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Visualization In Scientific Computing (Focus On Computer Graphics)

Synopsis

Visualization in scientific computing is getting more and more attention from many people. Especially in relation with the fast increase in computing power, graphic tools are required in many cases for interpreting and presenting the results of various simulations, or for analyzing physical phenomena. This volume contains 18 papers selected from the 26 papers presented at the first workshop organized by the Eurographics Working Group on Visualization in Scientific Computing, held in France in 1991. The workshop included sessions on the specific needs for visualization in computational sciences, the importance and difficulties of using standards in visualization software, reference models and distributed graphics systems, application systems, methods for representing 2D or 3D scalar fields and volume rendering, and user-computer interactions. The papers in the volume are organized into five parts: general requirements; formal models, standards, and distributed graphics; applications; rendering techniques; and interaction.

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