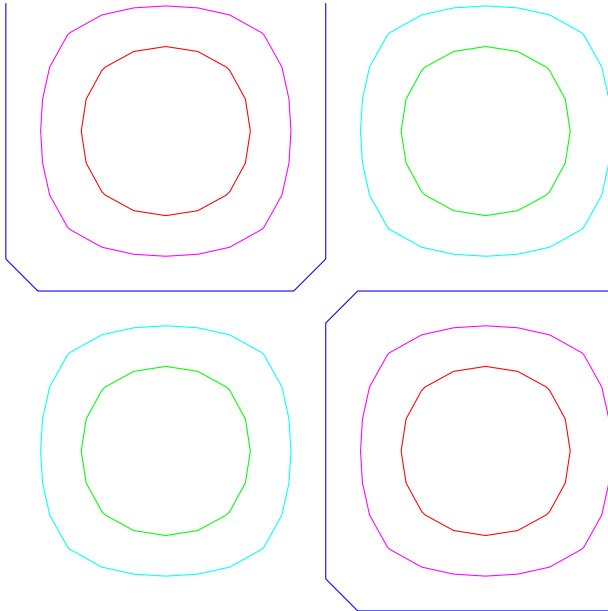


### MAT 5932 — Scientific Visualization – Lesson 3 – 4 Sept 1996

- Project 1 detailed algorithm – see handout from `contour1.tcl` (files in `~bellenot/m0/3D`).
- A first look at `tcl/tk` – `contour0.tcl` and `contour1.tcl`.
  1. Shells, strings and interpretive languages.
  2. Widgets and hierarchic names
  2. Interactive programs



- Chapter 1 of the Text Section 1.
  1. “*Scientific Visualization* is the formal name given to the field in computer science that encompasses user interface, data representation and processing algorithms, visual representations and other sensory presentation such as sound or touch. ” (From McCormick87).
  2. “*Data Visualization* is more general then scientific visualization. Data can come from outside science and engineering, like financial, marketing, or business data.”
  3. “*Information Visualization* World Wide Web and ...
- Section 2. Why Visualize. Lots of data how else can you deal with it. Back of the envelope calculations.
- Section 3. How visulization is different from computer graphics
  1. Dimension of data (Hmmm.. author claims  $\geq 3$ )
  2. data transformation. Data is repeatedly created and modified to enhance the meaning of data.
  3. Interactive, the human is in the loop, creating, transforming and viewing data.