Accelerated Volume Rendering on Structured Adaptive Meshes

vorgelegt von

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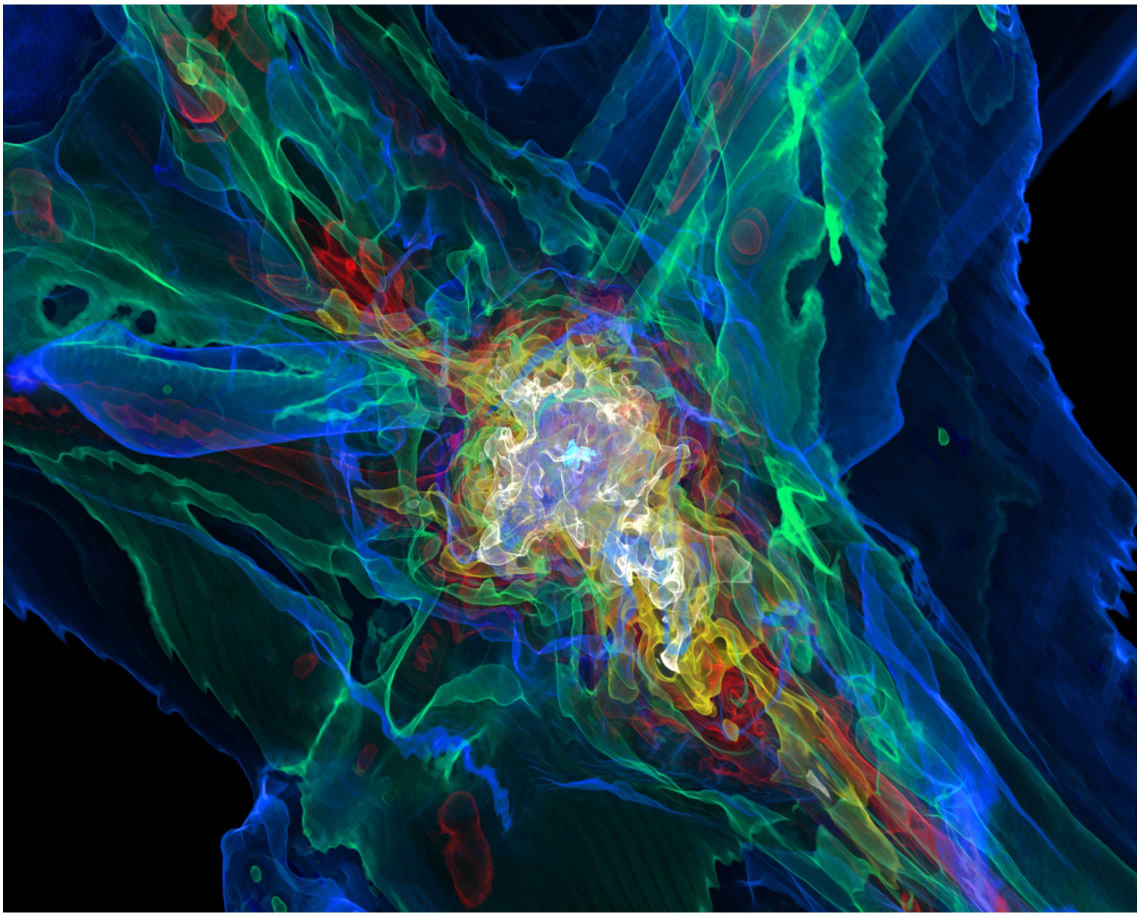

Volume Rendering of a cosmological adaptive mesh refinement (AMR) simulation. The semi-transparent shells depict areas of constant gas density inside a proto-galaxy. Since many length scales had to be considered to correctly model the physical phenomena, ranging form 18,000 light years to cover the galaxy down to several light hours, to resolve the evolving proto-star in the central region, adaptive techniques were indispensable. The simulation was carried out on a time-dependent structured AMR grid with up to 30 levels of refinement. *(dataset courtesy of T. Abel, Stanford University)*

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