



12th Summer  
School on  
**SCIENTIFIC**  
VISUALIZATION

# Introduction to Paraview GUI

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# OUTLINE

## PART A

- What is Paraview
- The GUI
- Sources
- Loading Data
- Text annotation
- Views management
- Save figures

## PART B

- Filters
- Vectors visualization
- Streamlines
- Plotting over line
- Select data
- Create a custom filter
- Animations
- Time dependent data



## What is Paraview

ParaView is an open-source application for visualizing 2D/3D data.

To date, ParaView has been demonstrated to process billions of unstructured cells and to process over a trillion structured cells.

ParaView's parallel framework has run on over 100,000 processing cores.

ParaView's key features are:

- An open-source, scalable, multi-platform visualization application.
- Support for distributed computation models to process large data sets.
- An open, extensible, and intuitive user interface.
- An extensible, modular architecture based on open standards.
- A flexible BSD 3-clause license.
- Commercial maintenance and support.



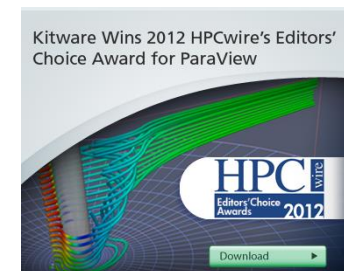


## PARAVIEW: a standard de-facto

ParaView is used by many academic, government, and commercial institutions all over the world.

ParaView is downloaded roughly 100,000 times every year.

ParaView also won the HPCwire Readers' Choice Award and HPCwire Editors' Choice Award for Best HPC Visualization Product or Technology.





## Obtaining Paraview & Official Resources

- **Main website:**

<http://www.paraview.org/>

- **Download page:**

<http://www.paraview.org/paraview/resources/software.php>

- **Resources (video):**

<http://www.paraview.org/paraview/resources/webinars.html>

- **Resources (wiki):**

<http://www.paraview.org/Wiki/ParaView>



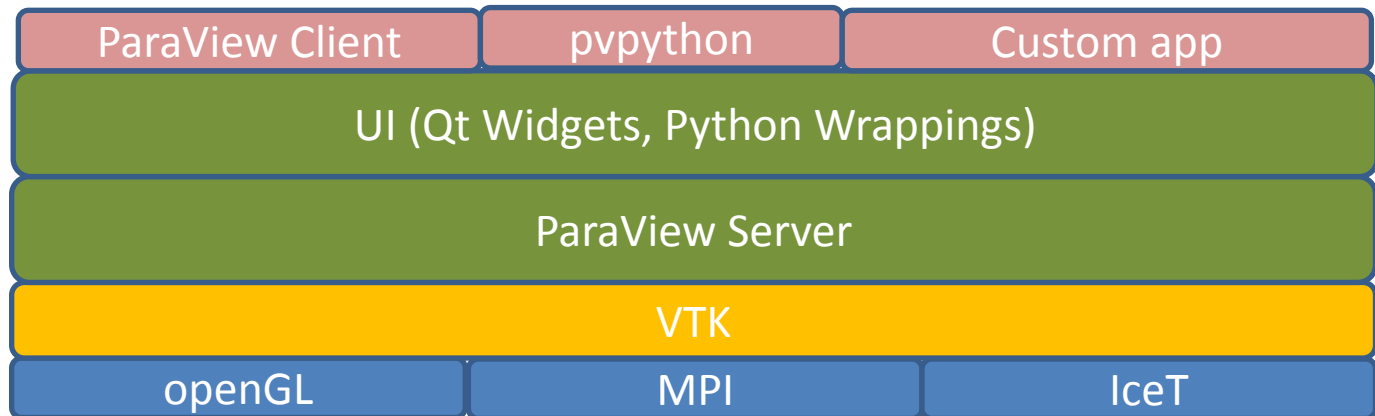
# The big picture

The application most people associate with ParaView is really just a small client application built on top of a tall stack of libraries that provide ParaView with its functionality.

ParaView comes with a pvpython application that allows you to automate the visualization and post-processing with Python scripting.

A ParaView Server library provides the abstraction layer necessary for running parallel, interactive visualization. It relieves the client application from most of the issues concerning if and how ParaView is running in parallel.

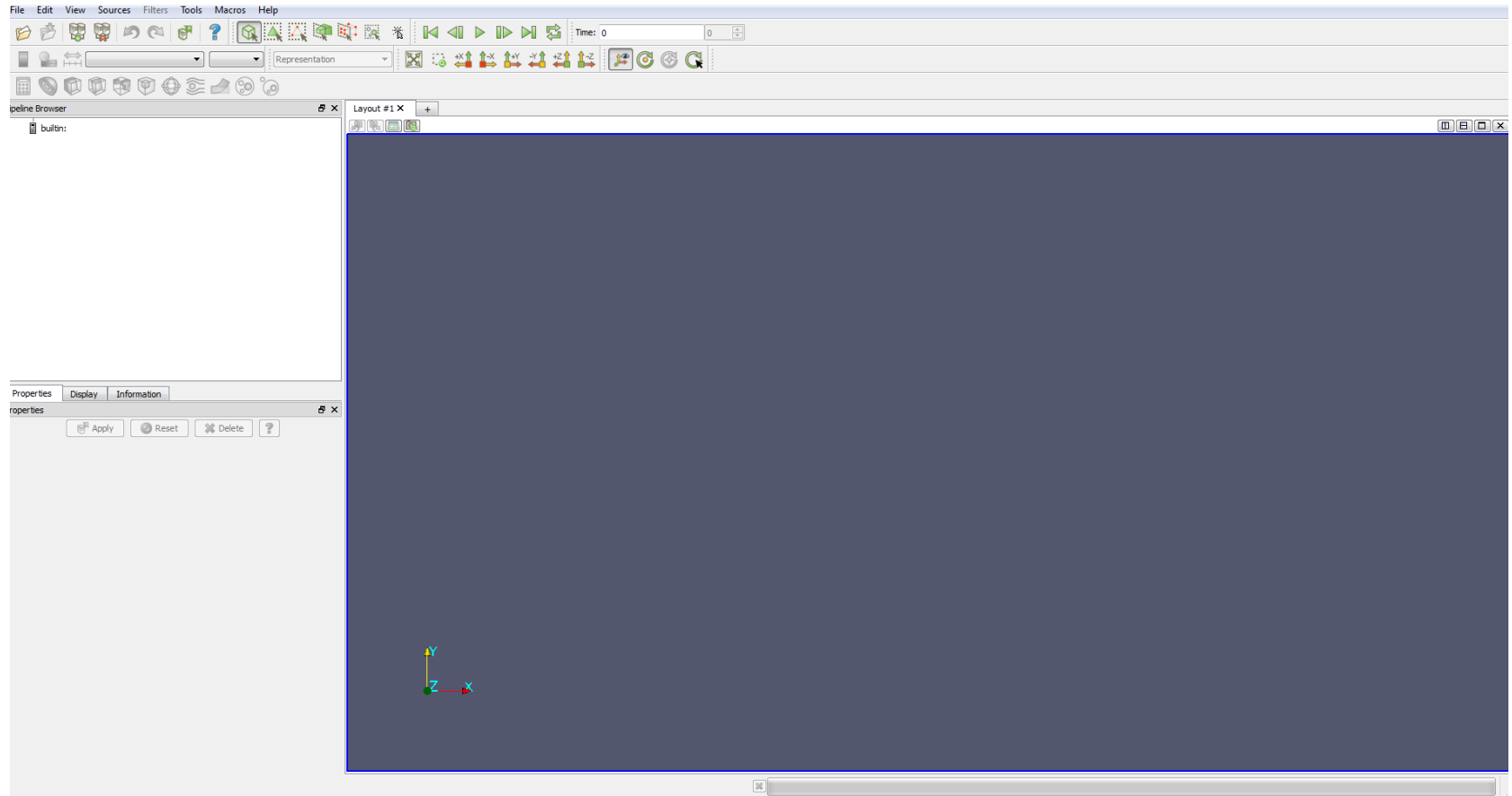
The Visualization Toolkit (VTK) provides the basic visualization and rendering algorithms.





# GUI

Launch the Paraview application on your pc





# GUI elements

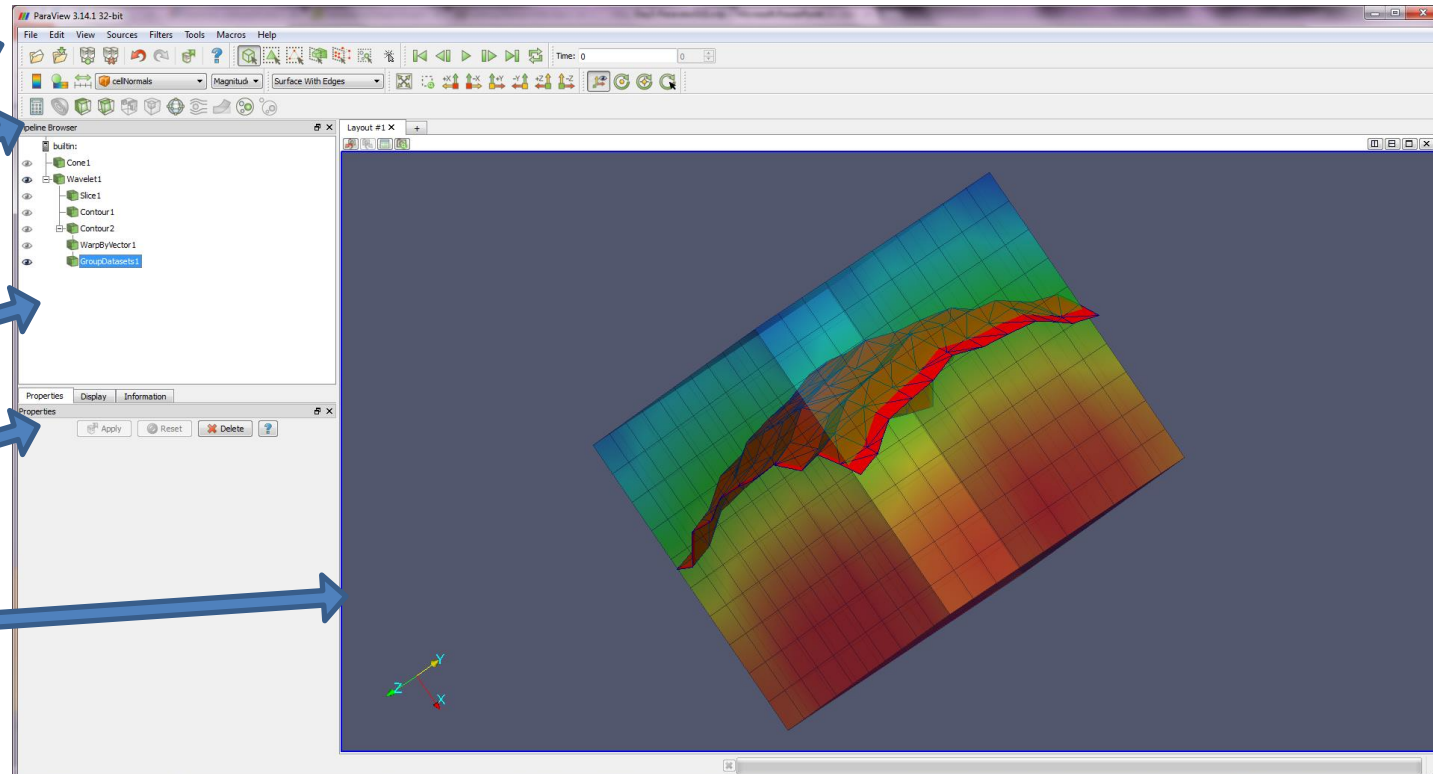
Menu Bar

Toolbars

Pipeline Browser  
(we will look at this later on)

Properties Panel

3D View







## GUI elements definition

**Menu Bar** As with just about any other program, the menu bar allows you to access the majority of features.

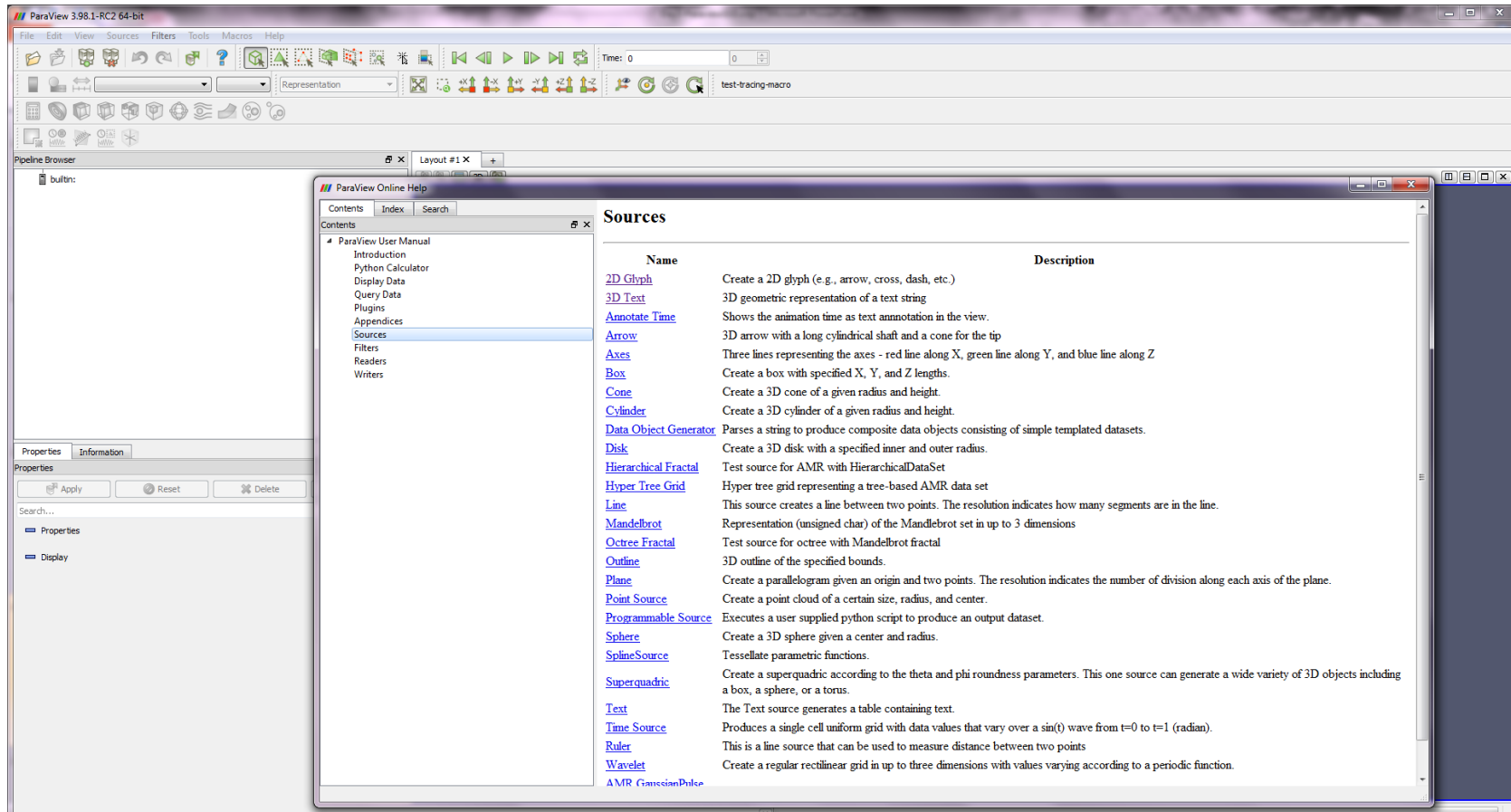
**Toolbars** The toolbars provide quick access to the most commonly used features within ParaView.

**Pipeline Browser** ParaView manages the reading and filtering of data with a pipeline. The pipeline browser allows you to view the pipeline structure and select pipeline objects. The pipeline browser provides a convenient list of pipeline objects with an indentation style that shows the pipeline structure.

**Properties Panel** The properties panel allows you to view and change the parameters of the current pipeline object. The properties are by default coupled with an Information tab that shows a basic summary of the data produced by the pipeline object.

**3D View** The remainder of the GUI is used to present data so that you may view, interact with, and explore your data. This area is initially populated with a 3D view that will provide a geometric representation of the data.

# /Menu-bar/help (!)



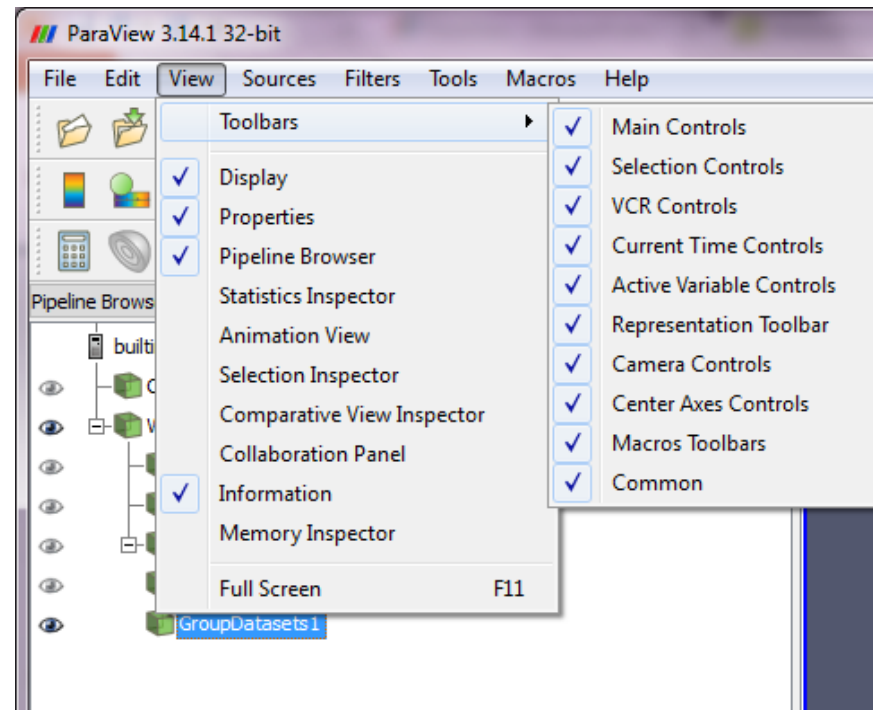
The screenshot shows the ParaView 3.98.1-RC2 64-bit application window. The main interface includes a menu bar (File, Edit, View, Sources, Filters, Tools, Macros, Help), a toolbar, a Pipeline Browser, and a Properties panel. A 'ParaView Online Help' window is open, displaying a 'Sources' index. The help window has tabs for Contents, Index, and Search. The 'Contents' tab is active, showing a tree view with 'Sources' selected. The main content area of the help window displays a table of sources with columns for Name and Description.

Name	Description
<a href="#">2D Glyph</a>	Create a 2D glyph (e.g., arrow, cross, dash, etc.)
<a href="#">3D Text</a>	3D geometric representation of a text string
<a href="#">Annotate Time</a>	Shows the animation time as text annotation in the view.
<a href="#">Arrow</a>	3D arrow with a long cylindrical shaft and a cone for the tip
<a href="#">Axes</a>	Three lines representing the axes - red line along X, green line along Y, and blue line along Z
<a href="#">Box</a>	Create a box with specified X, Y, and Z lengths.
<a href="#">Cone</a>	Create a 3D cone of a given radius and height.
<a href="#">Cylinder</a>	Create a 3D cylinder of a given radius and height.
<a href="#">Data Object Generator</a>	Parses a string to produce composite data objects consisting of simple templated datasets.
<a href="#">Disk</a>	Create a 3D disk with a specified inner and outer radius.
<a href="#">Hierarchical Fractal</a>	Test source for AMR with HierarchicalDataSet
<a href="#">Hyper Tree Grid</a>	Hyper tree grid representing a tree-based AMR data set
<a href="#">Line</a>	This source creates a line between two points. The resolution indicates how many segments are in the line.
<a href="#">Mandelbrot</a>	Representation (unsigned char) of the Mandelbrot set in up to 3 dimensions
<a href="#">Octree Fractal</a>	Test source for octree with Mandelbrot fractal
<a href="#">Outline</a>	3D outline of the specified bounds.
<a href="#">Plane</a>	Create a parallelogram given an origin and two points. The resolution indicates the number of division along each axis of the plane.
<a href="#">Point Source</a>	Create a point cloud of a certain size, radius, and center.
<a href="#">Programmable Source</a>	Executes a user supplied python script to produce an output dataset.
<a href="#">Sphere</a>	Create a 3D sphere given a center and radius.
<a href="#">SplineSource</a>	Tessellate parametric functions.
<a href="#">Superquadric</a>	Create a superquadric according to the theta and phi roundness parameters. This one source can generate a wide variety of 3D objects including a box, a sphere, or a torus.
<a href="#">Text</a>	The Text source generates a table containing text.
<a href="#">Time Source</a>	Produces a single cell uniform grid with data values that vary over a sin(t) wave from t=0 to t=1 (radian).
<a href="#">Ruler</a>	This is a line source that can be used to measure distance between two points
<a href="#">Wavelet</a>	Create a regular rectilinear grid in up to three dimensions with values varying according to a periodic function.
<a href="#">AMR GaussianProbe</a>	



# Personalize your GUI

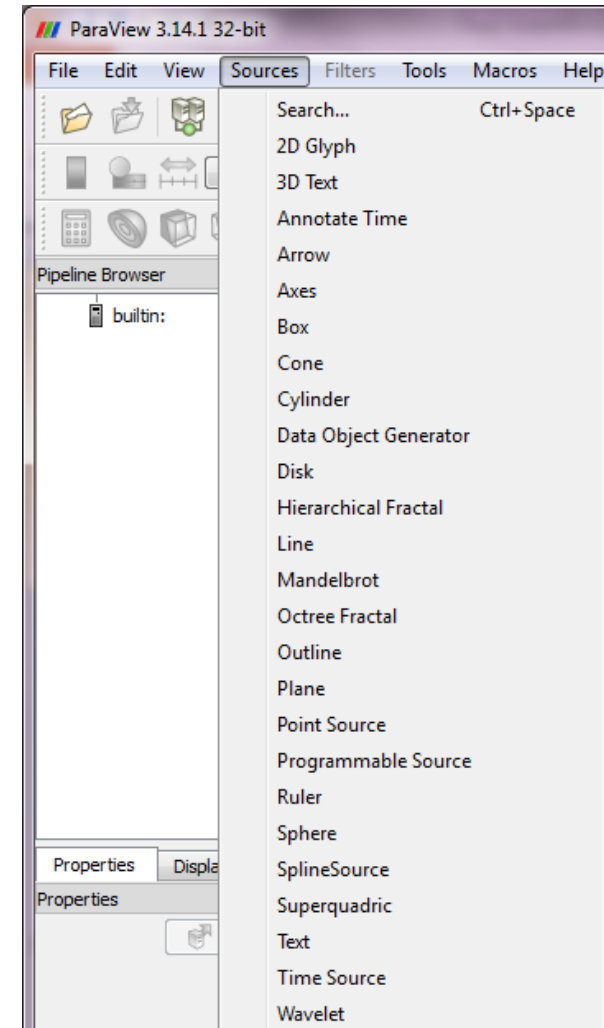
The GUI is customizable so that toolbars can be displayed or hidden when needed.





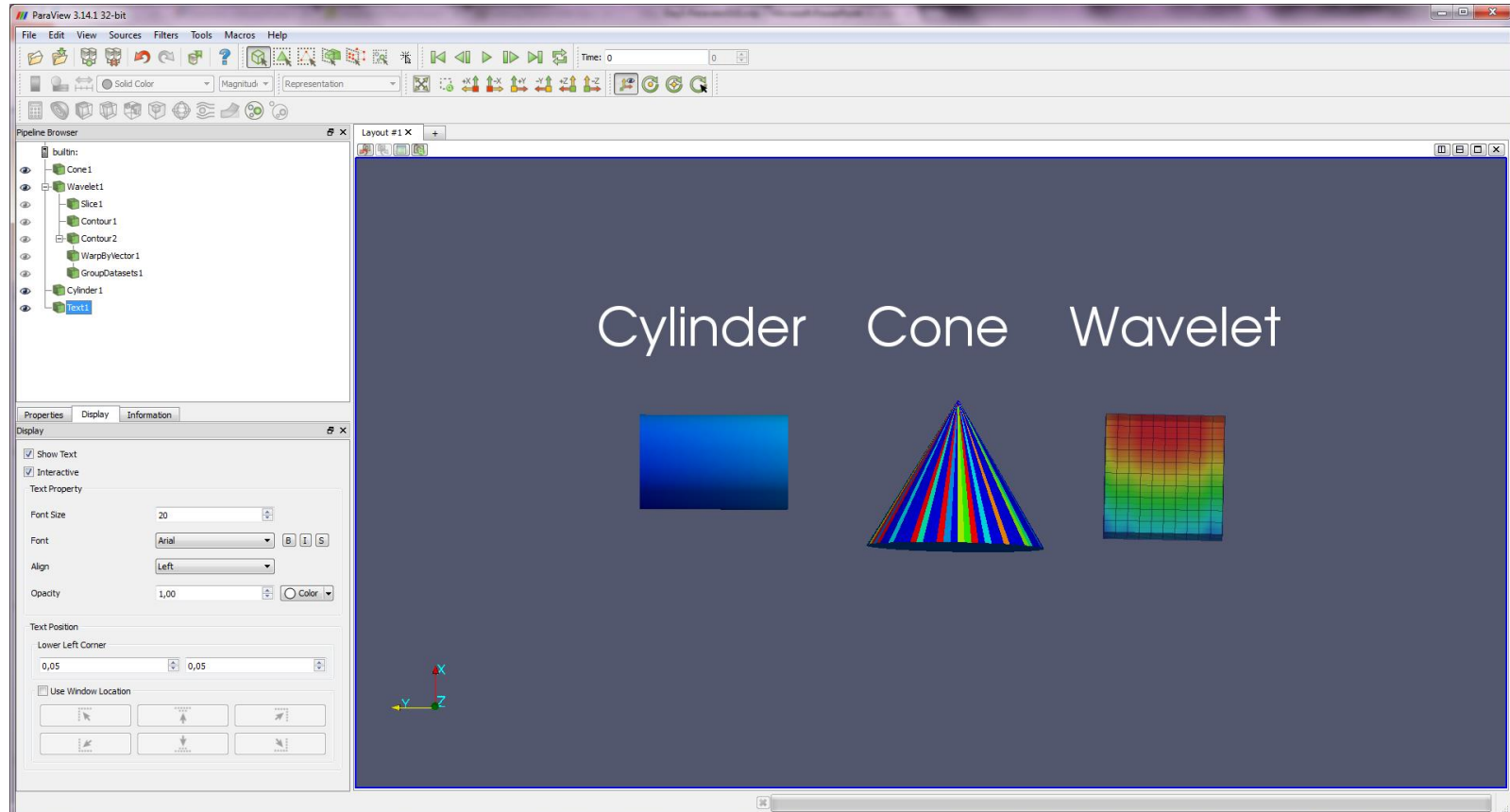
## Sources

Data can be uploaded into ParaView 3D scene using VTK source objects or loading files (readers).





# Sources





## 3D objects manipulations

Test the usage of your mouse buttons:

- **Left button:** rotation
- **Right button:** panning
- **Middle button:** zooming



# Camera control basics

Set camera location

Set zoom

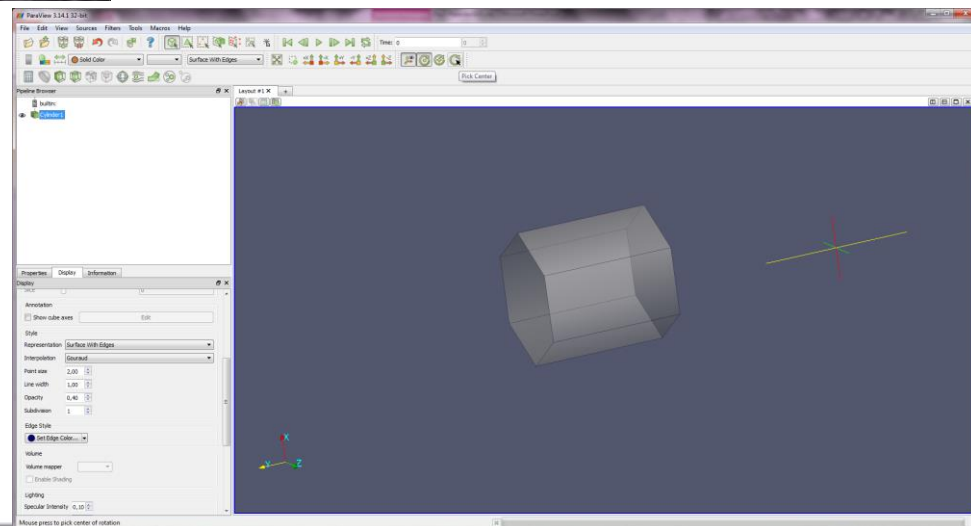
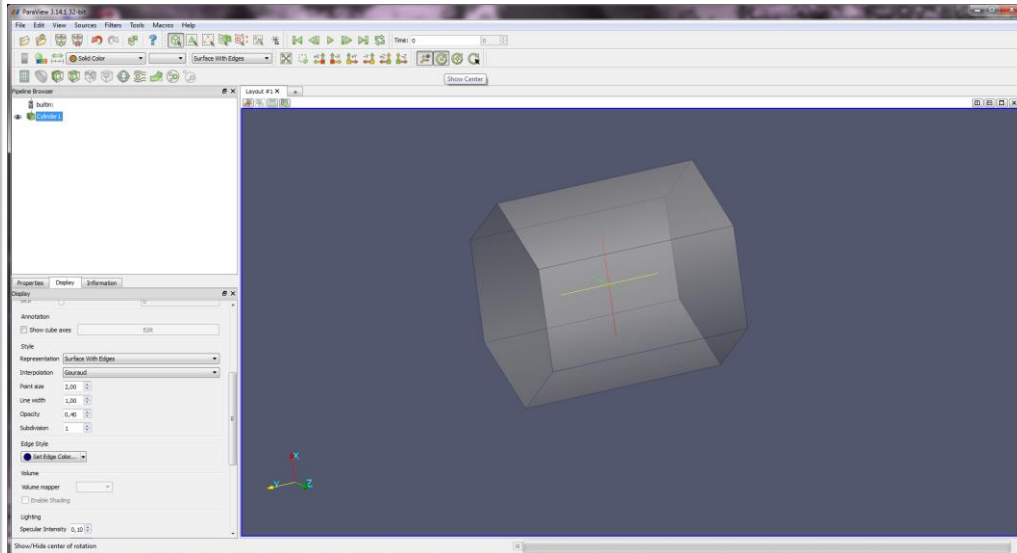


Set view on/off for  
axis and center of  
rotation





# Change center of rotation







## Apply / Reset Undo / Redo

**Apply:** click on the apply button to 'sync' your data state. (Automatic apply of changes button )

**Reset:** click this button to restore the default configuration state.

**Undo:** go back to the previous state

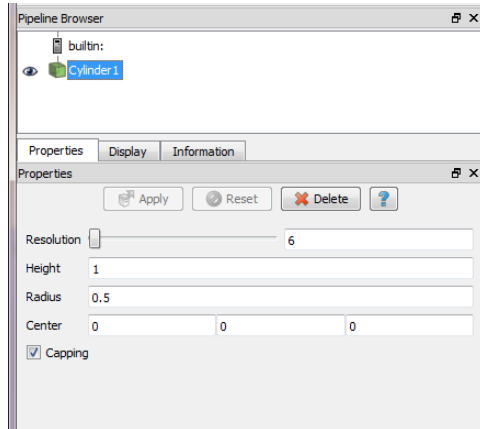
**Redo:** return to the state you changed back

**Camera Undo:** same as above but for camera views changes

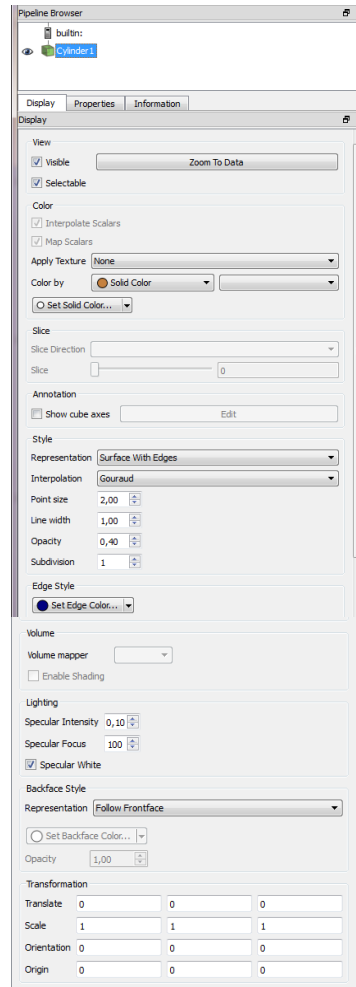
**Camera Redo:** same as above but for camera views changes



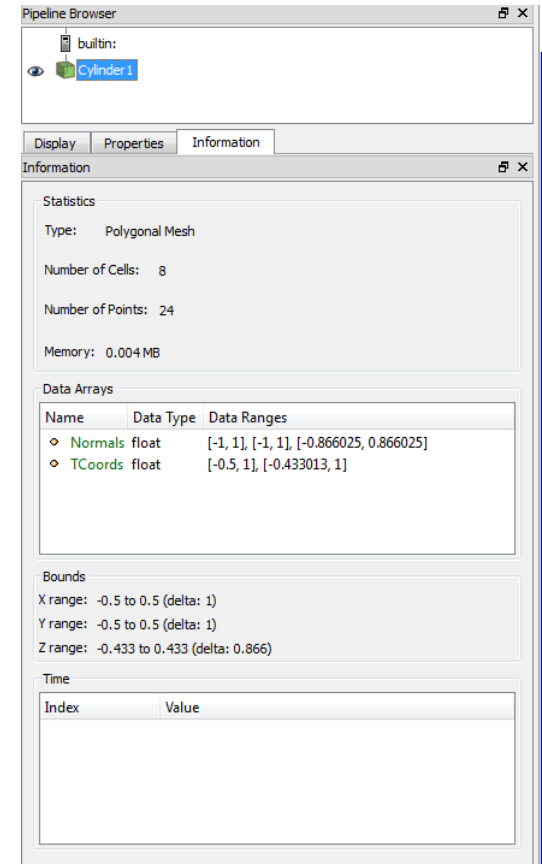
# Main objects menu



Properties



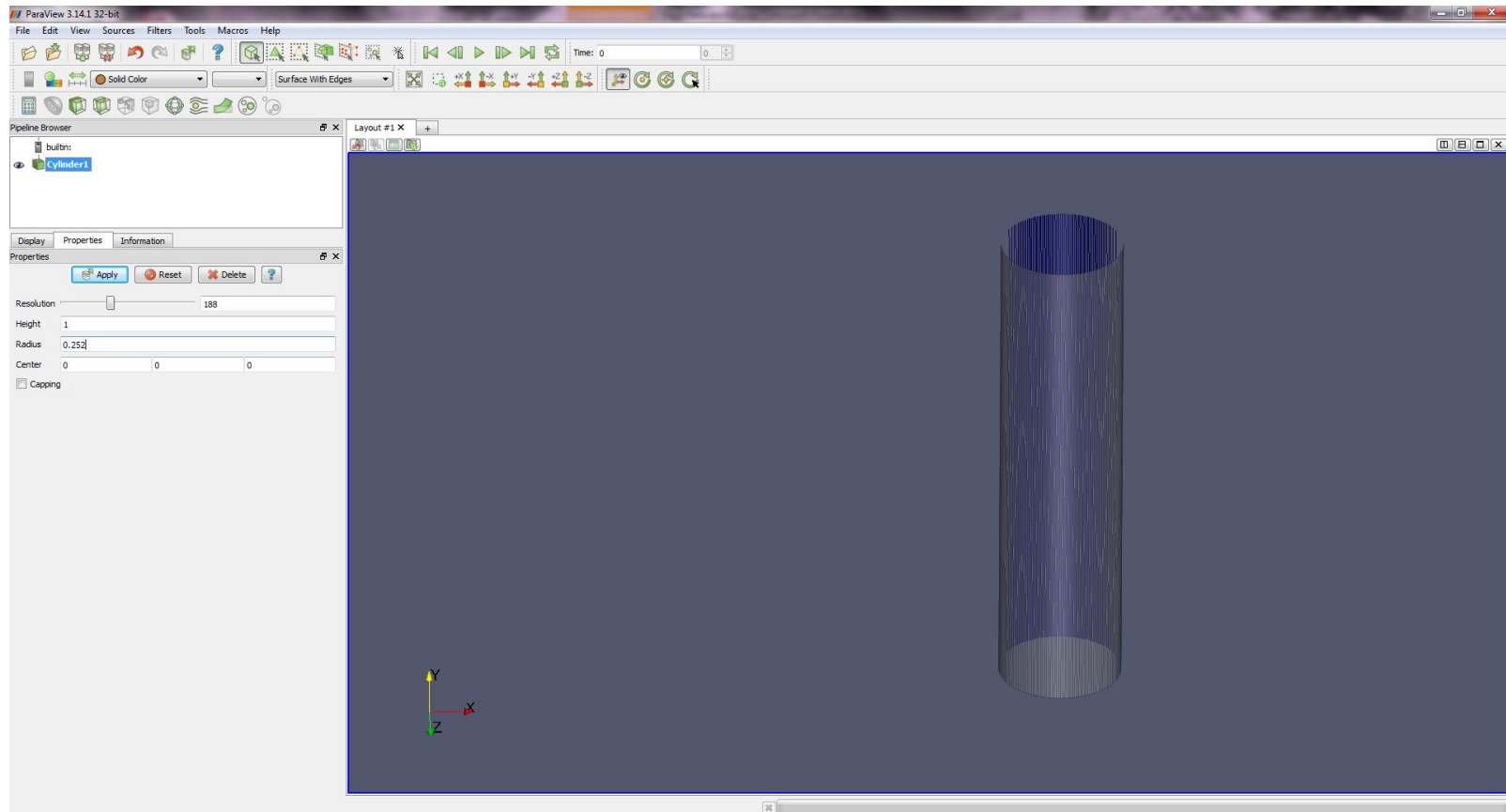
Display



Informations



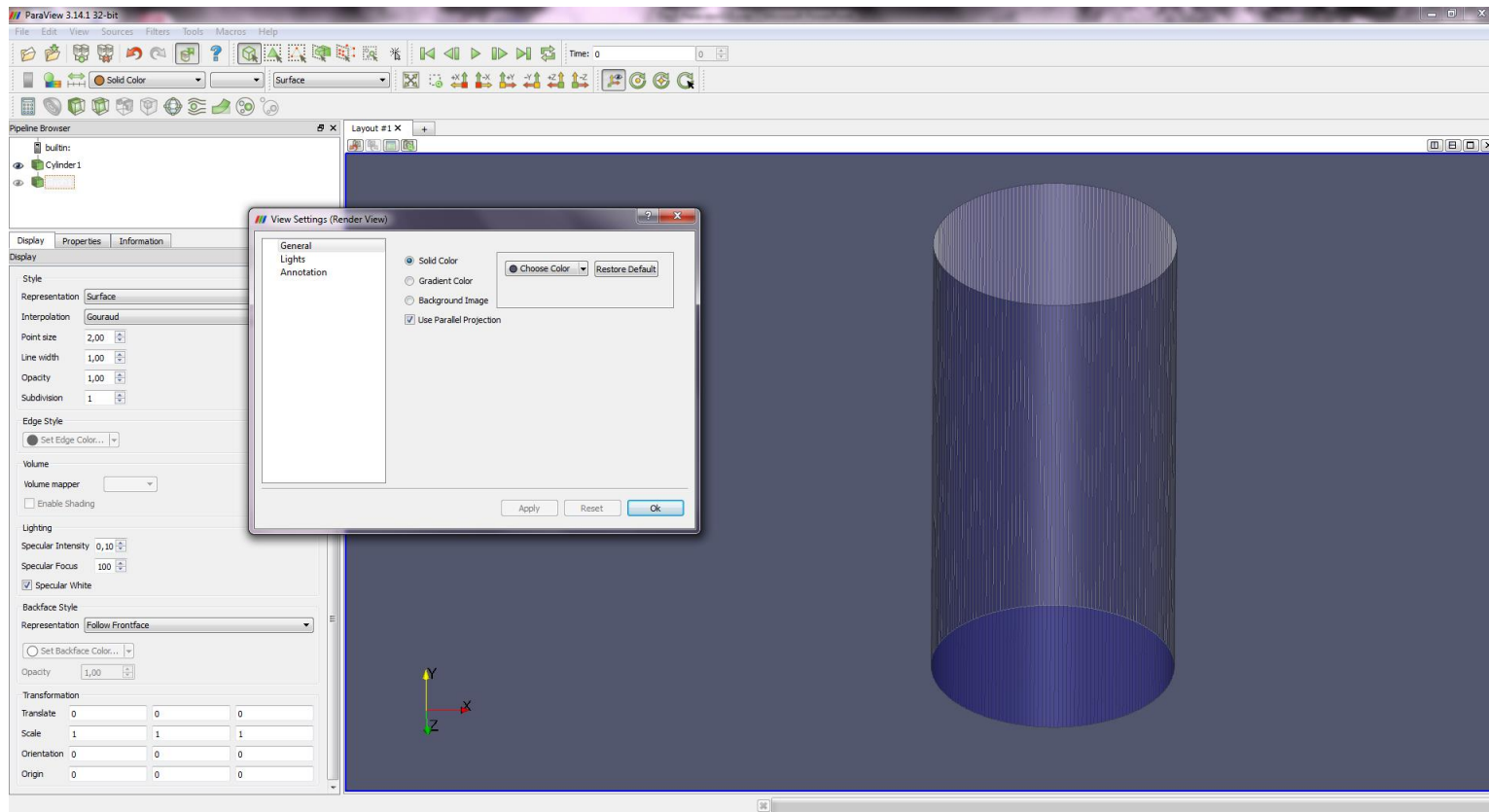
# Change object properties





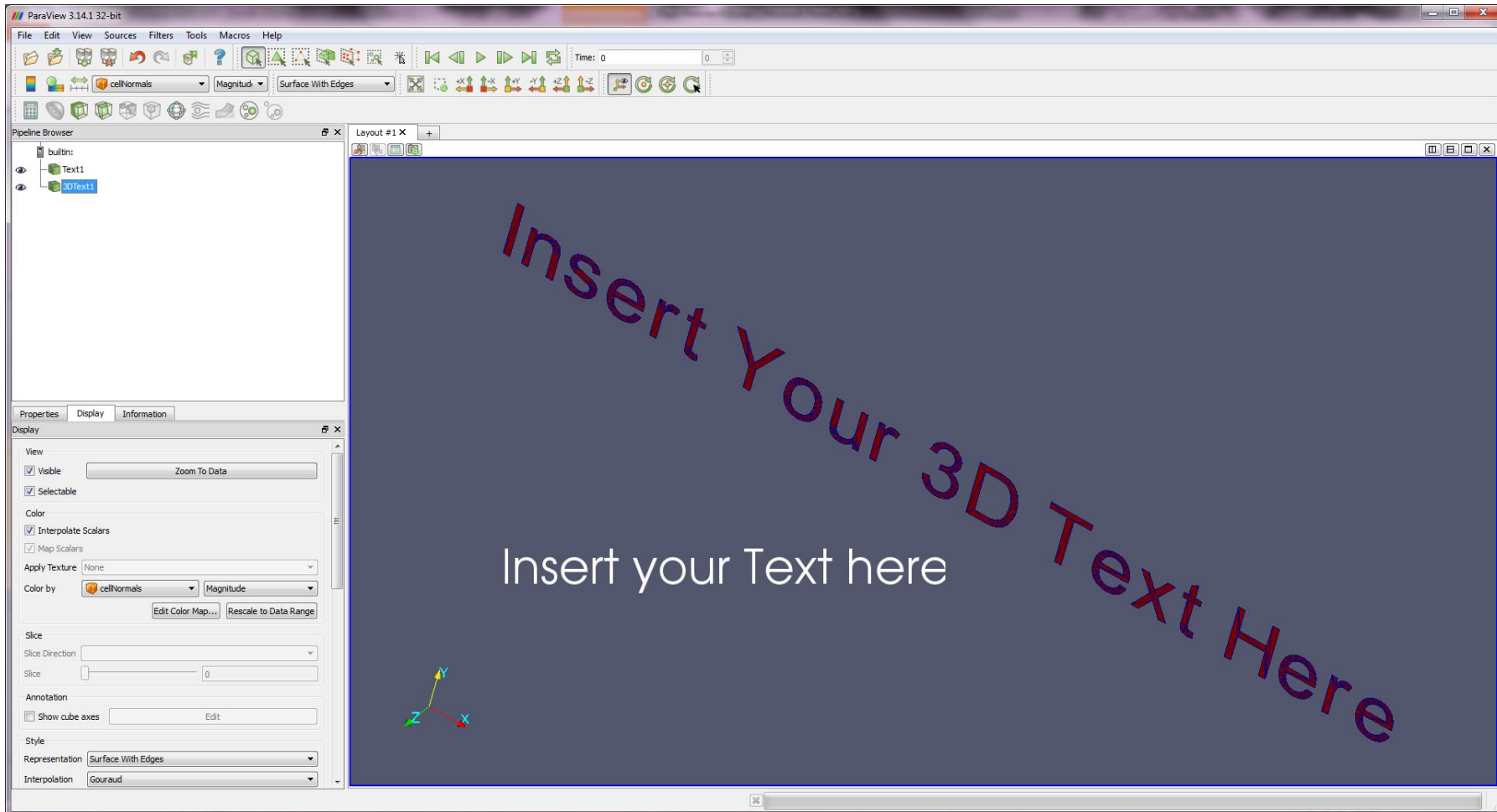
# Display

Play with different display options for this object.





# Text annotation





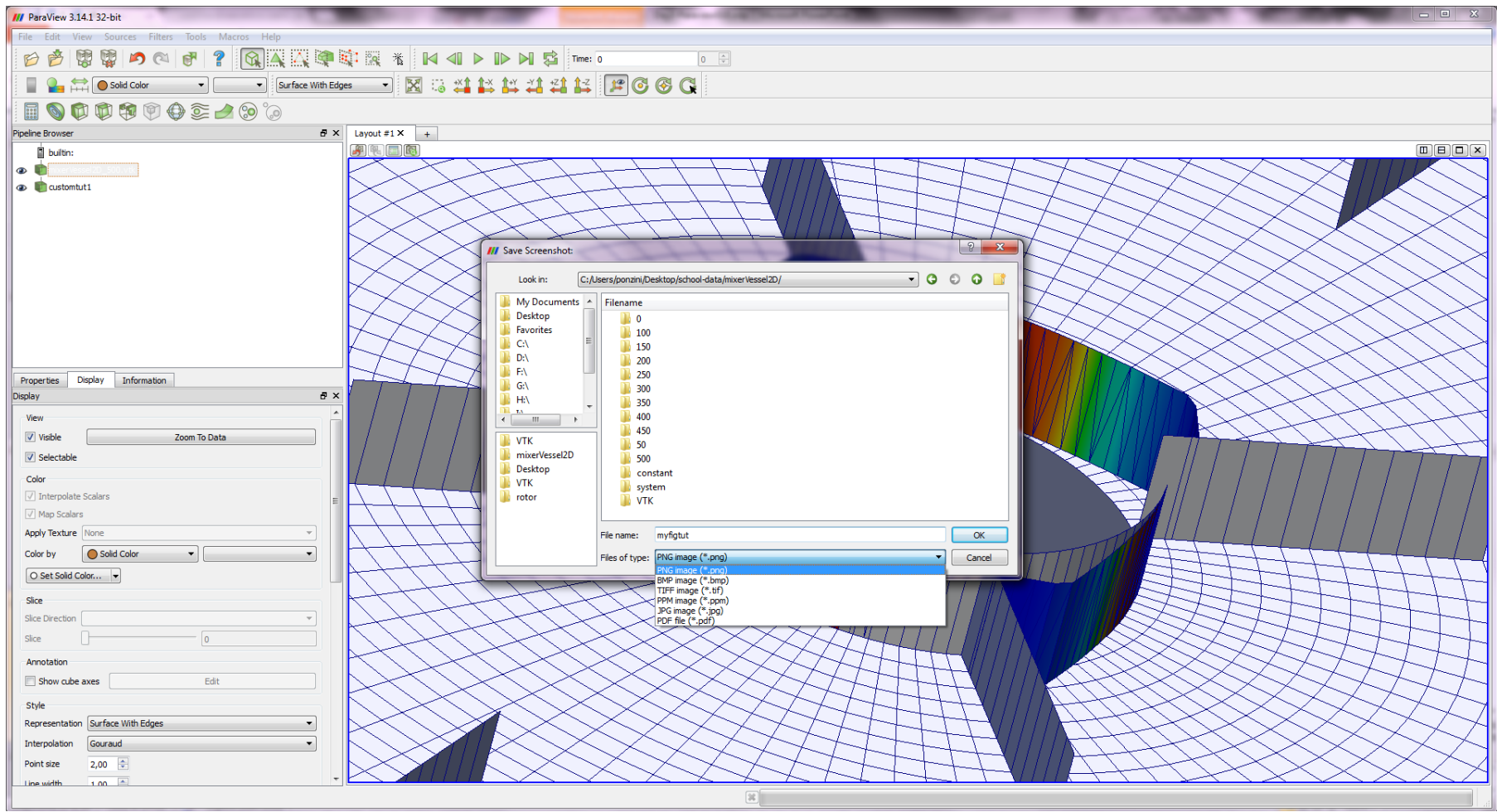
# Views Management

The screenshot displays the ParaView 3.14.1 32-bit interface. The main window shows a 3D visualization of a cube with a coordinate system (X, Y, Z). Two dialog boxes are open over the main view:

- Adjust Camera**: This dialog allows for camera configuration. It includes sections for Views (Standard and Custom), Configuration (Center of Rotation, Reset Center of Rotation When Camera is Reset), Camera Positions (Position, Focal Point, View Up, View Angle), and Apply Manipulation (Roll, Elevation, Azimuth).
- Configure custom view buttons**: This dialog allows for assigning tool tips to custom view buttons. It contains a table with columns for Button, Tool Tip, and Assign.

Button	Tool Tip	Assign
1	Current View 1	current view
2	Current View 2	current view
3	not configured.	current view
4	not configured.	current view

# Save figure







# Loading data

## ParaView Data (.pvd)

VTK (.vtp, .vtu, .vti, .vts, .vtr)

## VTK Legacy (.vtk)

VTK Multi Block (.vtm, .vtmb, .vtmg, .vthd, .vthb)

Partitioned VTK (.pvtu, .pvti, .pvts, .pvtr)

ADAPT (.nc, .cdf, .elev, .ncd)

ANALYZE (.img, .hdr)

ANSYS (.inp)

AVS UCD (.inp)

BOV (.bov)

BYU (.g)

CAM NetCDF (.nc, .ncdf)

CCSM MTSD (.nc, .cdf, .elev, .ncd)

CCSM STSD (.nc, .cdf, .elev, .ncd)

CEAucd (.ucd, .inp)

CMAT (.cmat)

CML (.cml)

CTRL (.ctrl)

Chombo (.hdf5, .h5)

Claw (.claw)

Comma Separated Values (.csv)

Cosmology Files (.cosmo, .gad-get2)

Curve2D (.curve, .ultra, .ult, .u)

DDCMD (.ddcmd)

Digital Elevation Map (.dem)

Dyna3D(.dyn)

## EnSight (.case, .sos)

Enzo boundary and hierarchy

ExodusII (.g, .e, .exe, .ex2, .ex2v., etc)

ExtrudedVol (.exvol)

FVCOM (MTMD, MTSD, Particle, STSD)

Facet Polygonal Data

Flash multiblock les

## Fluent Case Files (.cas)

GGCM (.3df, .mer)

GTC (.h5)

GULP (.trg)

Gadget (.gadget)

Gaussian Cube File (.cube)

JPEG Image (.jpg, .jpeg)

LAMPPS Dump (.dump)

LAMPPS Structure Files

LODI (.nc, .cdf, .elev, .ncd)

LODI Particle (.nc, .cdf, .elev, .ncd)

LS-DYNA (.k, .lsdyna, .d3plot, .d3plot)

M3DCl (.h5)

MFIX Unstructured Grid (.RES)

MM5 (.mm5)

MPAS NetCDF (.nc, .ncdf)

Meta Image (.mhd, .mha)

Miranda (.mir, .raw)

Multilevel 3d Plasma (.m3d, .h5)

SAMRAI (.samrai)

SAR (.SAR, .sar)

SAS (.sasgeom, .sas, .sasdata)

SESAME Tables

SLAC netCDF mesh and mode data

SLAC netCDF particle data

Silo (.silo, .pdb)

Spherical (.spherical, .sv)

SpyPlot CTH

SpyPlot Case (.case)

SpyPlot History (.hscsth)

Stereo Lithography (.stl)

TFT Files

TIFF Image Files

TSurf Files

Tecplot ASCII (.tec, .tp)

Tecplot Binary (.plt)

Tetrad (.hdf5, .h5)

UNIC (.h5)

VASP CHGCA (.CHG)

VASP OUT (.OUT)

VASP POSTCAR (.POS)

VPIC (.vpc)

VRML (.wrl)

Velodyne (.vld, .rst)

VizSchema (.h5, .vsh5)

Wavefront Polygonal Data (.obj)

WindBlade (.wind)

XDMF and hdf5 (.xmf, .xdmf)

XMol Molecule

NASTRAN (.nas, .f06)

Nek5000 Files

Nrrd Raw Image (.nrrd, .nhrd)

## OpenFOAM Files (.foam)

PATRAN (.neu)

PFLOTRAN (.h5)

PLOT2D (.p2d)

PLOT3D (.xyz, .q, .x, .vp3d)

PLY Polygonal File Format

PNG Image Files

POP Ocean Files

ParaDIS Files

Phasta Files (.pht)

Pixie Files (.h5)

ProSTAR (.cel, .vrt)

Protein Data Bank (.pdb, .ent, .pdb)

Raw Image Files

Raw NRRD image les (.nrrd)





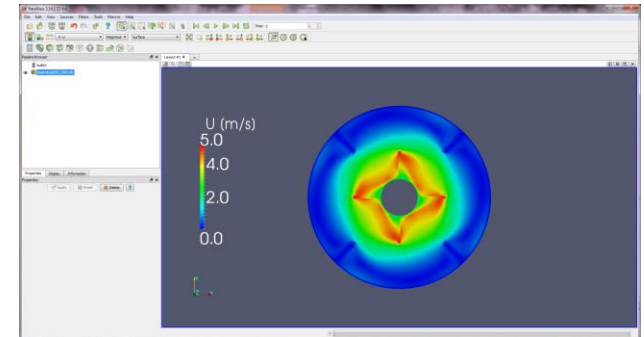
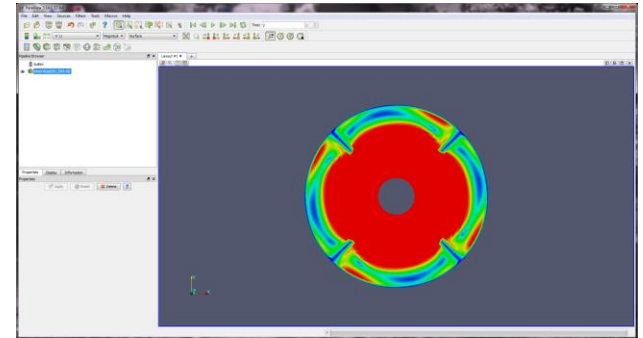
## Loading your data (no filtering)

- Load the data file provided for the school.
- Inspect available variables and ranges.
- Adjust view and display settings as learned above.
- Adjust representation and coloring
- Adjust text and legend



## U field

- Select surface view + U magnitude
- Scale the data range
- Show label and colorbar
- Add a text to your scene and manage
- Change legend dimensions, format, position and range
- Save an image





END OF PART A



# Filters

**Calculator** Evaluates a user-defined expression on a per-point or per-cell basis.

**Contour** Extracts the points, curves, or surfaces where a scalar field is equal to a user-defined value. This surface is often also called an iso-surface.

**Clip** Intersects the geometry with a half space. The effect is to remove all the geometry on one side of a user-defined plane.

**Slice** Intersects the geometry with a plane. The effect is similar to clipping except that all that remains is the geometry where the plane is located.

**Threshold** Extracts cells that lie within a specified range of a scalar-field.

**Extract Subset** Extracts a subset of a grid by defining either a volume of interest or a sampling rate.

**Glyph** Places a glyph, a simple shape, on each point in a mesh. The glyphs may be oriented by a vector and scaled by a vector or scalar.

**Stream Tracer** Seeds a vector field with points and then traces those seed points through the (steady state) vector field.

**Warp (vector)** Displaces each point in a mesh by a given vector field.

**Group Datasets** Combines the output of several pipeline objects into a single multi-block data set.

**Extract Level** Extract one or more items from a multi block data set.



# Other Filters

**Recent** The list of most recently used filters sorted with the most recently used filters on top.

**AMR** A set of filters designed specifically for data in an adaptive mesh refinement (AMR) structure.

**CTH** Filters used to process results from a CTH simulation.

**Common** The most common filters. This is the same list of filters available in the filters toolbar and listed previously.

**Cosmology** This contains filters developed at LANL for cosmology research.

**Data Analysis** The filters designed to retrieve quantitative values from the data. These filters compute data on the mesh, extract elements from the mesh, or plot data.

**Material Analysis** Filters for processing data from volume fractions of materials.

**Statistics** This contains filters that provide descriptive statistics of data, primarily in tabular form.

**Temporal** Filters that analyze or modify data that changes over time. All filters can work on data that changes over time because they are executed on each time snapshot. However, filters in this category will introspect the available time extents and examine how data changes over time.

**Alphabetical** An alphabetical listing of all the filters available. If you are not sure where to find a particular filter, this list is guaranteed to have it. There are also many filters that are not listed anywhere but in this list.

# Other Filters



**Filters** Tools Macros Help

Search... Ctrl+Space

- Recent
- Common
- Cosmology
- Data Analysis
- Material Analysis
- Statistics
- Temporal
- Alphabetical

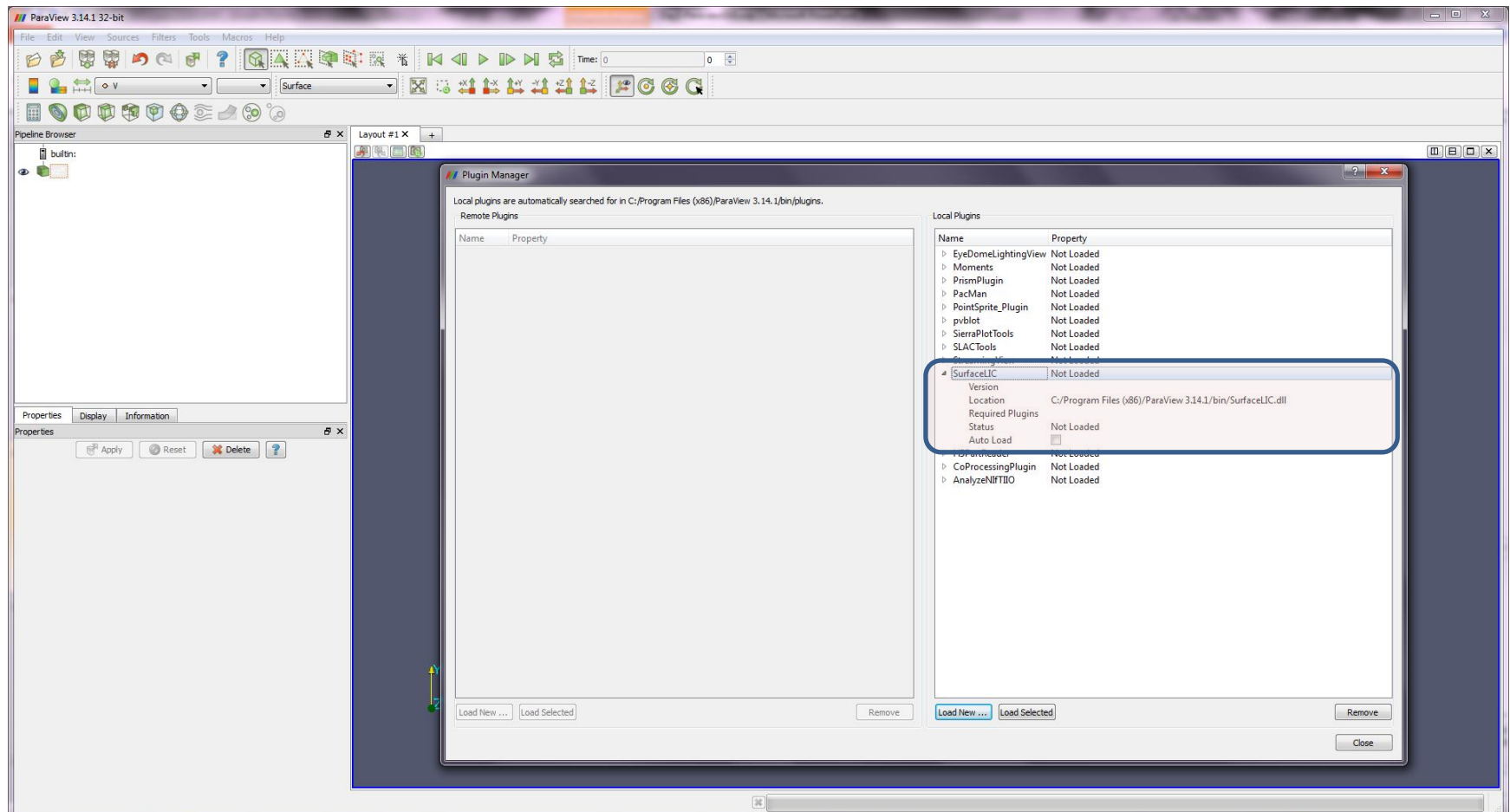
<ul style="list-style-type: none"> <li>AMR Contour</li> <li>AMR Dual Clip</li> <li>Annotate Time Filter</li> <li>Append Attributes</li> <li>Append Datasets</li> <li>Append Geometry</li> <li>Block Scalars</li> <li>Calculator</li> <li>Cell Centers</li> <li>Cell Data to Point Data</li> <li>Clean</li> <li>Clean Cells to Grid</li> <li>Clean to Grid</li> <li>Clip</li> <li>Clip Closed Surface</li> <li>Clip Generic Dataset</li> <li>Compute Derivatives</li> <li>Connectivity</li> <li>Contingency Statistics</li> <li>Contour</li> <li>Contour Generic Dataset</li> <li>Curvature</li> <li>D3</li> <li>Decimate</li> <li>Delaunay 2D</li> <li>Delaunay 3D</li> <li>Descriptive Statistics</li> <li>Elevation</li> <li>Extract AMR Blocks</li> <li>Extract Block</li> <li>Extract CTH Parts</li> <li>Extract Cells By Region</li> <li>Extract Edges</li> <li>Extract Generic Dataset Surface</li> <li>Extract Level</li> <li>Extract Selection</li> <li>Extract Subset</li> <li>Extract Surface</li> <li>FFT Of Selection Over Time</li> <li>FOF/SOD Halo Finder</li> <li>Feature Edges</li> <li>Gaussian Resampling</li> <li>Generate Ids</li> <li>Generate Quadrature Points</li> <li>Generate Quadrature Scheme Dictionary</li> <li>Generate Surface Normals</li> <li>Glyph</li> <li>Glyph With Custom Source</li> </ul>	<ul style="list-style-type: none"> <li>Gradient</li> <li>Gradient Of Unstructured DataSet</li> <li>Grid Connectivity</li> <li>Group Datasets</li> <li>Histogram</li> <li>Image Data to Point Set</li> <li>Integrate Variables</li> <li>Interpolate to Quadrature Points</li> <li>Intersect Fragments</li> <li>Iso Volume</li> <li>K Means</li> <li>Level Scalars</li> <li>Linear Extrusion</li> <li>Loop Subdivision</li> <li>Mask Points</li> <li>Material Interface Filter</li> <li>Median</li> <li>Merge Blocks</li> <li>Mesh Quality</li> <li>Multicorrelative Statistics</li> <li>Normal Glyphs</li> <li>Octree Depth Limit</li> <li>Octree Depth Scalars</li> <li>Outline</li> <li>Outline Corners</li> <li>Outline Curvilinear DataSet</li> <li>Particle Pathlines</li> <li>ParticleTracer</li> <li>Plot Data</li> <li>Plot Global Variables Over Time</li> <li>Plot On Intersection Curves</li> <li>Plot On Sorted Lines</li> <li>Plot Over Line</li> <li>Plot Selection Over Time</li> <li>Point Data to Cell Data</li> <li>Principal Component Analysis</li> <li>Probe Location</li> <li>Process Id Scalars</li> <li>Programmable Filter</li> <li>Python Calculator</li> <li>Quadric Clustering</li> <li>Random Vectors</li> <li>Rectilinear Data to Point Set</li> <li>Rectilinear Grid Connectivity</li> <li>Reflect</li> <li>Resample With Dataset</li> <li>Ribbon</li> <li>Rotational Extrusion</li> </ul>	<ul style="list-style-type: none"> <li>Scatter Plot</li> <li>Shrink</li> <li>Slice</li> <li>Slice Generic Dataset</li> <li>Smooth</li> <li>Stream Tracer</li> <li>Stream Tracer For Generic Datasets</li> <li>Stream Tracer With Custom Source</li> <li>Subdivide</li> <li>Surface Flow</li> <li>Surface Vectors</li> <li>Table To Points</li> <li>Table To Structured Grid</li> <li>Temporal Cache</li> <li>Temporal Interpolator</li> <li>Temporal Shift Scale</li> <li>Temporal Snap-to-Time-Step</li> <li>Temporal Statistics</li> <li>Tessellate</li> <li>Tetrahedralize</li> <li>Texture Map to Cylinder</li> <li>Texture Map to Plane</li> <li>Texture Map to Sphere</li> <li>Threshold</li> <li>Transform</li> <li>Triangle Strips</li> <li>Triangulate</li> <li>Tube</li> <li>Warp By Scalar</li> <li>Warp By Vector</li> <li>Youngs Material Interface</li> <li>box-and-del-and-iso-and-smooth</li> </ul>
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ation

Reset Delete ?



# Other customized filters



You will get an example of usage of the SurfaceLIC filter during the school



## Working with filters over data

Perform basic filtering on the data provided for the school

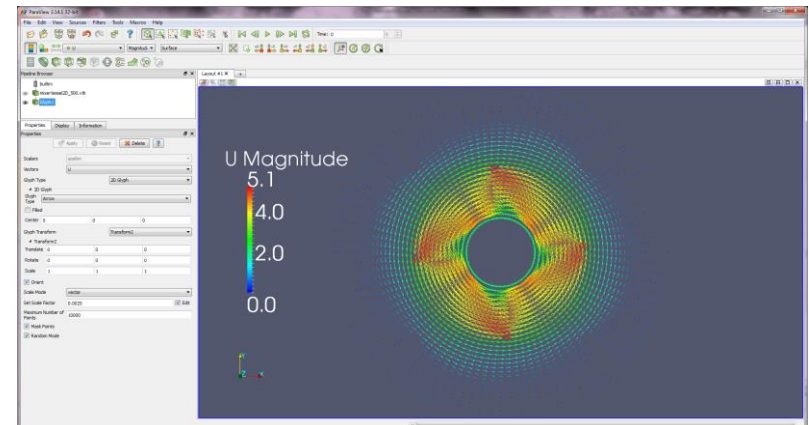
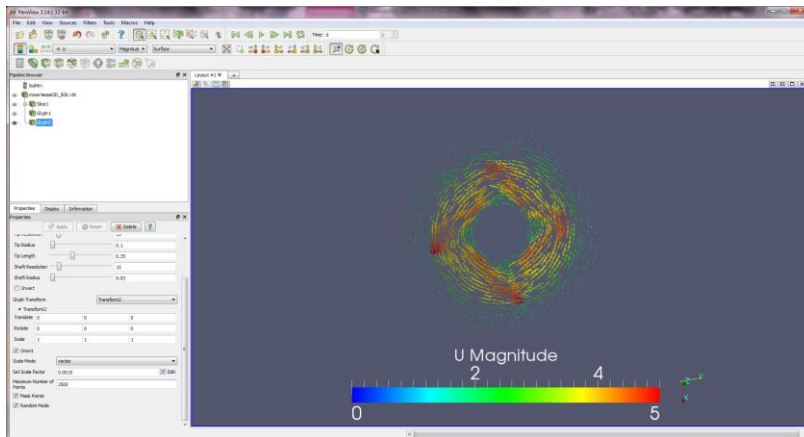
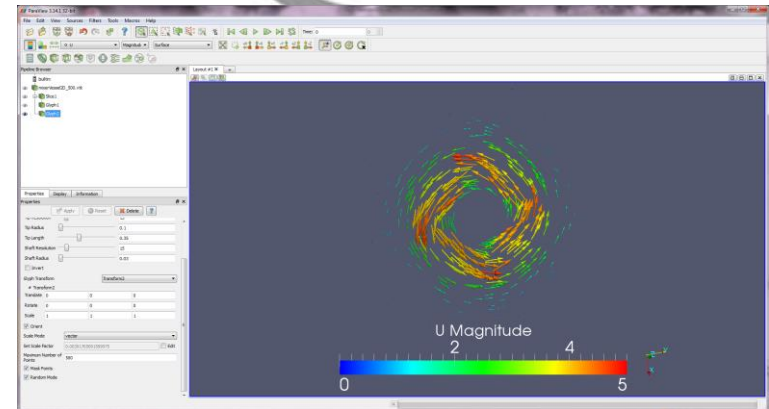
- Slicing
- Iso-surface
- Extract surface
- Clipping
- Vectors
- Streamlines





# Vectors Visualization

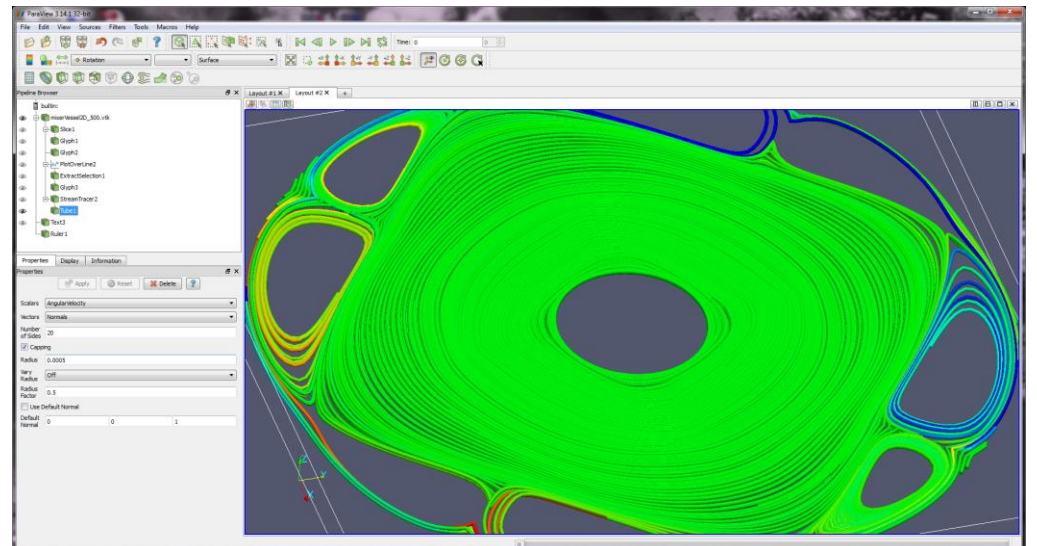
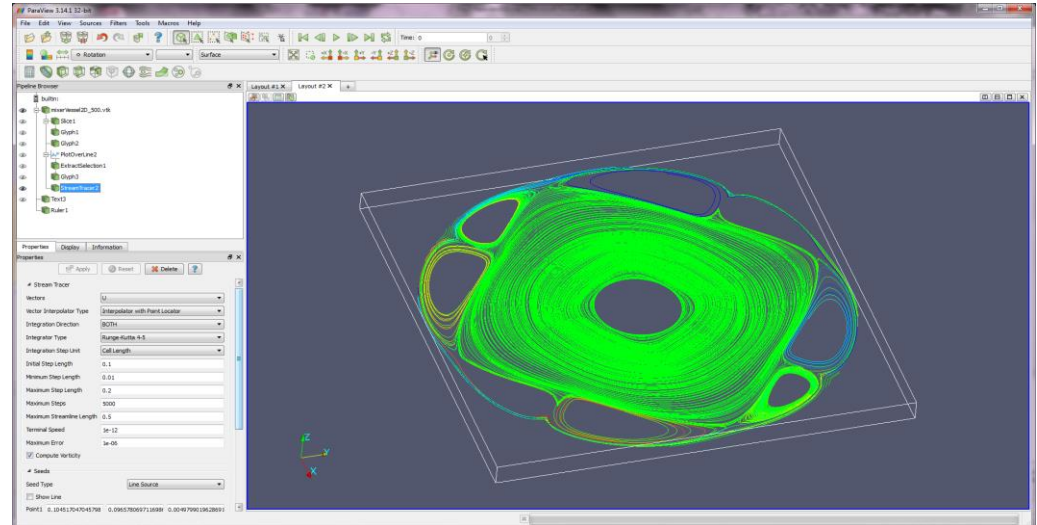
- Select filter for 3d vectors
- Select a slice normal to z axis
- Select 2d vectors on the slice
- Modify vectors aspects



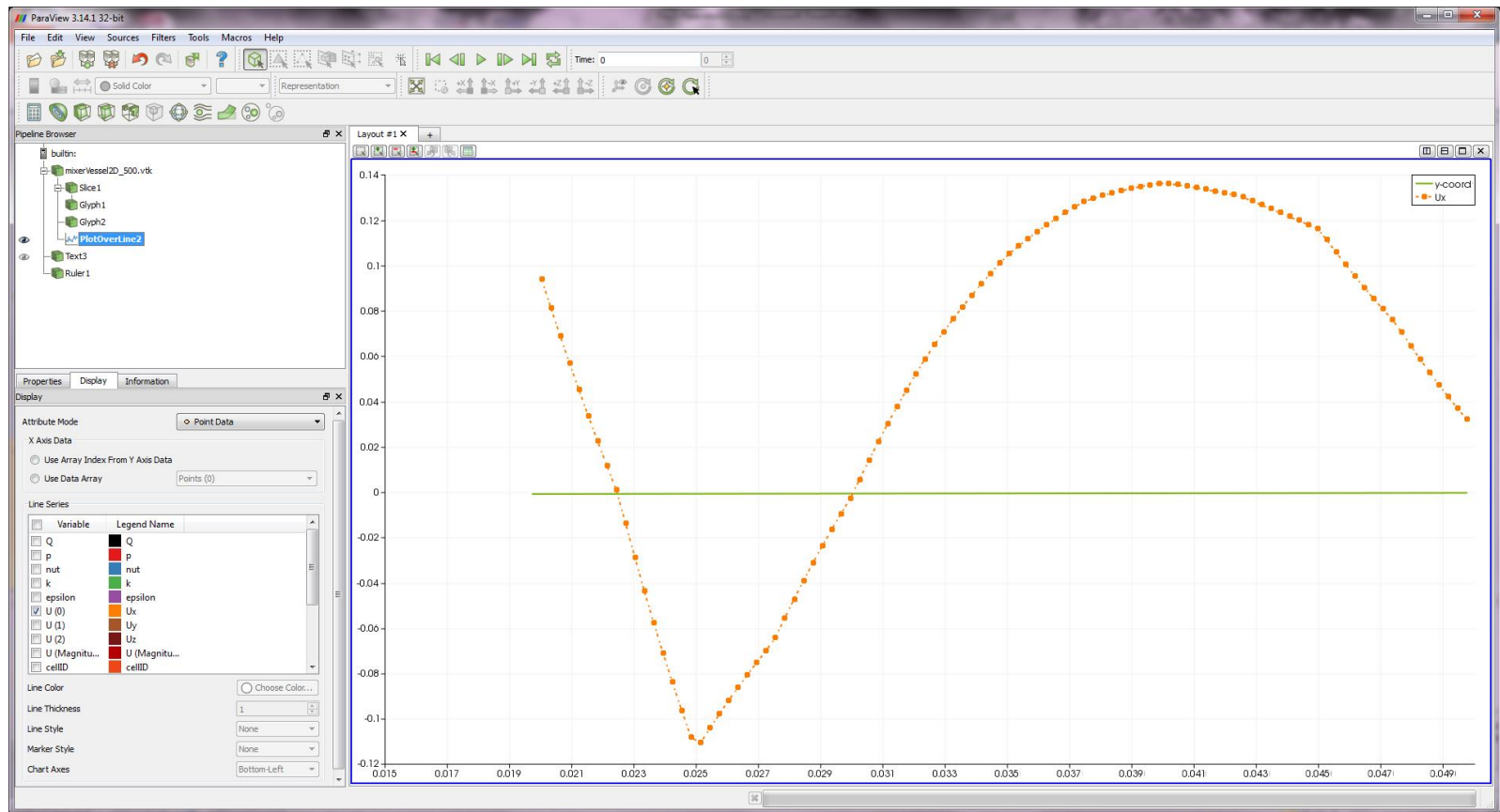


# Streamlines

- Insert streamlines by line
- Change stream properties
- Color by rotation
- Enhance streams using tubes



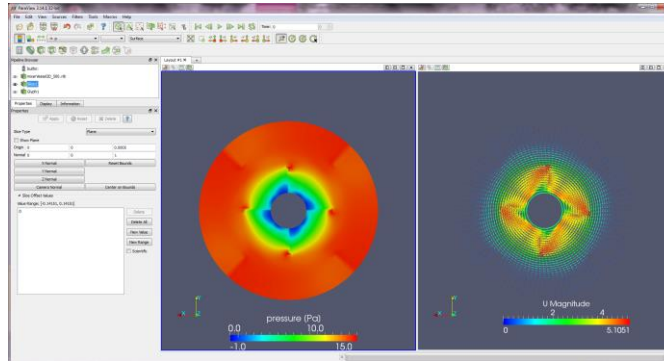
# Plotting



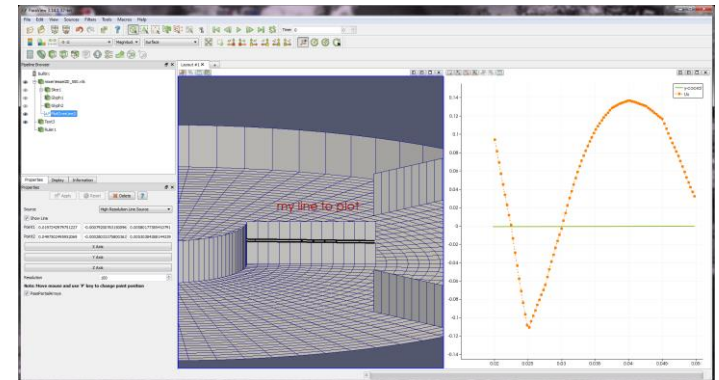


# Multiple views

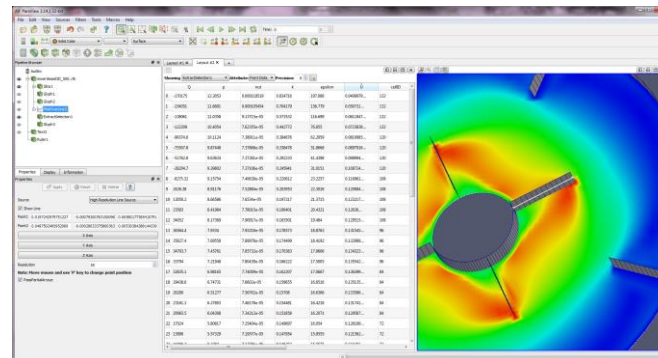
- 3d + 3d



- 3d + 2d



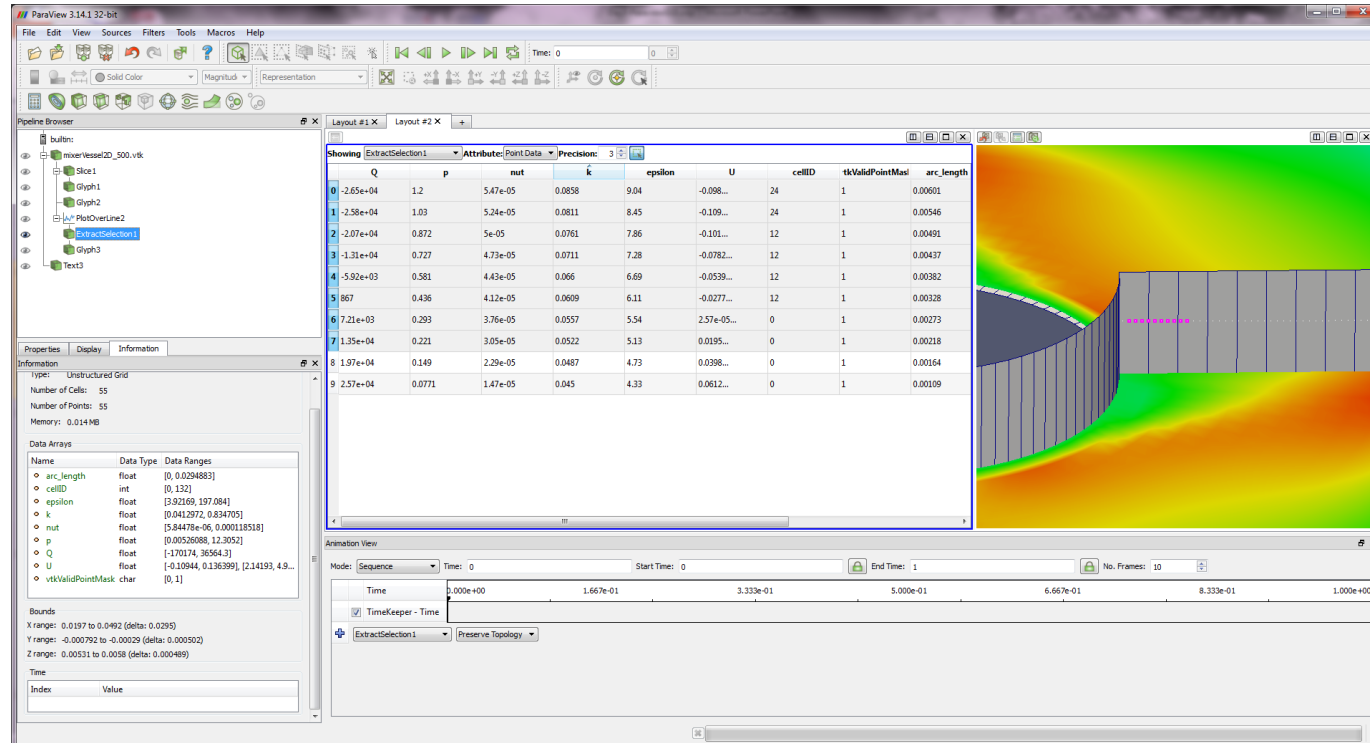
- 3d + table



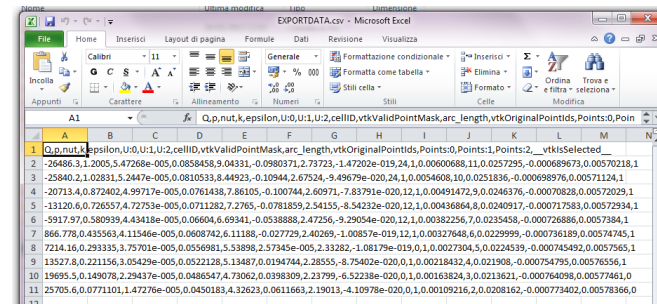
# Data selection/saving



- Select your data



- Save as csv





# Save a pipeline as a scene

Save the obtained pipeline a PV scene for future processing by loading the scene back into ParaView.

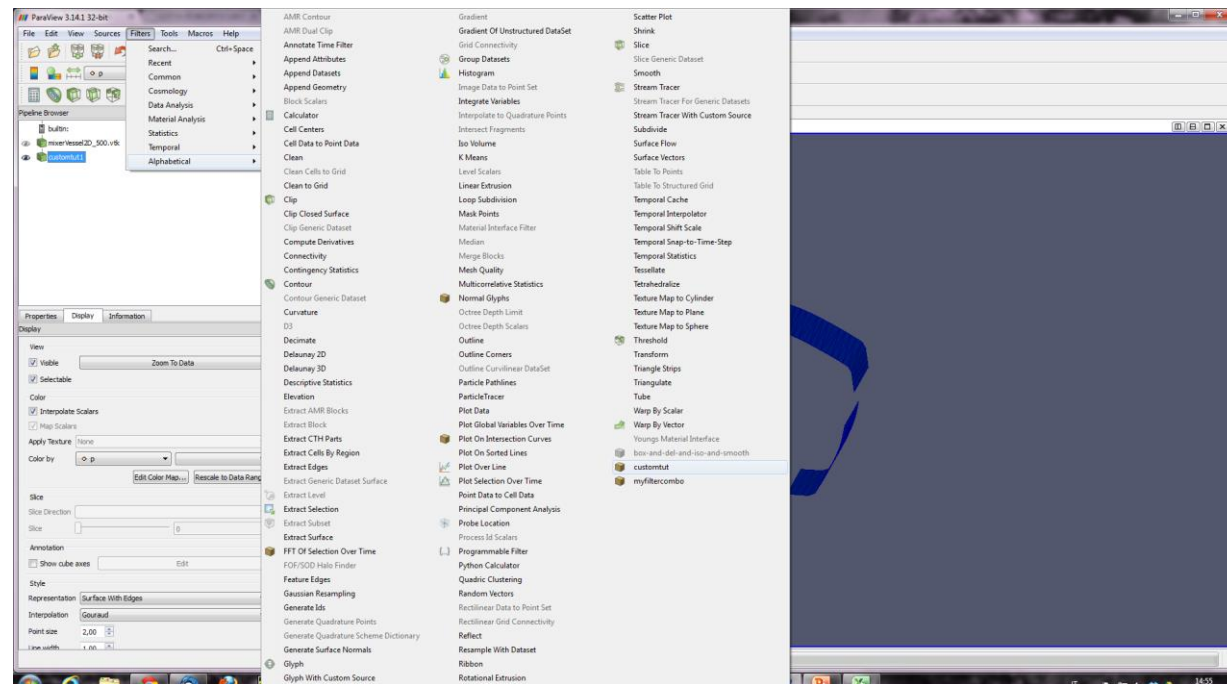
The screenshot shows the ParaView 3.14.1 32-bit interface. The Pipeline Browser on the left shows a pipeline starting with 'builtin:' followed by 'mixerVessel2D\_500.vtk', which is sliced and visualized with glyphs and a plot over line. The main view displays a table of data for 'ExtractSelection1' with columns for 'Q', 'p', 'nut', 'k', 'epsilon', 'U', 'cellID', 'tkValidPointMas', and 'arc\_ler'. A 'Save State File' dialog box is open in the foreground, showing the file path 'C:/Users/ponzini/Desktop/school-data/mixerVessel2D/' and a list of files including '0', '100', '150', '200', '250', '300', '350', '400', '450', '50', '500', 'constant', 'system', and 'VTK'. The file name is set to 'MYSTATE' and the file type is 'ParaView state file (\*.pvsm)'.

	Q	p	nut	k	epsilon	U	cellID	tkValidPointMas	arc_ler
0	-2.65e+04	1.2	5.47e-05	0.0858	9.04	-0.098...	24	1	0.00601
1	-2.58e+04	1.03	5.24e-05	0.0811	8.45	-0.109...	24	1	0.00546
2	-2.07e+04	0.872							
3	-1.31e+04	0.727							
4	-5.92e+03	0.581							
5	867	0.436							
6	7.21e+03	0.293							
7	1.35e+04	0.221							
8	1.97e+04	0.149							
9	2.57e+04	0.0771							



# Build and use a new filter from a pipeline

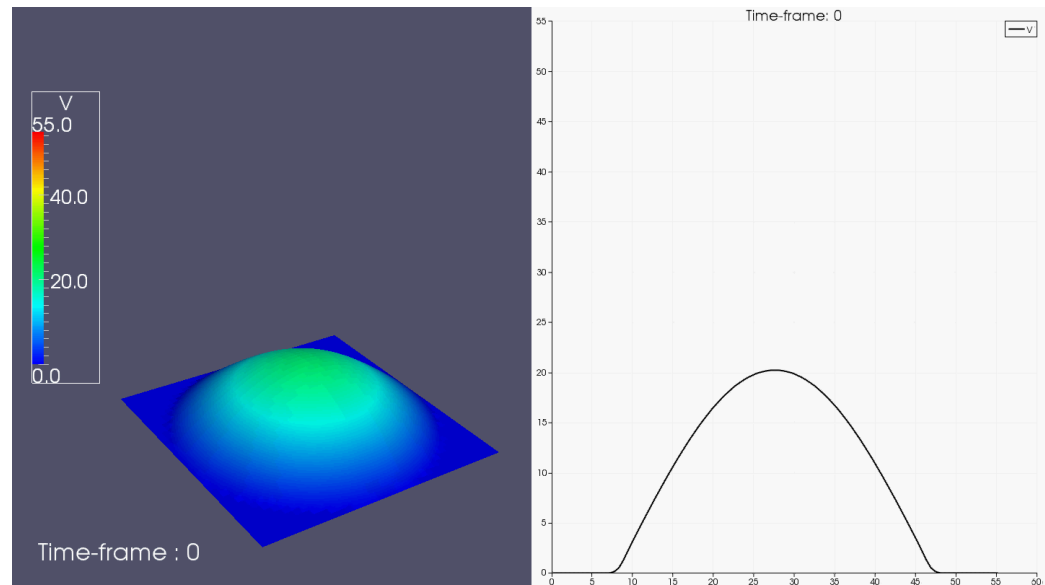
- Create a custom filter by grouping a pipeline
- Save the filter
- Close and re-load your custom filter





# Tutorial1

- Load the data provided for the tutorial
- Process the data to obtain:
  - ✓ Slice info
  - ✓ Contour plot
  - ✓ Warp on scalar
  - ✓ 2d lineplot
  - ✓ Animate over time
  - ✓ Save the animation







## Tutorial2

- Load the data provided for the tutorial
- Process the data to obtain:
  - ✓ Smaller dataset to process
  - ✓ Contour plot of iso-Q
  - ✓ Extract the isosurface
  - ✓ Smooth
  - ✓ Save the surface for future visualization
  - ✓ Color by velocity or pressure or both and compare
  - ✓ Build a filter that will do all the work in a single click
  - ✓ Add text and colorbar
  - ✓ Save meaningful visualizations

