

## map3d History and Concepts

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**NCRR** 

## map3d History

map3d

1990: First SGI, first GL, first map3d

1992/3: First papers:

- Visualization in Biomedical Computing 1992
- IEEE Visualization Conference 1992
- Visualizing Bioelectric Fields (Comp. Graphics and Appl.m 1993
- IEEE EMBS Conference, 1993

1999: Started conversion to OpenGL

2000: First OpenGL release: Version 5.0

2003: March 2003, Version 5.4





# Why map3d?

map3d

### Mapping: the driving application

- Spatiotemporal signals
- Electrophysiology of the heart

## **Graphics hardware and GL**

- Interactivity is essential
- GL is (was) simple





**NCRR** 

## Goals of map3d

#### Read

map3d

- Surface based geometries
- Multichannel time signals

#### Render

- Color coded maps of scalars
- Plots of time signals

#### **Provide**

- Interactive control
- Interrogation of data
- Presentation graphics output





# What Does map3d Need?

map3d

#### **Geometry**

- Surface or pseudo-surface
- Connectivity and facets

#### Data

Time signal for each point in geometry

#### Computer

- SGI, Windows, Linux
- Mac/OSX coming soon





NCRE

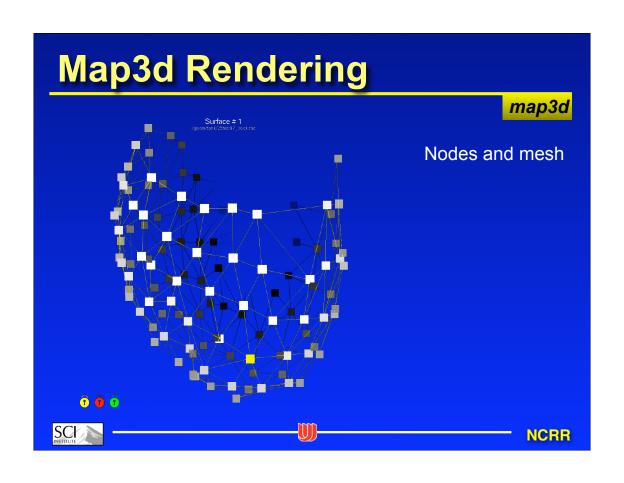
map3d

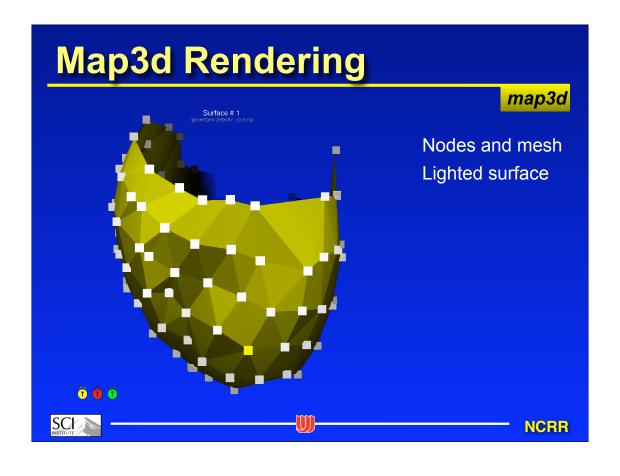
## map3d Features

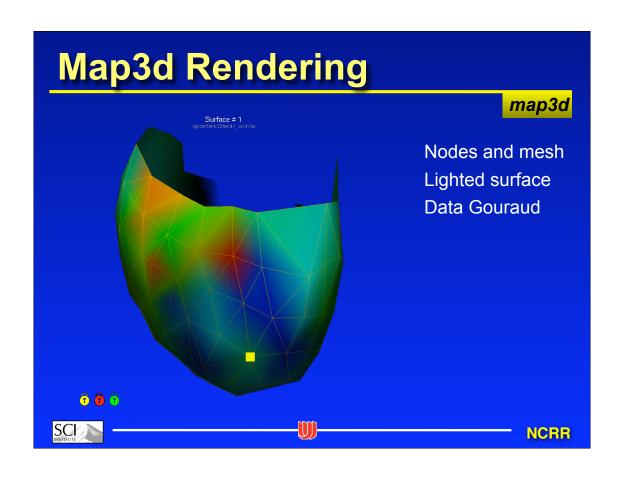
"Looking at my data has never been so much fun!"

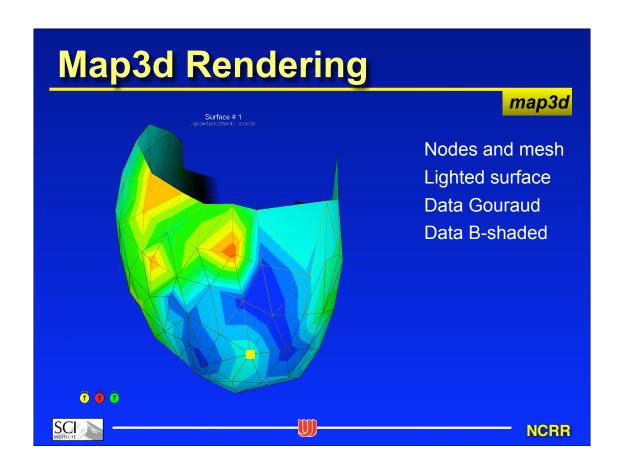


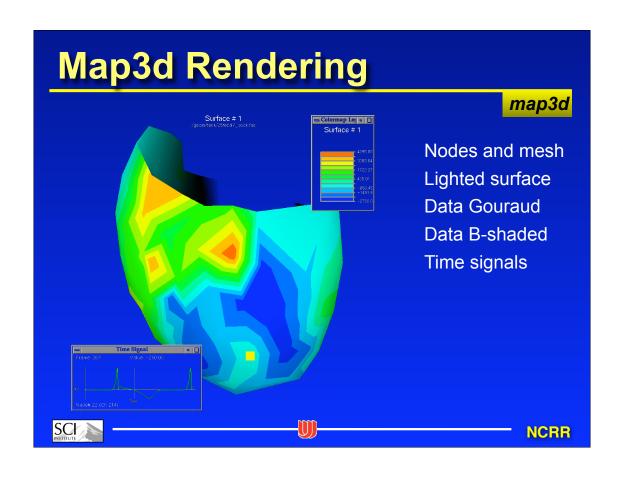


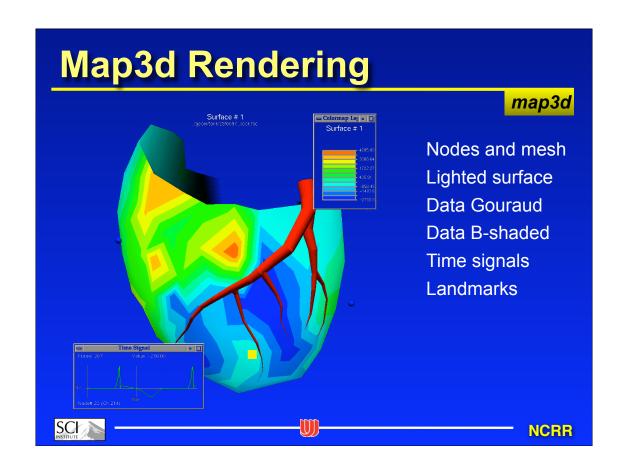












### **Current Features**

map3d

### **GTK** windowing environment

- Good control of look and feel
- New UI elements

### File support

- ASCII for geometry
- MATLAB for geometry and data

Image/movie capture Image underlay





