

Accelerated Volume Rendering on Structured Adaptive Meshes

vorgelegt von

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Am Fachbereich Mathematik und Informatik
der Freien Universität Berlin
zur Erlangung des akademischen Grades
eines Doktors der Naturwissenschaften
eingereichte Dissertation

Februar 2005

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Datum der Disputation:

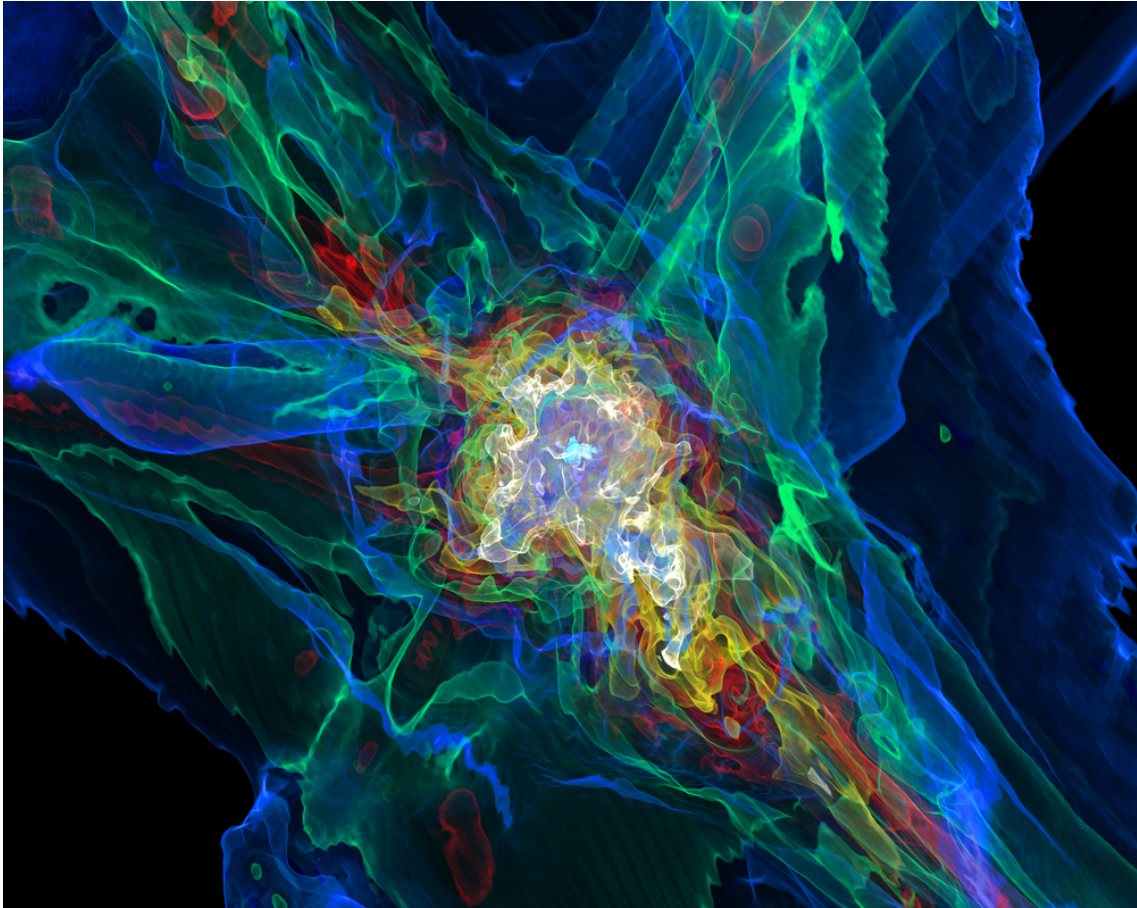
19. September 2005

Acknowledgments

The work described in this thesis has been carried out at the department of Scientific Visualization at the Zuse Institute Berlin (ZIB) in cooperation with the Max-Planck-Institute for Gravitational Physics (Albert-Einstein-Institute, AEI). First of all I would like to thank Prof. Dr. Dr. h. c. Peter Deuffhard and Hon. Prof. Hans-Christian Hege for the opportunity to graduate in the exciting and innovative field of scientific visualization. Without their support and encouragement this work would not have been possible.

I also thank Prof. Dr. Ed Seidel for his constant interest and motivation and for giving me the possibility to collaborate with several international research groups.

I would like to thank all members of the Scientific Visualization department at ZIB and the Numerical Relativity group at AEI for many fruitful and inspiring discussions. Special thanks deserves Dr. Detlev Stalling for sharing his knowledge and insight. Finally I thank Prof. Dr. Tom Abel for the inspiring cooperation and for providing his exciting datasets.



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 from 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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