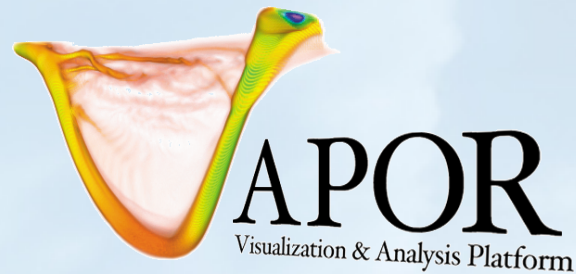


# Understanding WRF-ARW Datasets with Interactive 3D Visualization: Supplementary Material



Alan Norton

NCAR/CISL

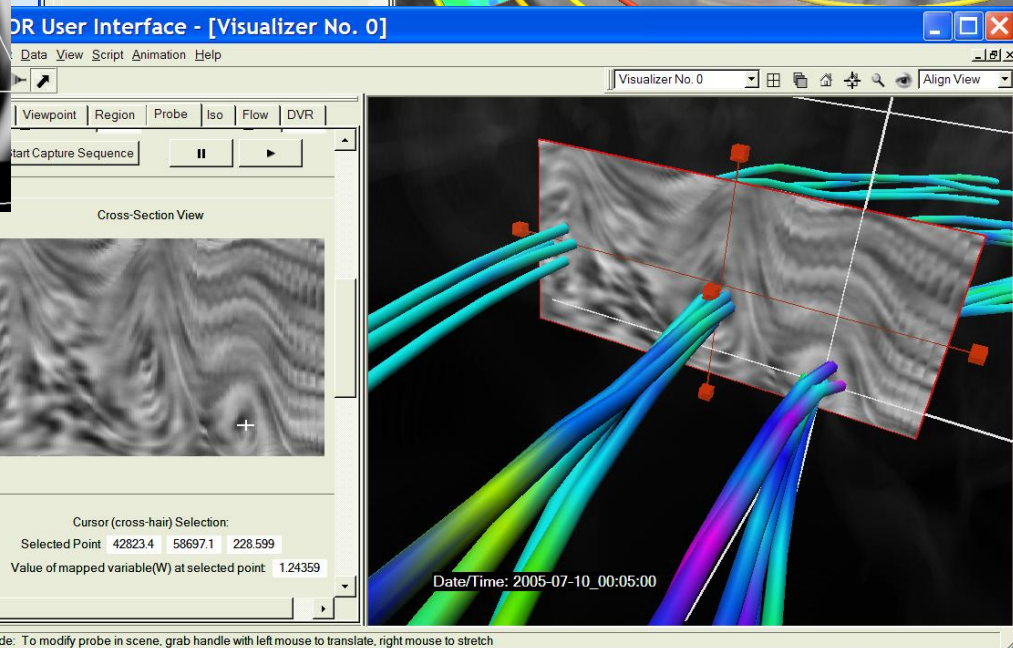
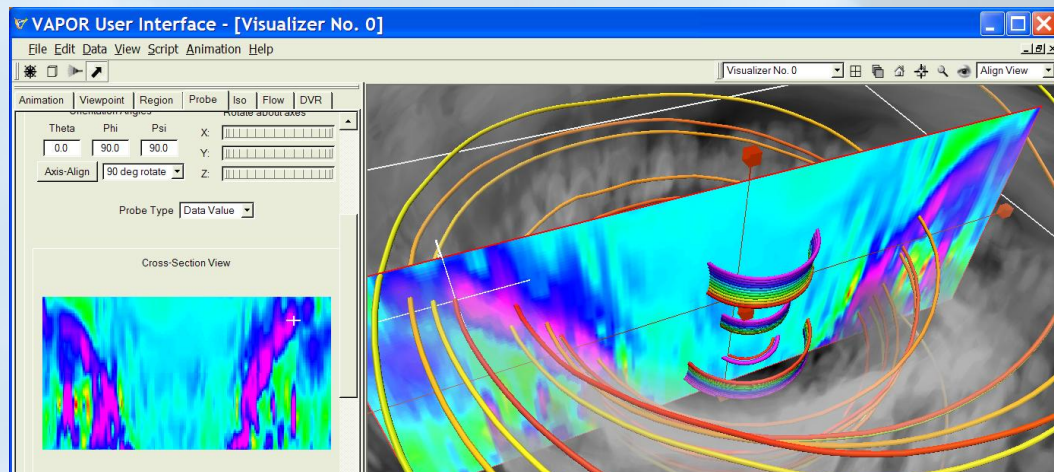
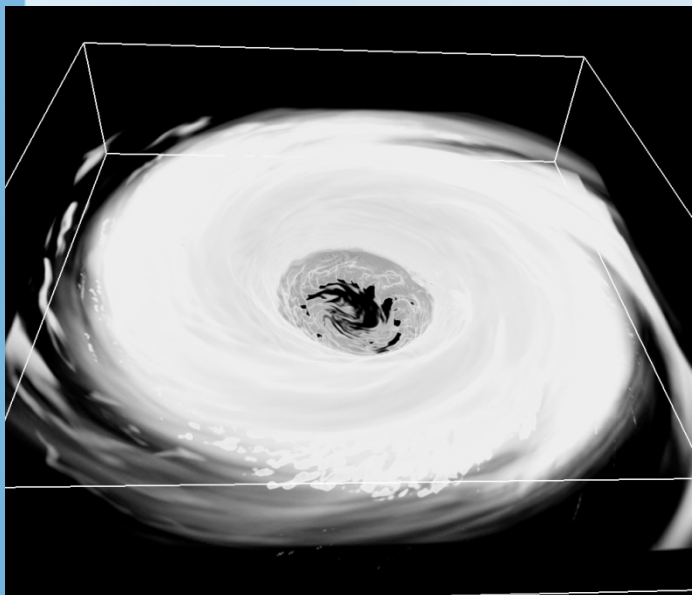
Mini-Tutorial at WRF Users' Workshop

June 24, 2011

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# Visualization of hurricane data

Data provided by Yongsheng Chen, MMM/NCAR



# Outline



- Hurricane visualization
  - Construct QCLOUD volume visualization to animate hurricane motion
  - Volume rendering of  $W$  (vertical wind velocity) to see updrafts near eye of storm
- Understanding hurricane structure
  - Use probe cross section of  $W$  to place streamline seed points
  - Use Image based flow visualization to investigate vortices near eye wall

# Downloads for this supplement

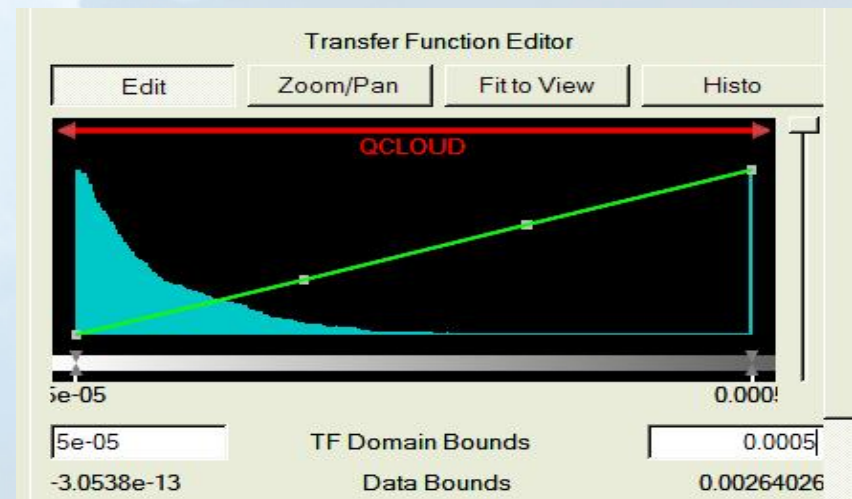
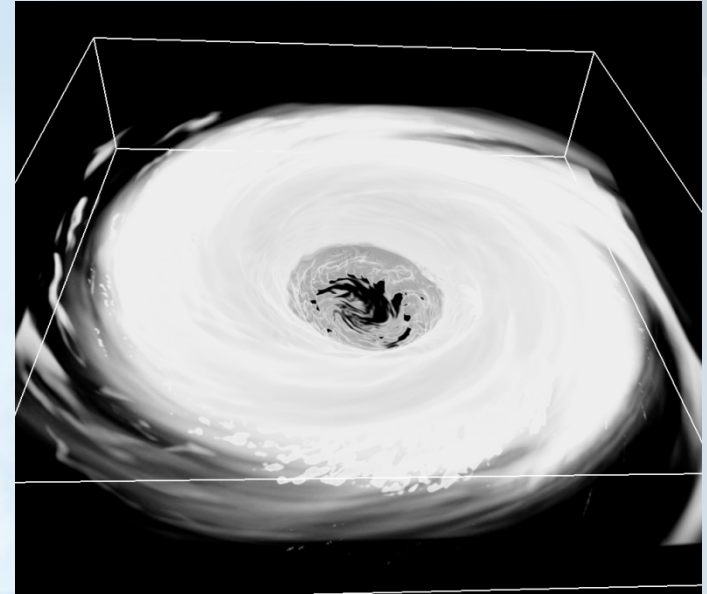


- Vapor 2.0.2 installer at <http://www.vapor.ucar.edu/>
- Example datasets at:
  - <http://vis.ucar.edu/~alan/wrf2009/data/hurricane.zip>
  - [http://vis.ucar.edu/~alan/wrf2009/data/hurricane\\_hires.zip](http://vis.ucar.edu/~alan/wrf2009/data/hurricane_hires.zip)
- The hurricane download has timestep 0 at refinement level 1, other 9 timesteps are refinement level 0
- The hurricane\_hires data is just timestep 0, at full resolution, refinement level 2.



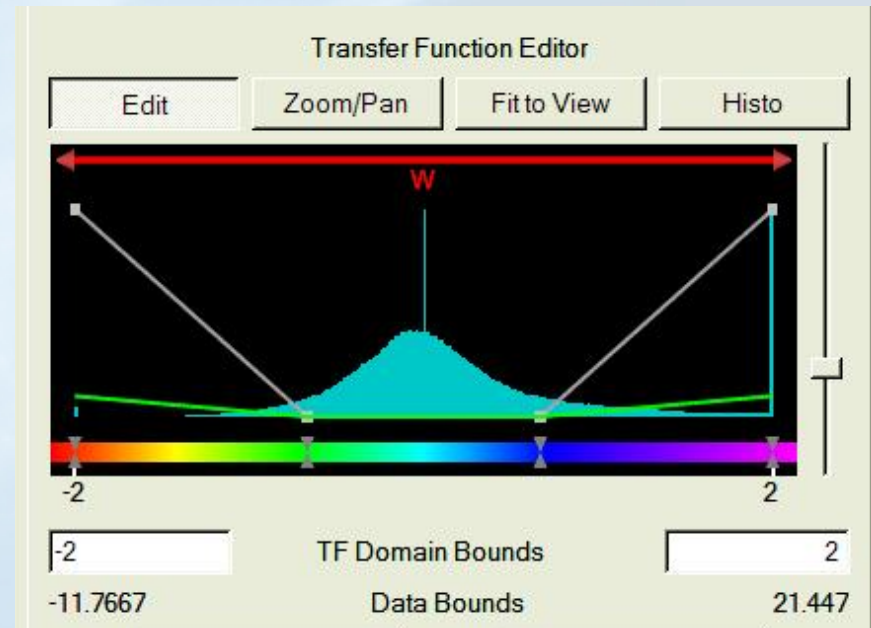
# Set up for visualizing hurricane data

- Use hurricane dataset (10 timesteps already converted to Vapor)
- Note: This is a large dataset, we limit data access time by controlling refinement level.
- Load hurricane.vdf (into default session)
- Edit Visualizer Features, set vertical stretch factor 5
- In DVR panel set variable QCLOUD (cloud water mixing ratio)
- Check Instance:1 to enable rendering.
- Set largest color control points to grey(100,100,100), remove others
- Adjust transfer function bounds to [5e-5, .0005]
- Animate



## Examine vertical wind currents

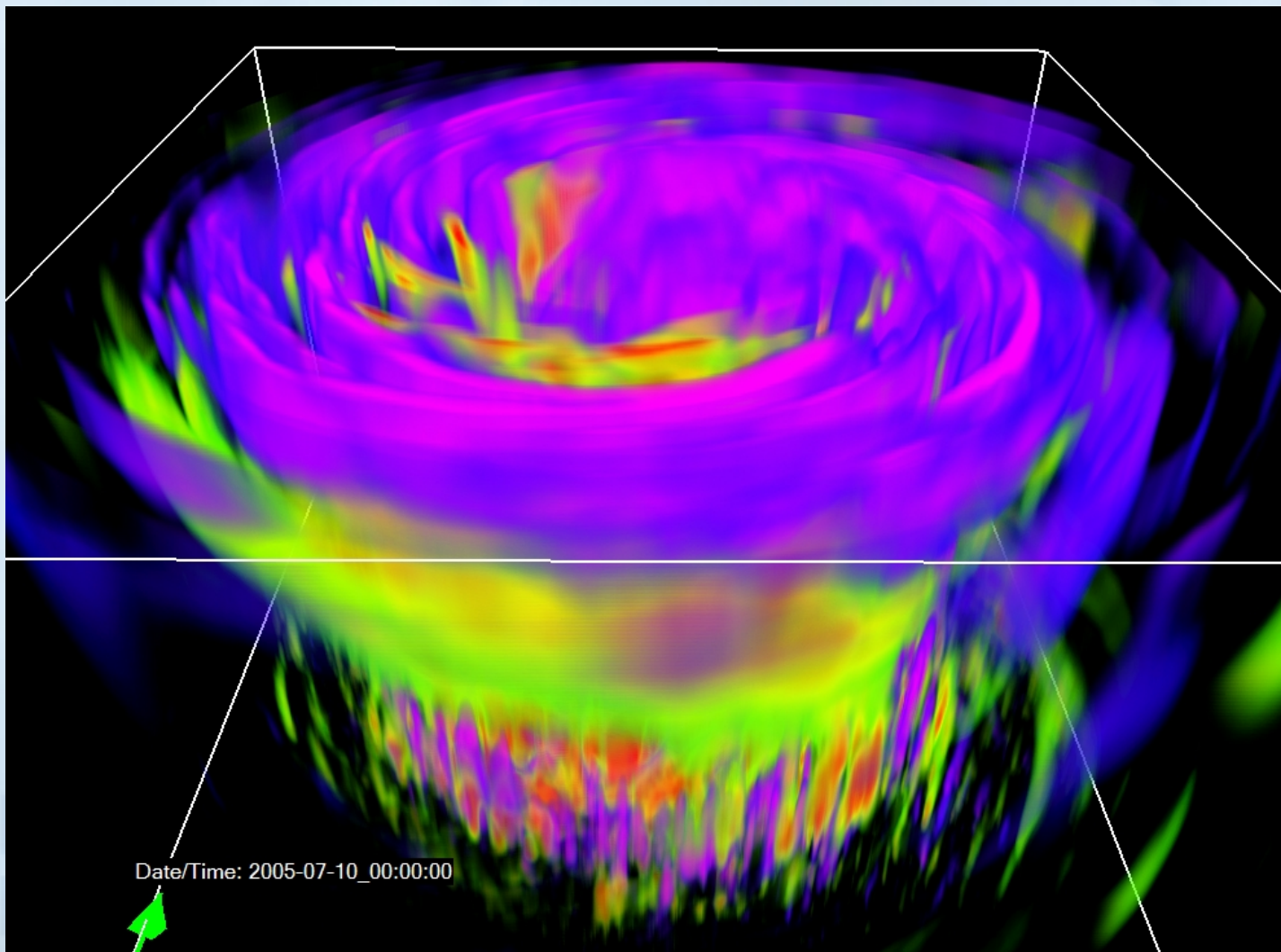
- Return to time step 0
- Change DVR variable to “W” to examine vertical wind currents
- Set transfer function bounds to  $[-2, 2]$
- Make transfer function transparent between -1 and 1, opaque at ends (accentuate extremes).
- Lower opacity scale to  $\sim 0.1$



# Volume rendering of vertical wind currents



NCAR



Date/Time: 2005-07-10\_00:00:00

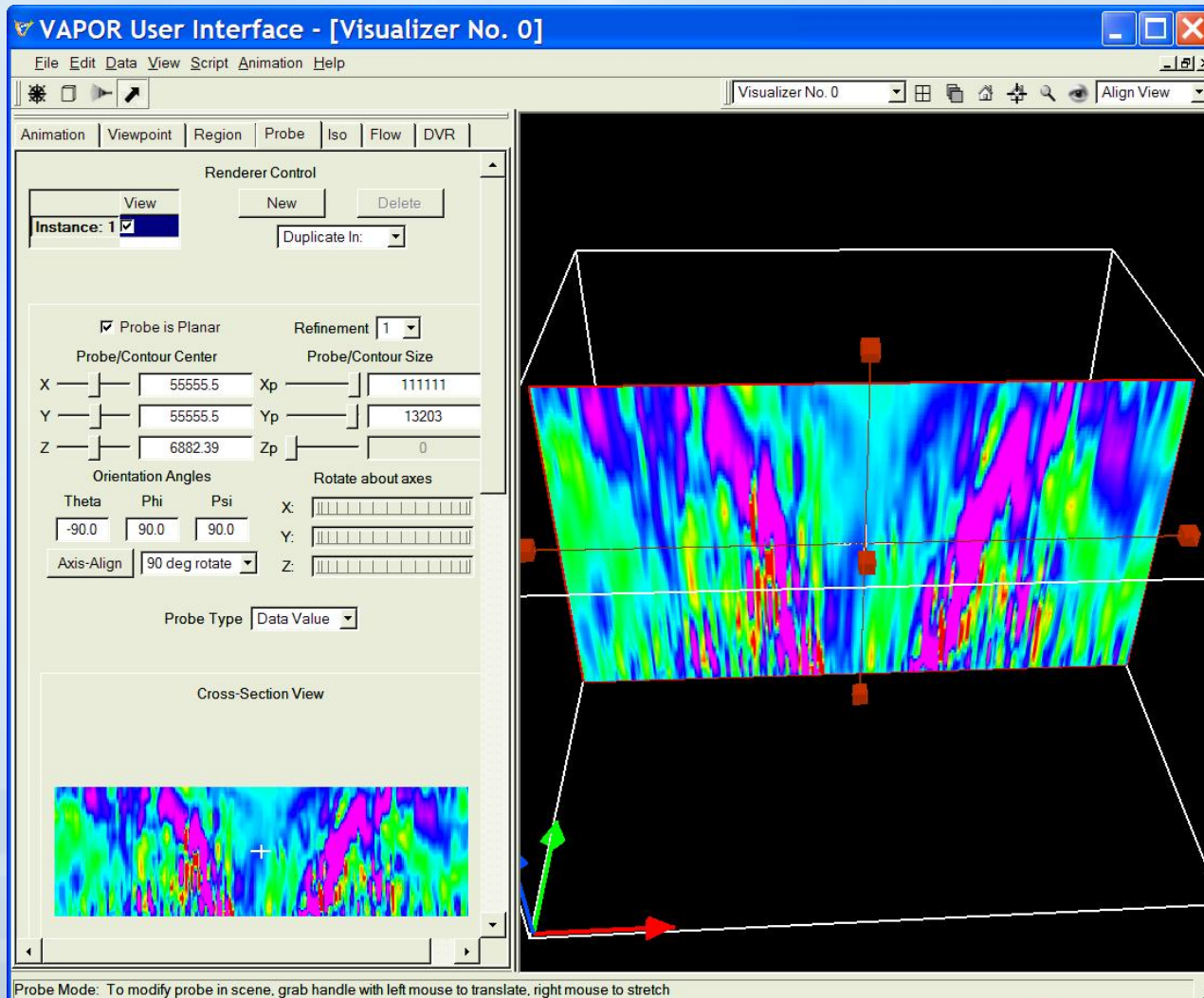
# Use Probe to see cross-section



- Disable DVR
- Click on probe mode (arrow above tabs)
- In probe panel, use “90 degree rotate” in +X direction to make probe vertical
- Move x, y size sliders to maximize probe size
  - Alternatively use right mouse to drag probe extents
- Scroll down to appearance parameters and set probe mapped variable to W
- Set color map interval to  $[-2,2]$ , fit to view
- Enable probe (check Instance: 1)
- Note how maximal values of W form upward-opening cone



# Probe of hurricane cross-section

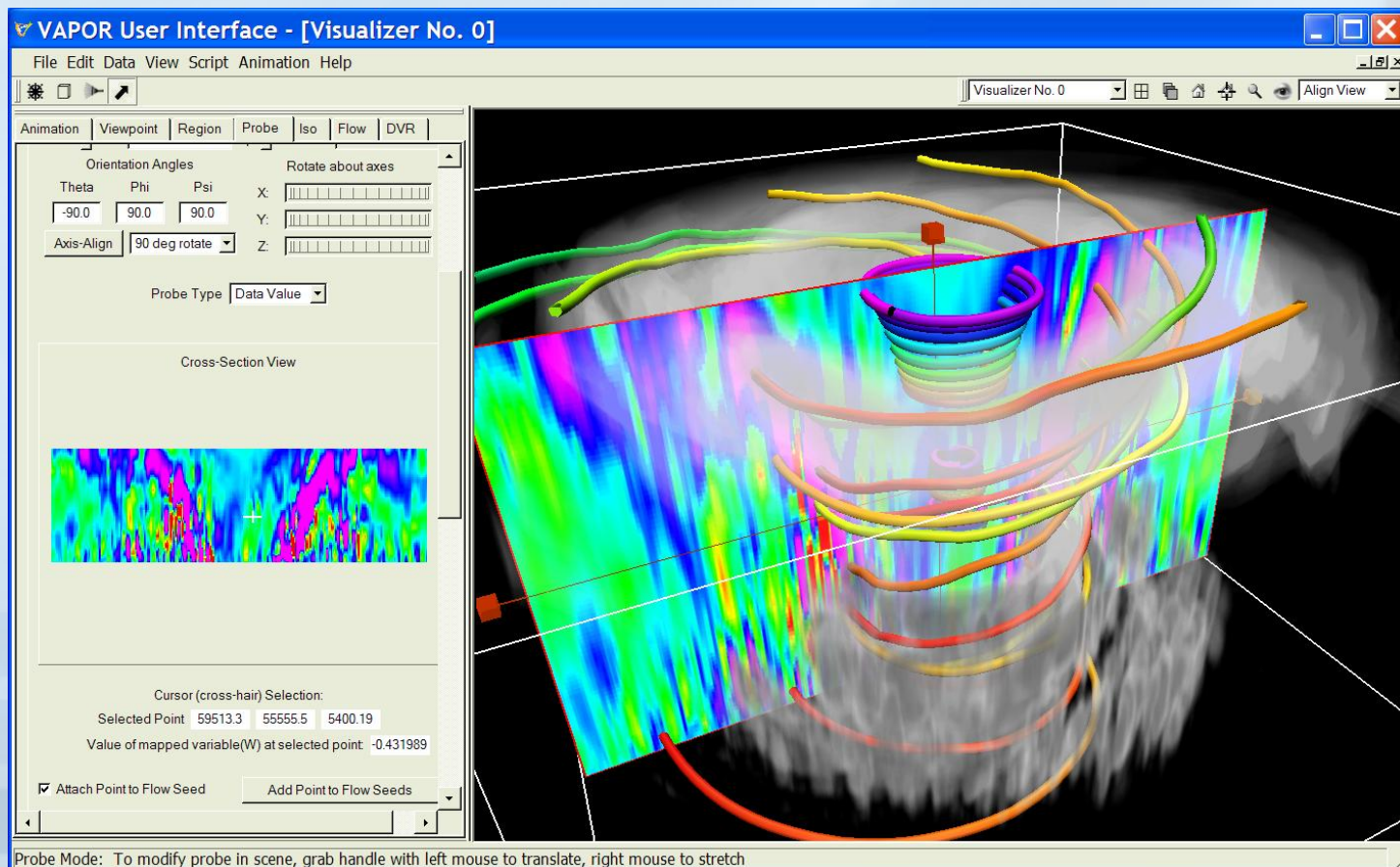


## Seed placement with probe

- On Flow panel, set Flow Seeding to “List of Seeds”
- Set steady integration direction to “forward”
- Make sure U, V, W are steady field variables
- Set smoothness to 100, steady flow length to 5
- Color mapped by Position along Flow
- Enable flow (You should not see a change)
- In probe tab, put probe cursor in updraft cone
- Check “Attach point to flow seed” to see resulting streamline
- Try various cursor positions to see streamlines
- Click “Add point to flow seeds” to add streamlines

# Insert flow seeds with probe to see structure

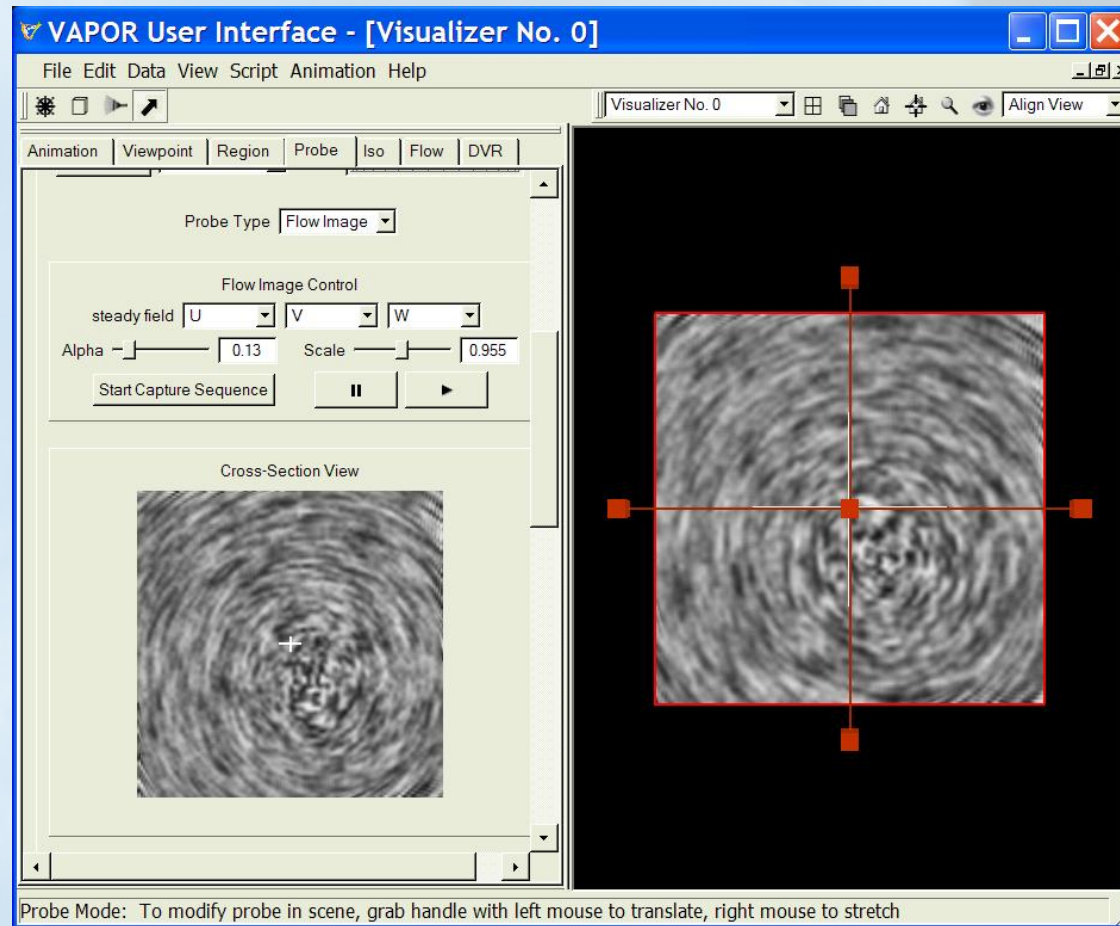
- Low outside streamlines are drawn into hurricane
- Along cone of maximal W, streamlines rotate upward
- In eye, streamlines almost circular, without much vertical motion





# Use Image Based Flow Visualization

- Disable Flow and Probe.
- Click on Probe mode.
- In Renderer Control, create a new probe instance (it will be horizontal, in center of scene)
- Set probe type to “Flow Image”
- Enable probe Instance:2
- Click “play” button to see wind motion in eye of hurricane
- Tweak Alpha and Scale as desired.



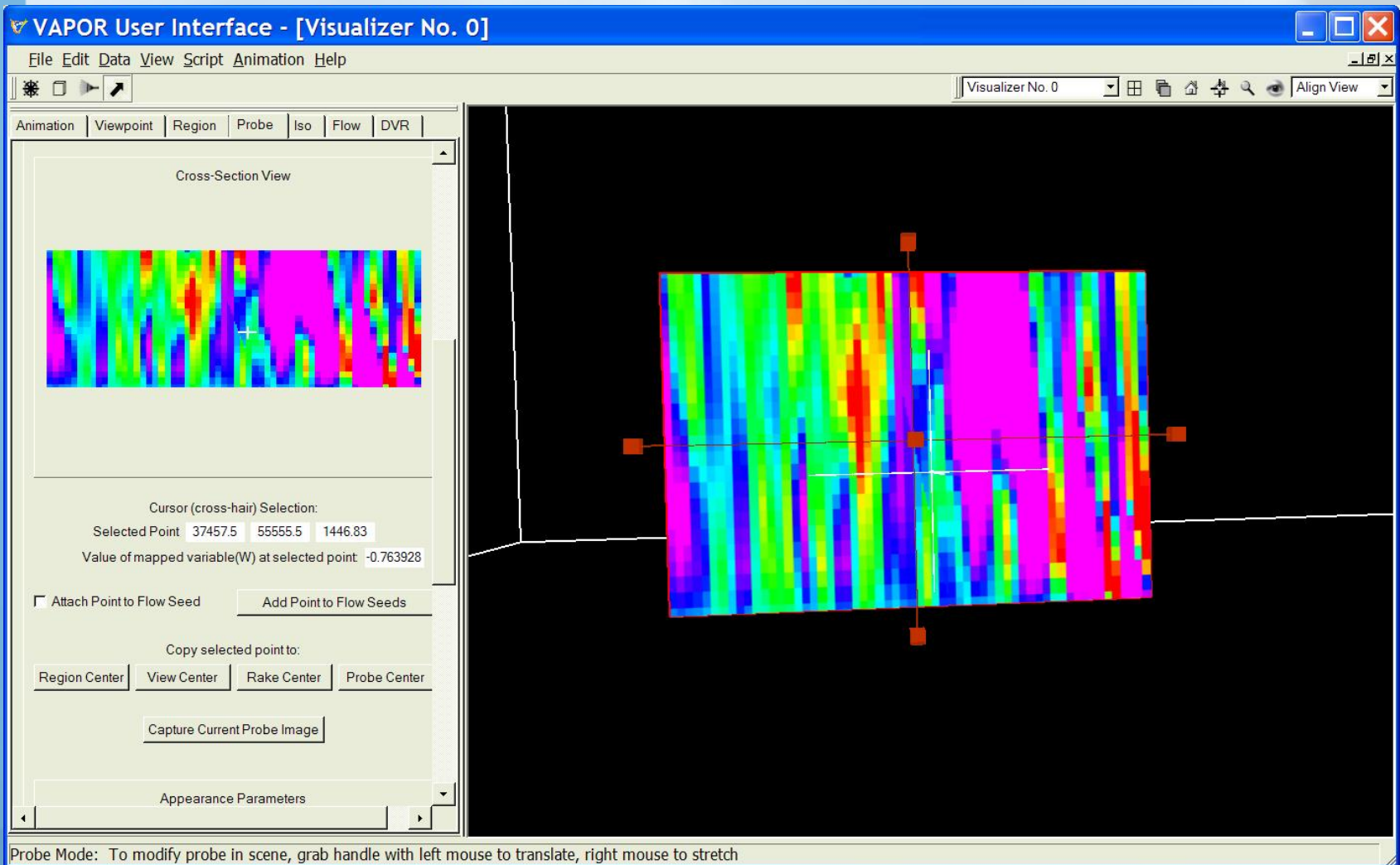


# Use IBFV to investigate Vortices near hurricane eye-wall



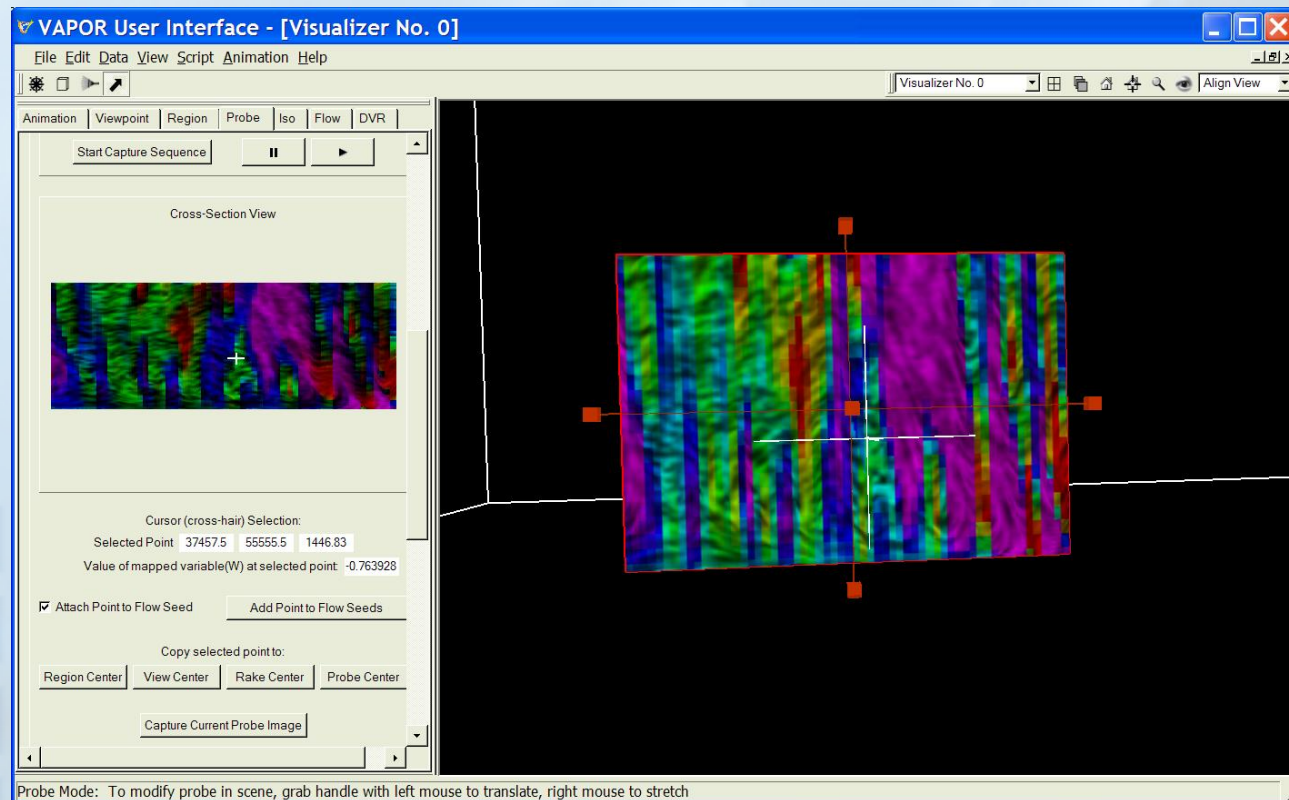
- Note: This works better with full resolution dataset (hurricane\_hires.vdf)
- un-check probe Instance:2 to disable
- Enable probe Instance:1 (hurricane cross-section of W)
- Set refinement level 1 (or 2 if you have high-res data)
- Shrink the probe to examine small slice near earth surface, where the cone of maximal W reaches the surface
  - Drag handles with right mouse to resize
  - Drag handles with left mouse to move.
- Re-center view by clicking in probe tab on “copy point to view center”

# Probe of W at eye wall near earth surface



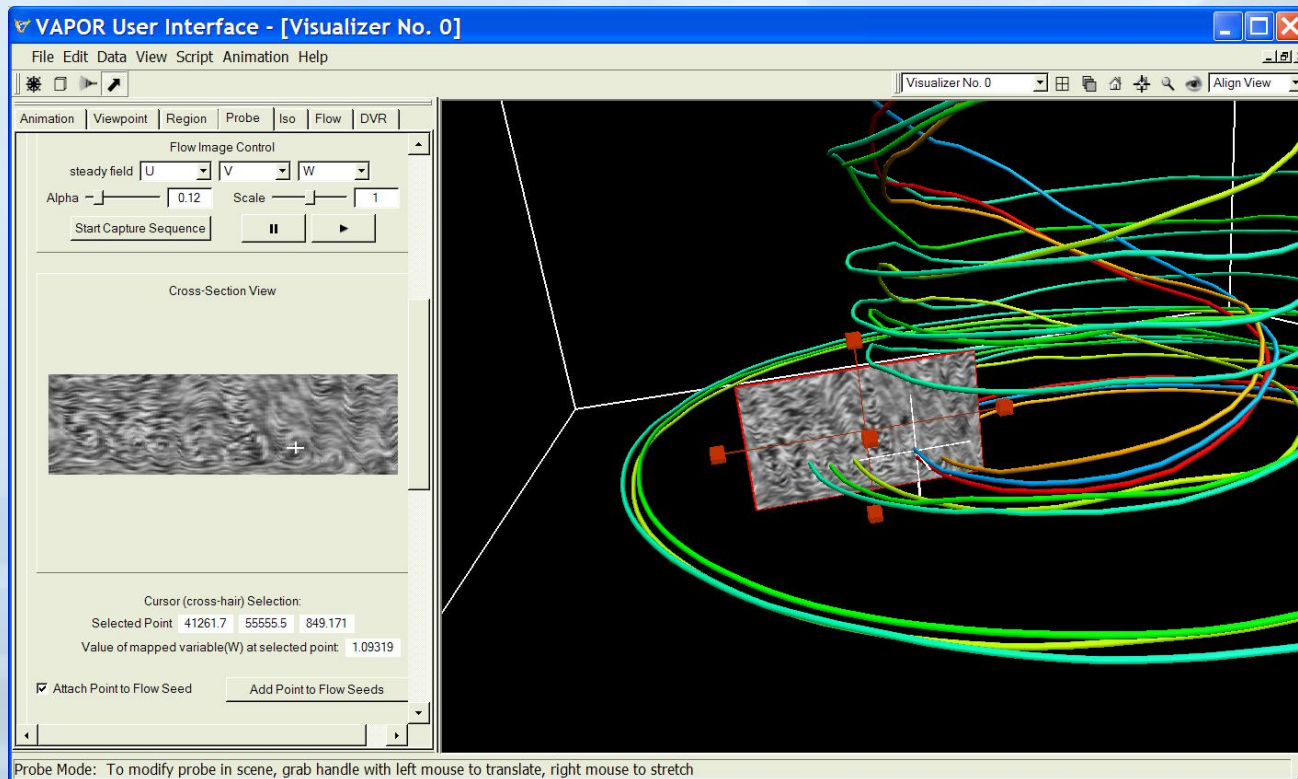
# Using IBFV to investigate Vortices near hurricane eye-wall

- Change probe type to “Flow Image”
- Note vortex at outer edge of maximal W cone
- Slide probe outward or inward to see vortices at ground level
- Check “Merge color and opacity of mapped variable...” to see relationship to maximal W cone



# Insert flow seeds in Vortices near hurricane eye-wall

- In flow tab, click “edit seed list” and delete all the seeds.
- Color flow by seed index
- Set flow direction “bidirectional”, and check to enable Instance:1
- In Probe tab, check “attach point to flow seed”
- Enable probe
- Insert seeds in and around vortices





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