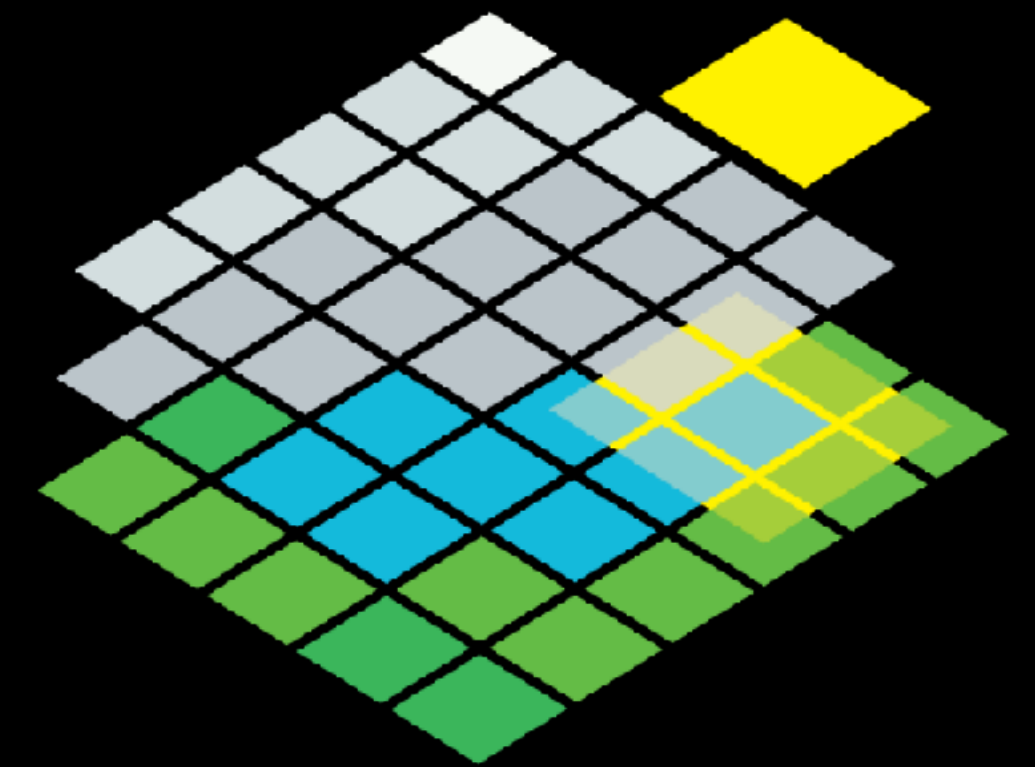
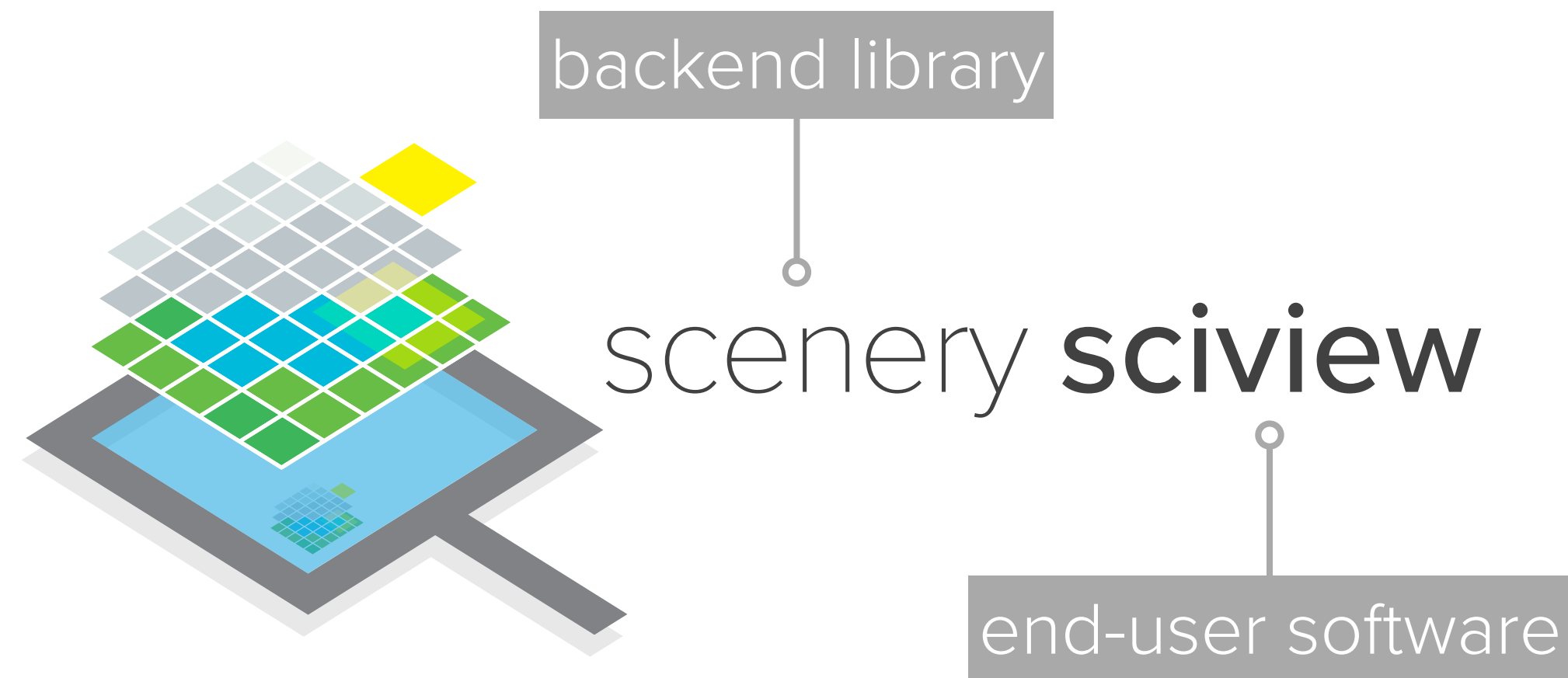


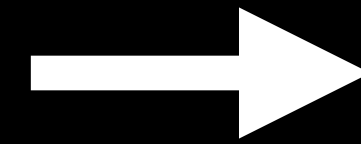
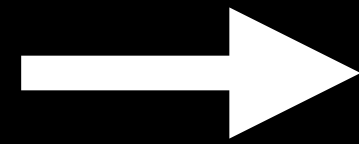
ulrik günther, mpi-cbg & csbd

scenery & sciview intro

dais learnathon 2018







rationale

intro



realtime visualisation of LSFM data

Fiji/KNIME plugin for visualising
volumetric data

realtime visualisation of LSFM data
& interaction

Fiji plugin (aka SciView) in
development

scenegraph-based visualisation of
volumetric *and* geometric data

tech

intro



+



behind the scenes

flexible renderer architecture — currently with OpenGL and Vulkan renderers, configurable, e.g. to switch between Forward and Deferred Rendering on the fly

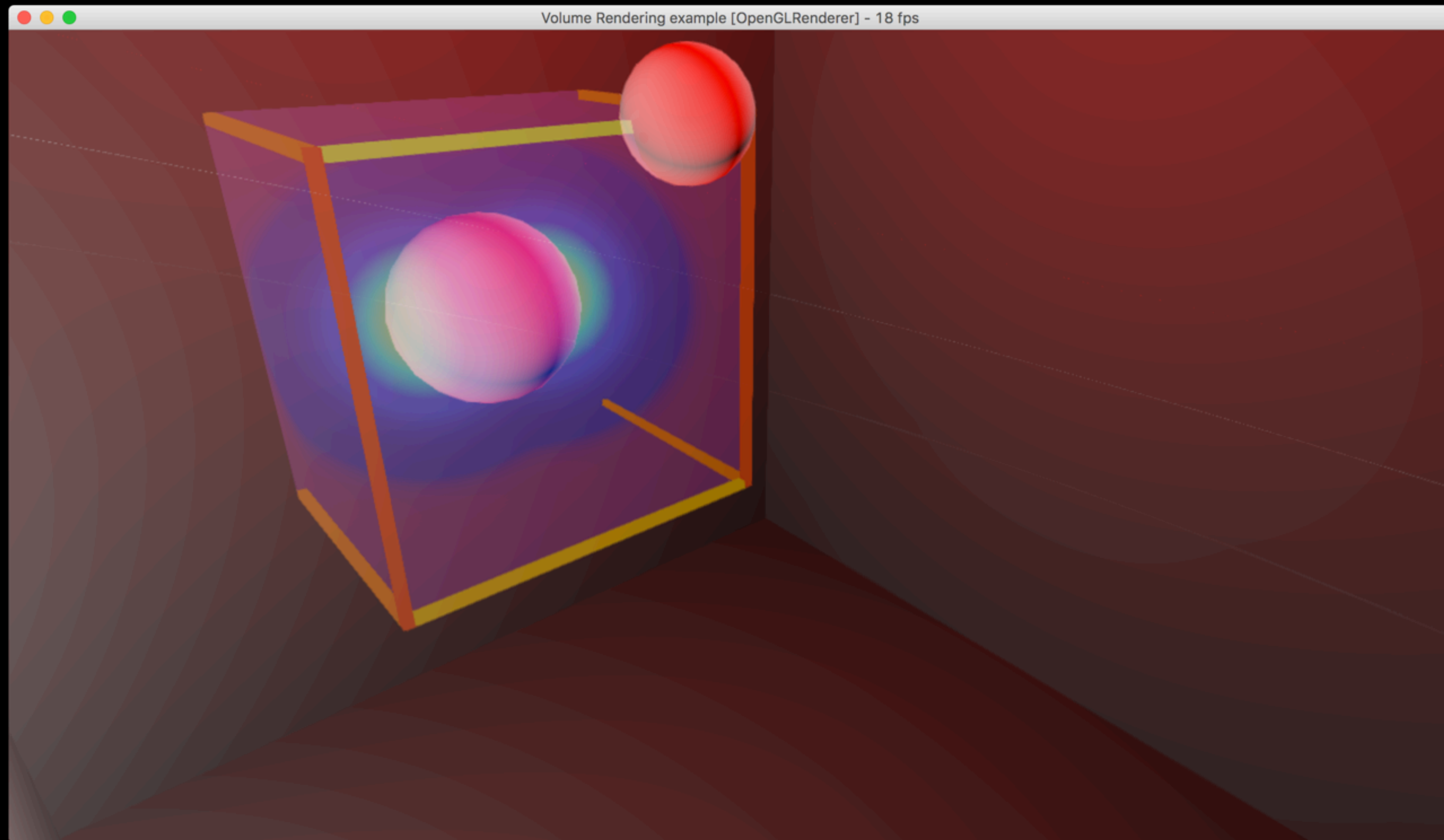
unified interface for VRPN* input devices — think gloves, joysticks, ...

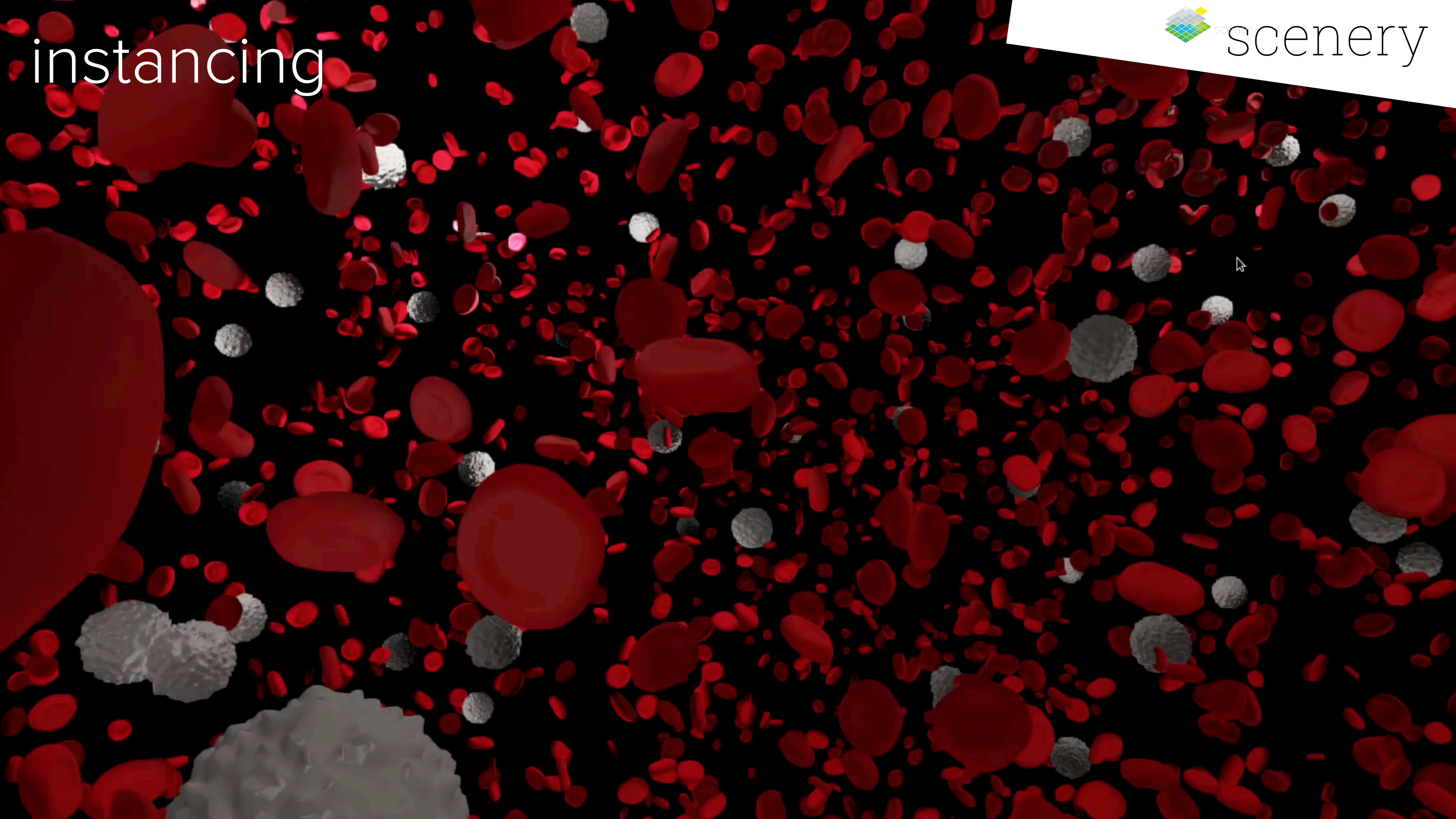
support for head-mounted VR goggles

support for CAVE systems

network-aware for clustering or use over networks

volumes & geometry

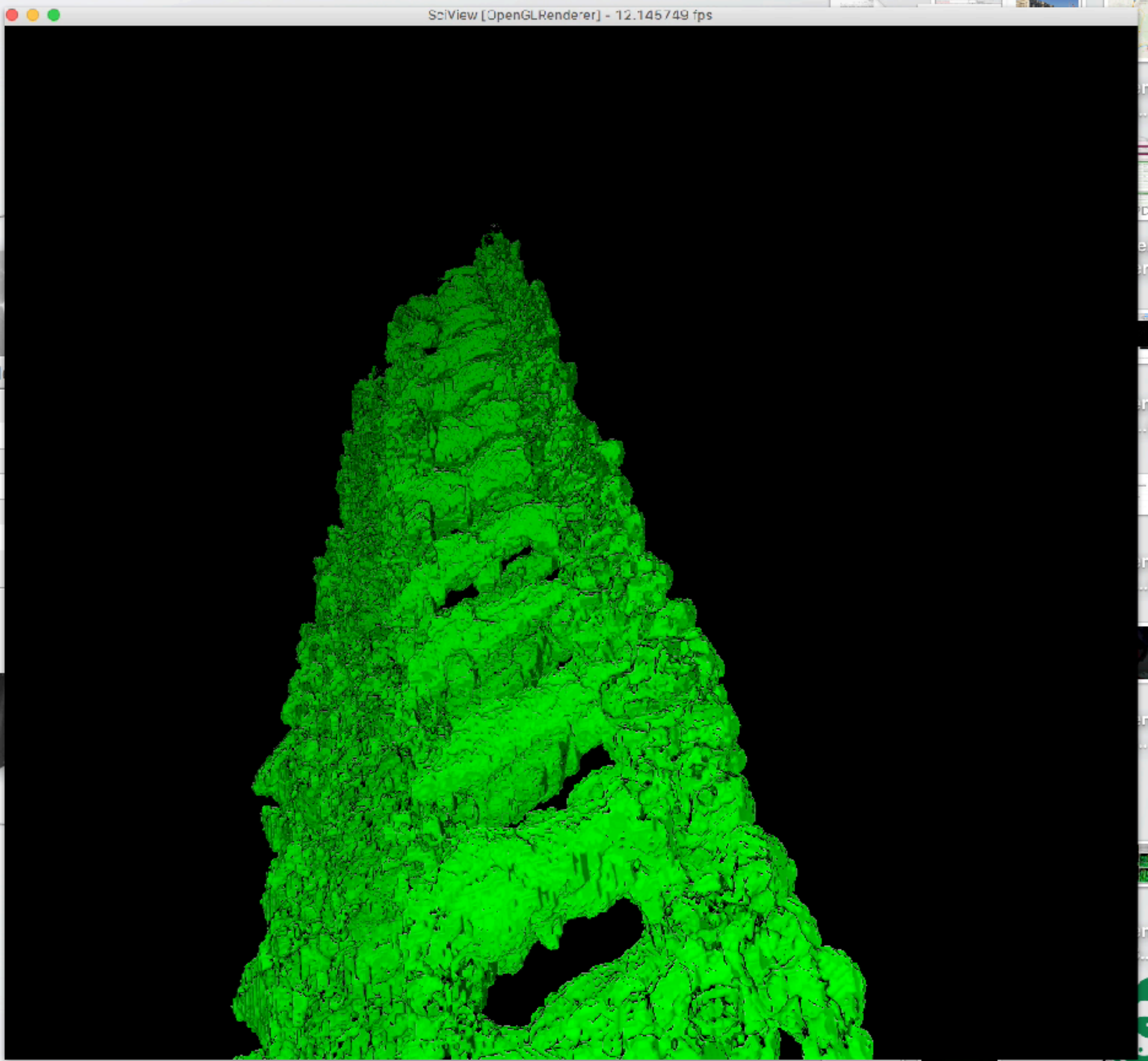
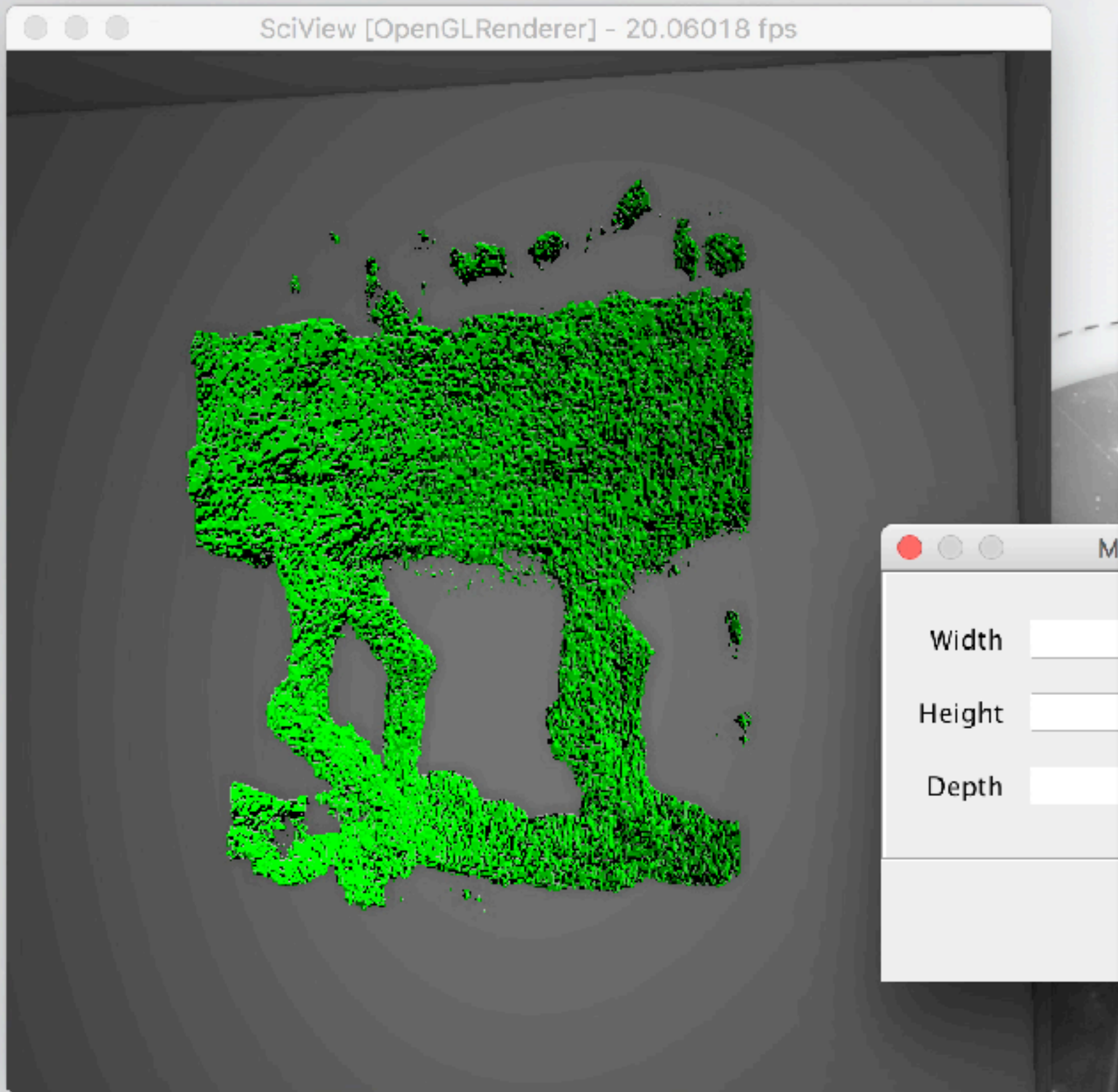
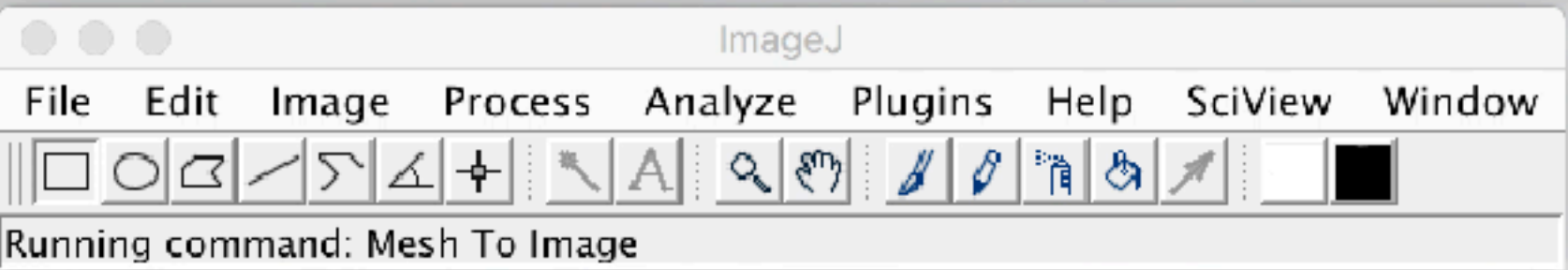




instancing

serious science™

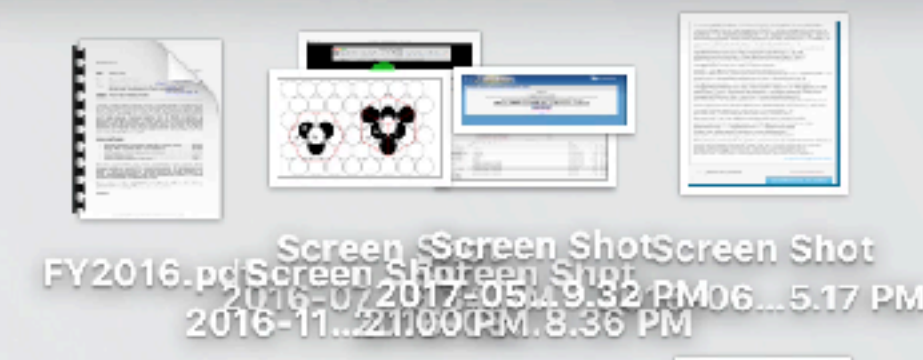




scenery **sciview**



with Kyle Harrington





HERE BE DRAGONS!

WELL, NOT REALLY. WE WERE JUST
TOO LAZY TO LIST THE HAZARDS, AND
THIS IS MORE ACCURATE THAN NOTHING AT ALL

let's get our hands dirty



please clone <https://github.com/skalarproduktraum/sciview-tutorial.git>