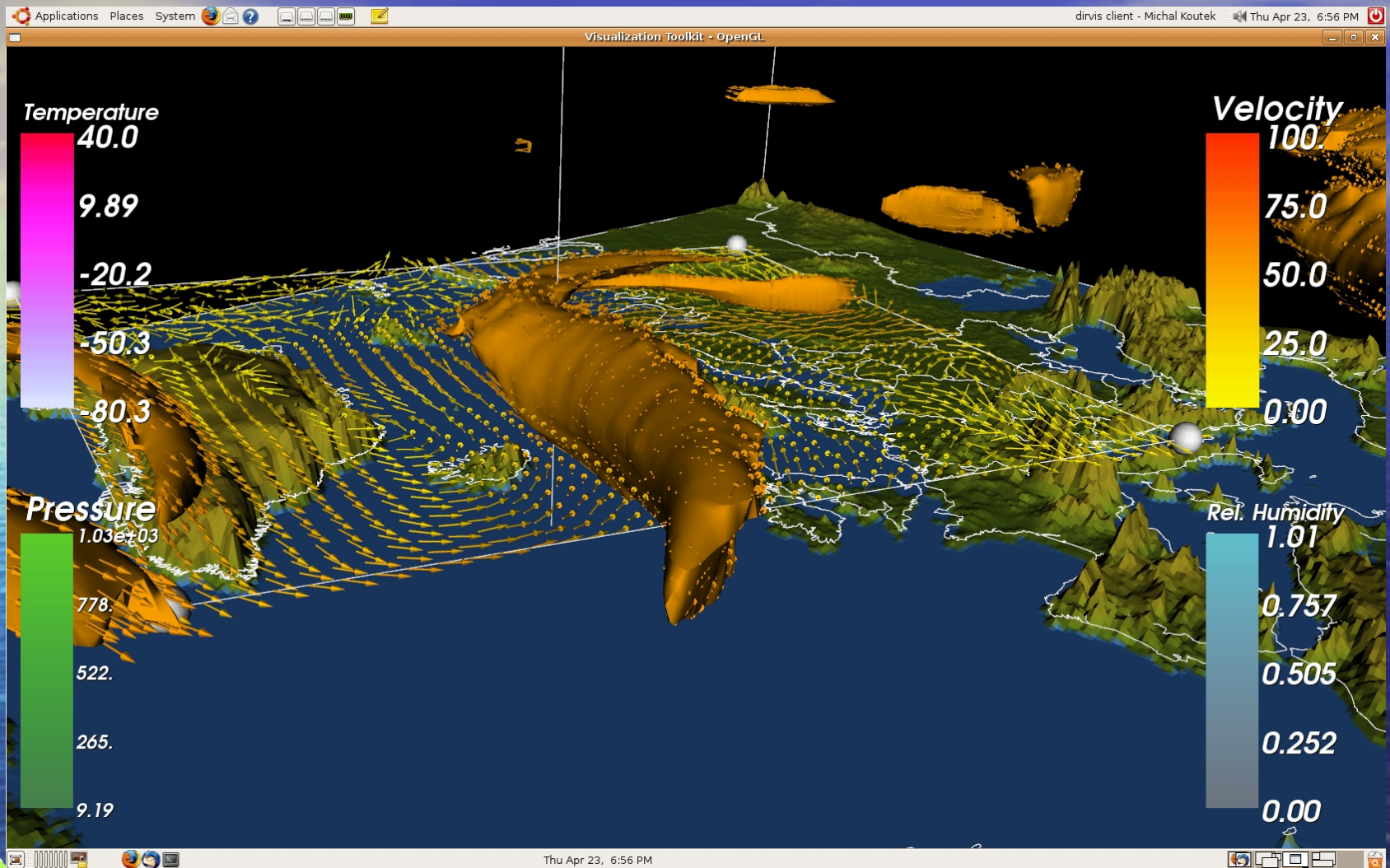


# Airflow Exploration Around a Jet-Stream

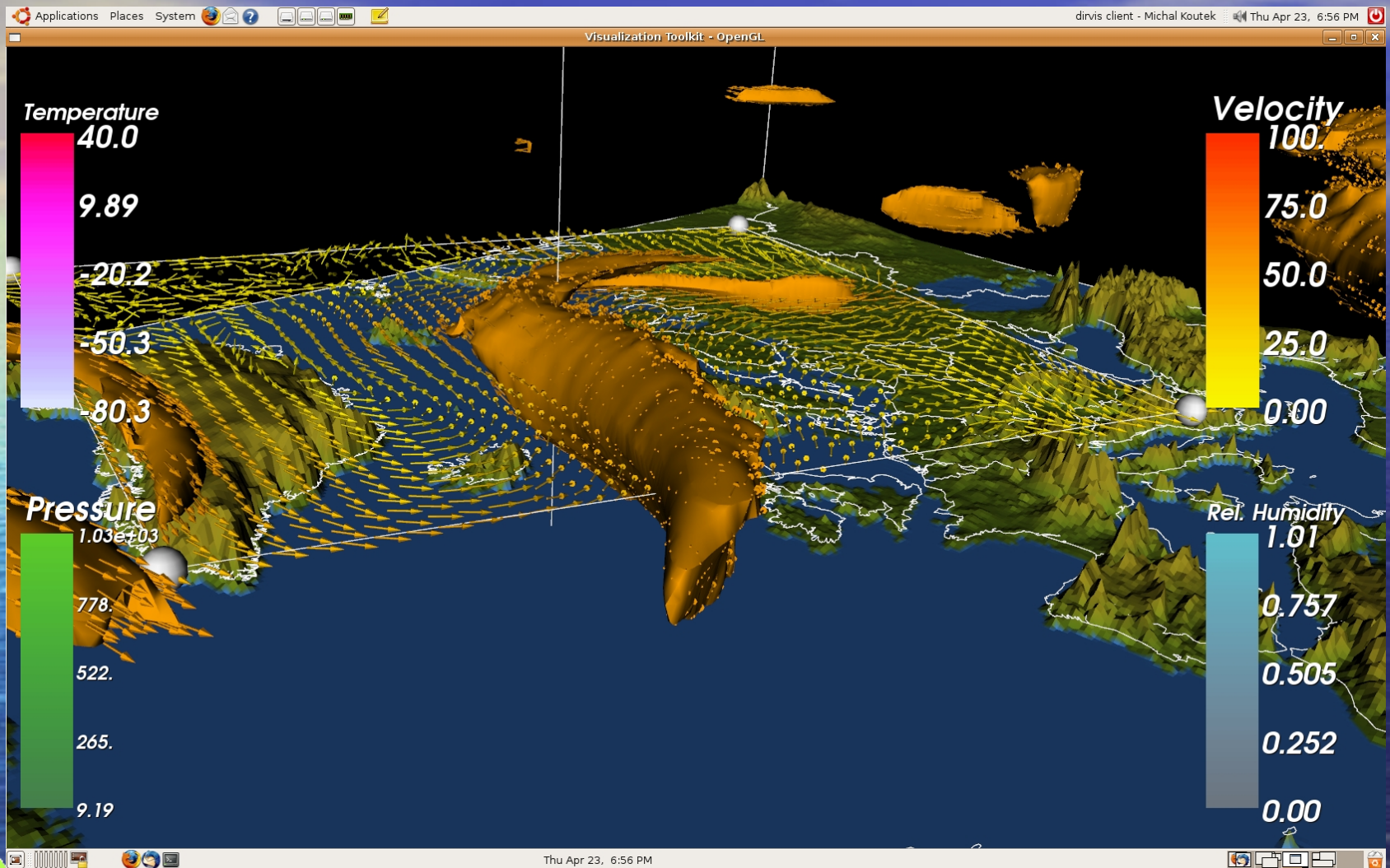




# Airflow Exploration Around a Jet-Stream

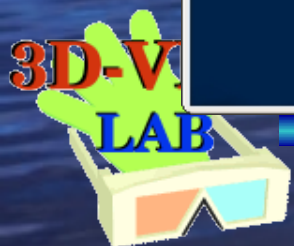
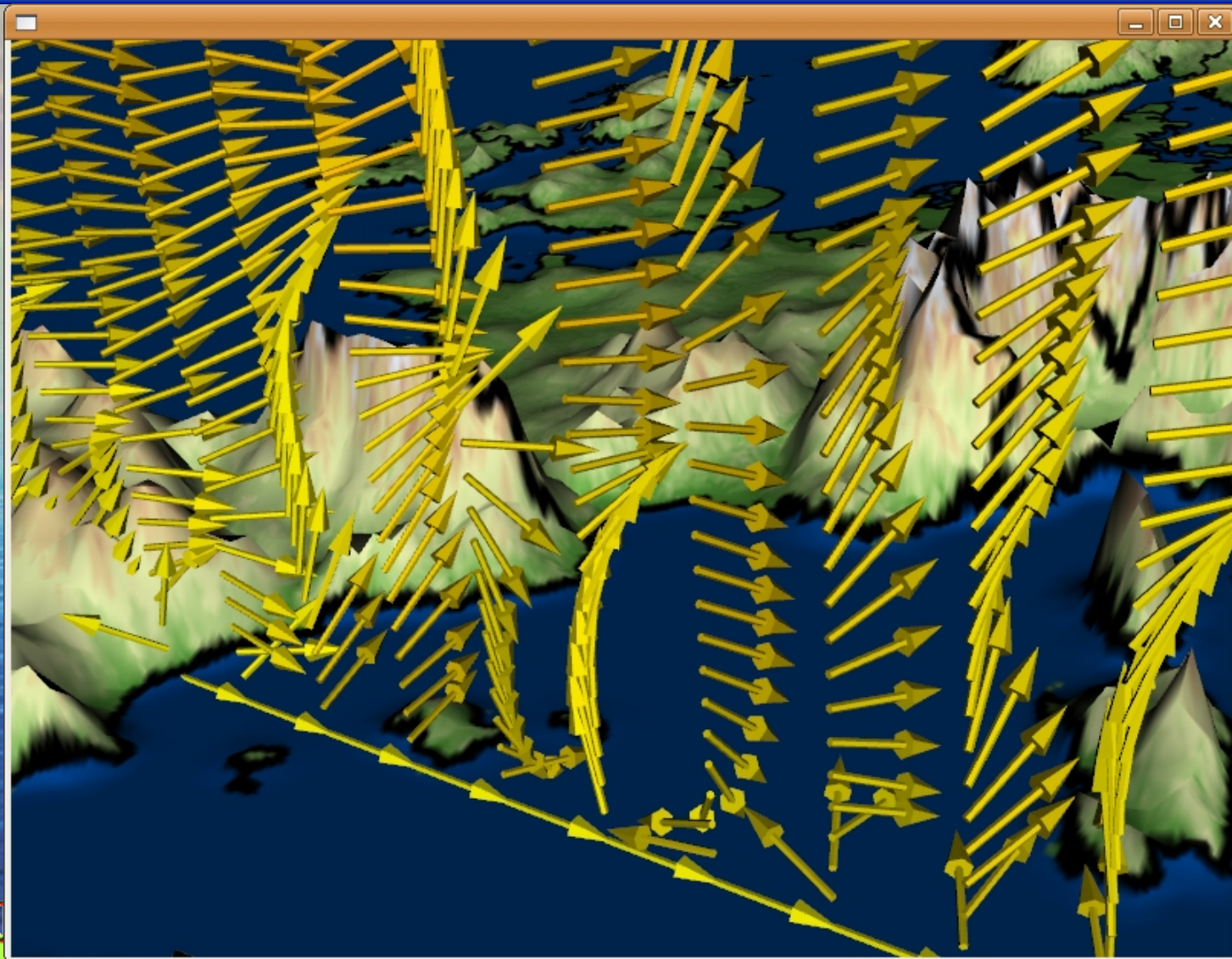


# Airflow Exploration Around a Jet-Stream



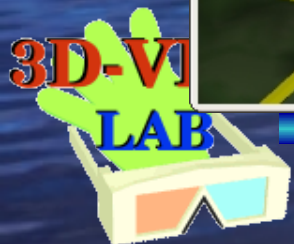
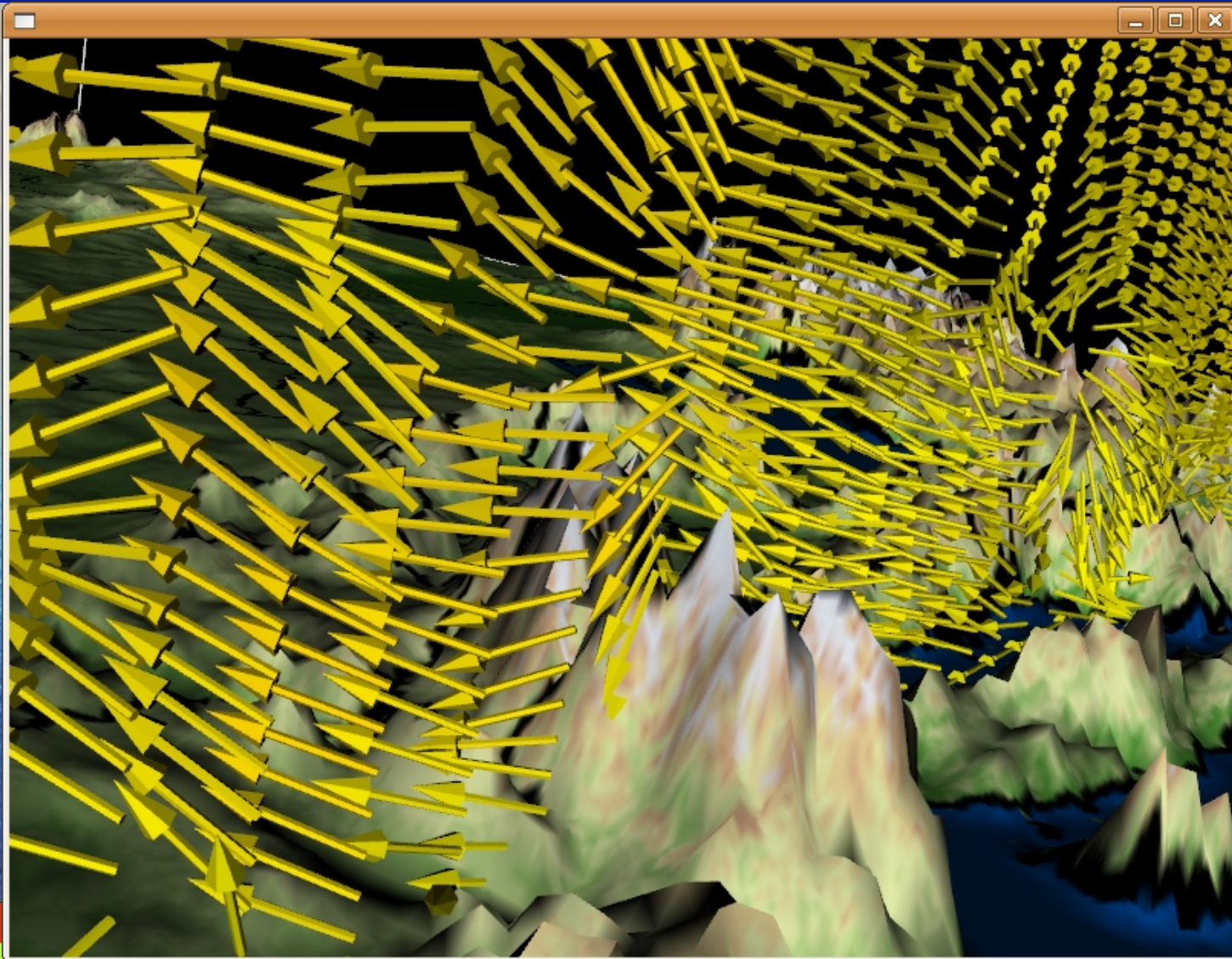


# Convective Cells Resolved by Hirlam?



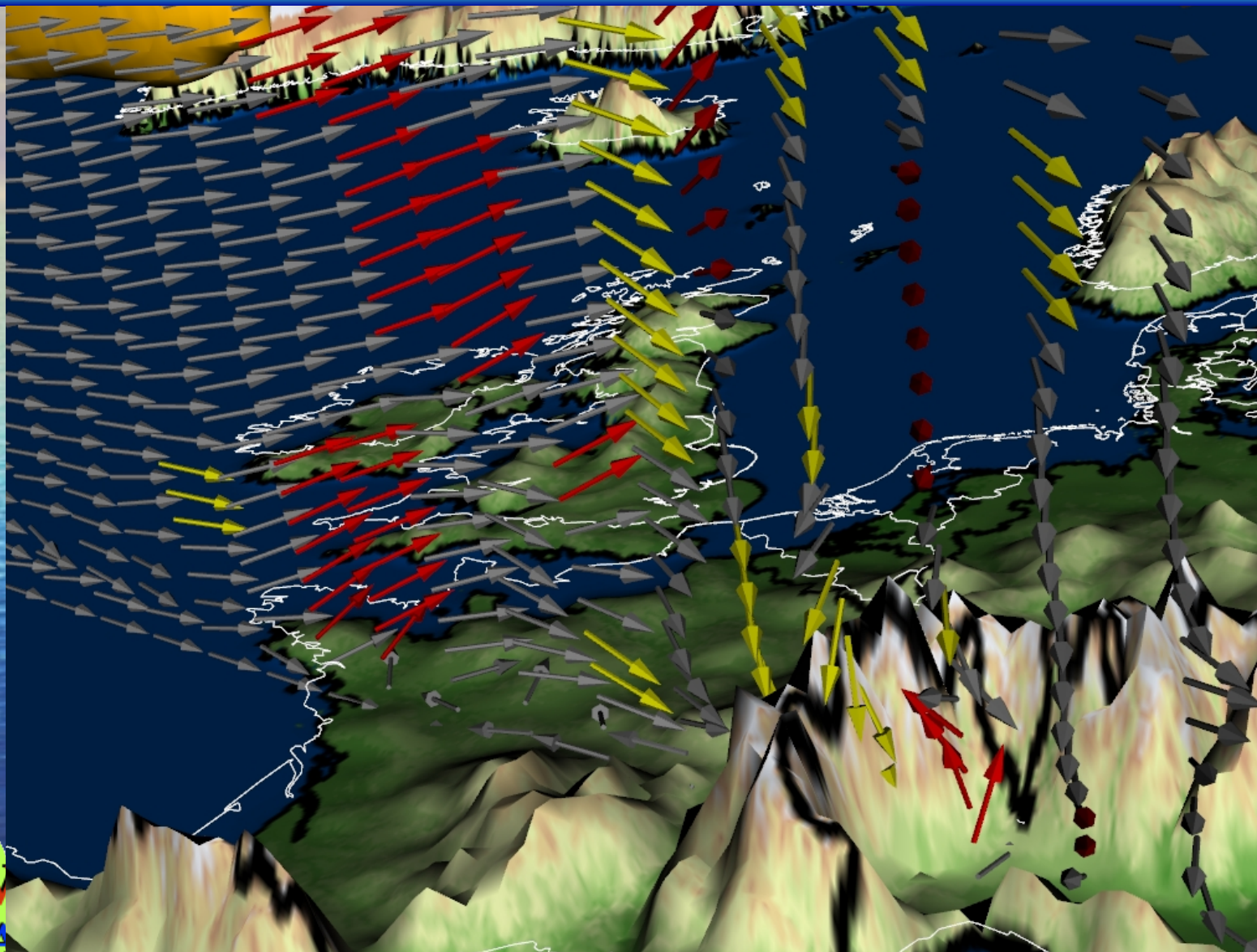


# Airflow Above Orography



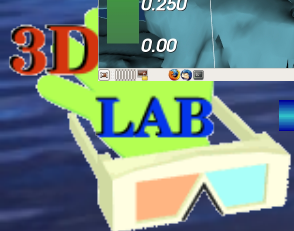
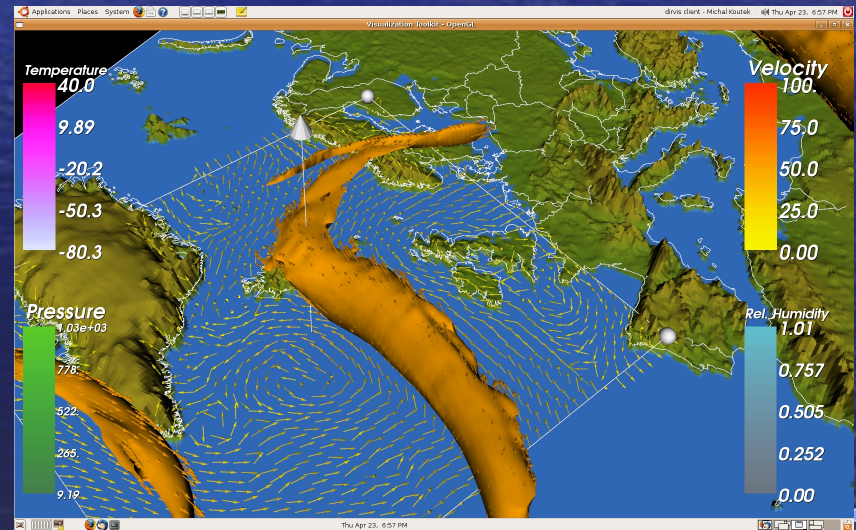
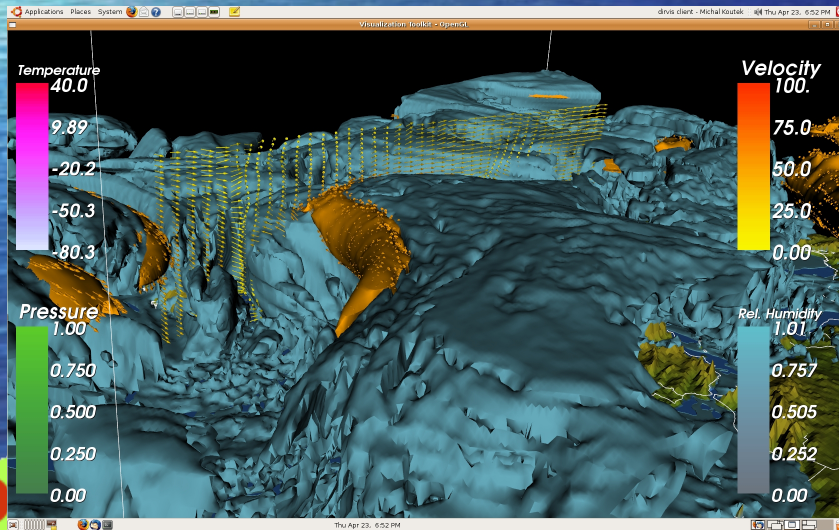
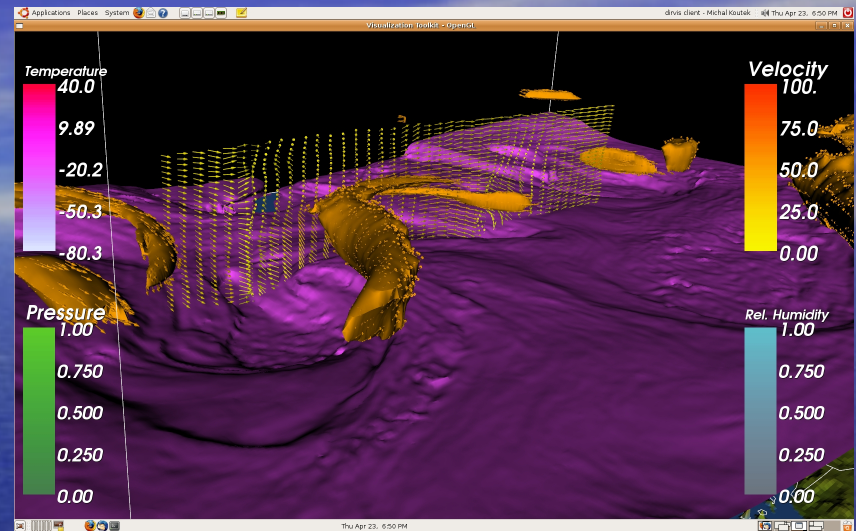
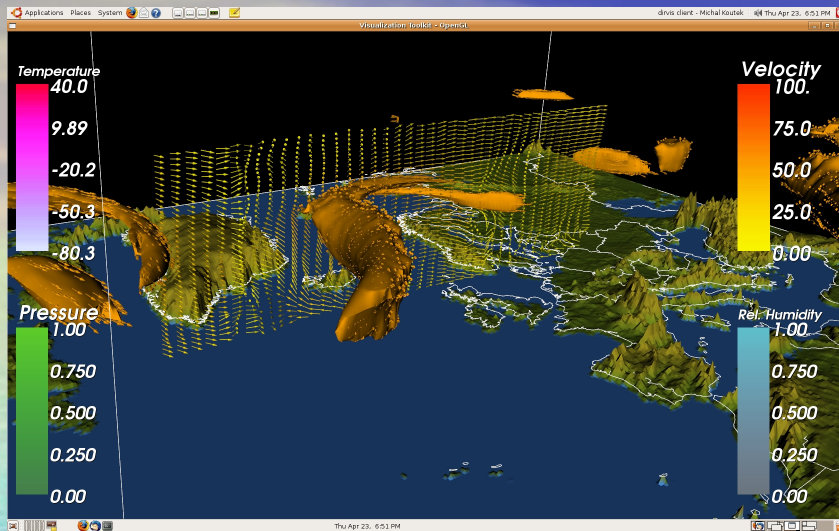


# Updrafts and downdrafts...



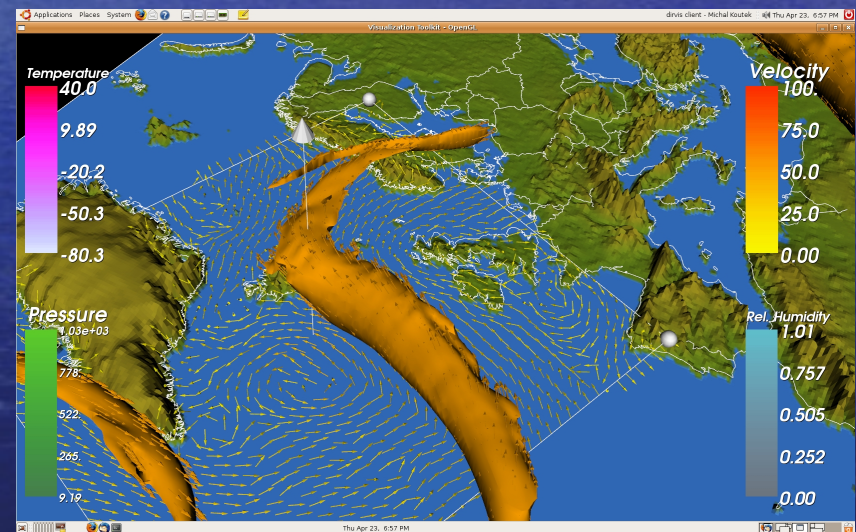
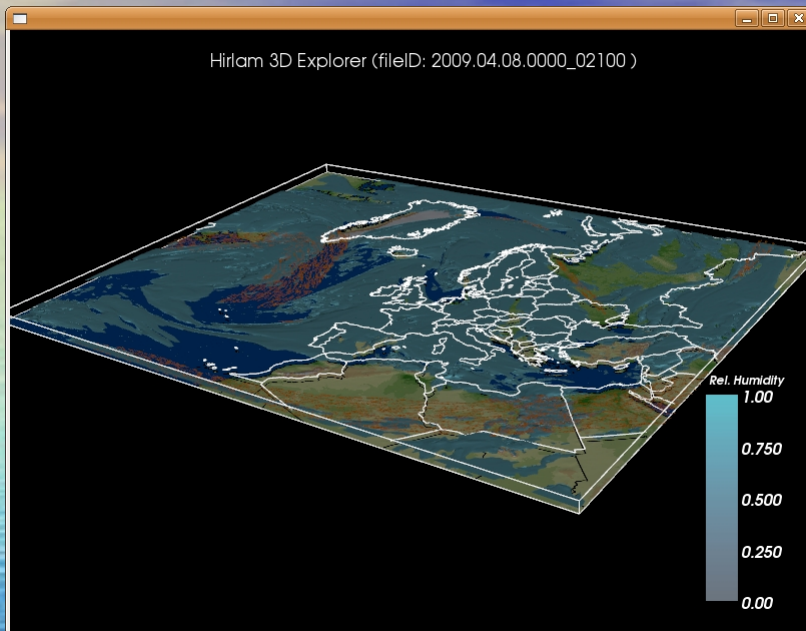


# Exploring Frontal Systems





But DON'T forget the domain is flat ..



BUT truly 3D and a lot of 3D effects happen in there ....



# Demonstration Schedule Central Museum Utrecht

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- Tuesday 12 May: 16:45 - 18:00
- Wednesday 13 May: 10:00 – 17:00 during breaks in the programme
- Thursday 14 May: 10:00 – 11:30

**Where: AULA (~ black theater),**  
**go along the "Ship", follow AULA signs**

