ParaView installation

The goal is to get you started with the software ParaView that we will use during the course for the labs. We expect you to have a working ParaView installation set up before coming to Uppsala and that you have done the assignments below.

INSTALLING PARAVIEW

To install ParaView on your own computer, the easiest way is to download a binary version of the software from here. Binaries are available for Windows, Linux, and MacOS. For this course, we recommend using ParaView 5.5.2 (the latest stable version).

Windows-users can download and extract this zip-file. Alternatively, you can use this installer.

Linux-users can download and extract this tar-ball. You should also find ParaView in your distribution's package manager.

MacOS-users can download and use this disk image.

On the PC lab computers, ParaView 5.4.1 is already installed via ZenWorks. Just click on the ParaView icon in the ZenWorks application and wait for the installation to complete.

Once you have finished installing ParaView, please try the visualisation examples below to verify that the software is working correctly on your computer. You might find some of the examples useful for solving the tasks in the other assignments :)

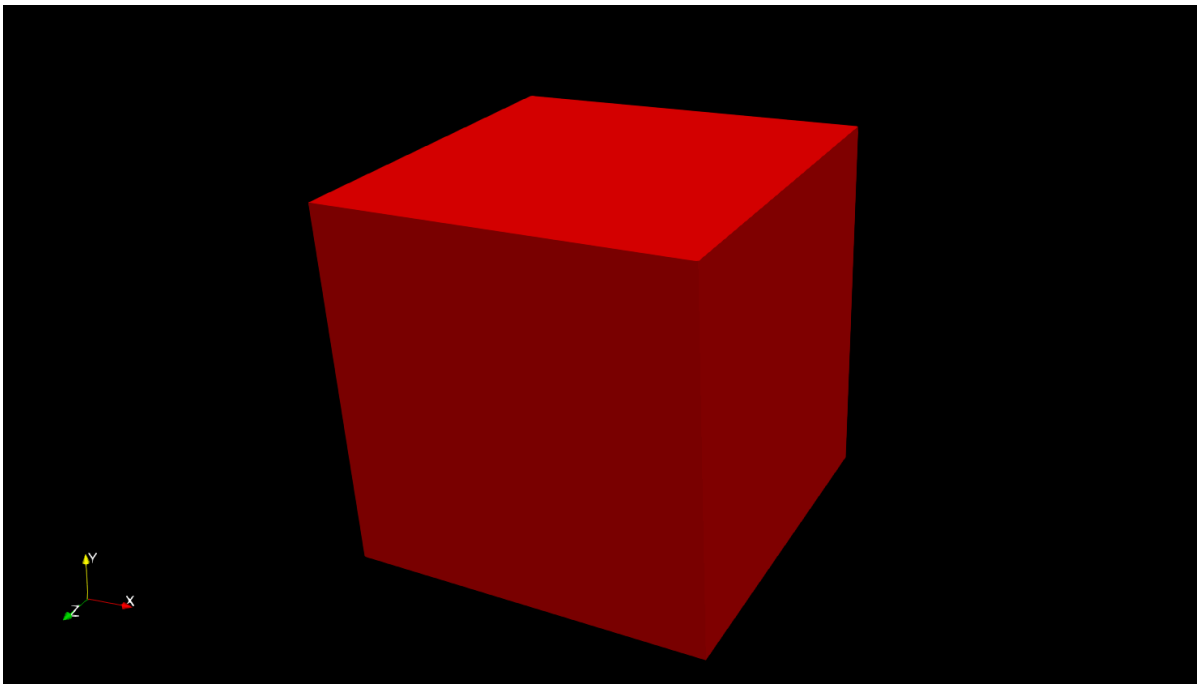
EXAMPLES

To run the following examples, download this zip-file and extract its content. Each example is stored as a *.pvsm file (a ParaView state file) that you can open from ParaView by going to **File->Load State** and selecting the file. For some of the examples, you have to select **Search files under specified directory** under the dialog **Load State Options** to load the data files from the correct path.

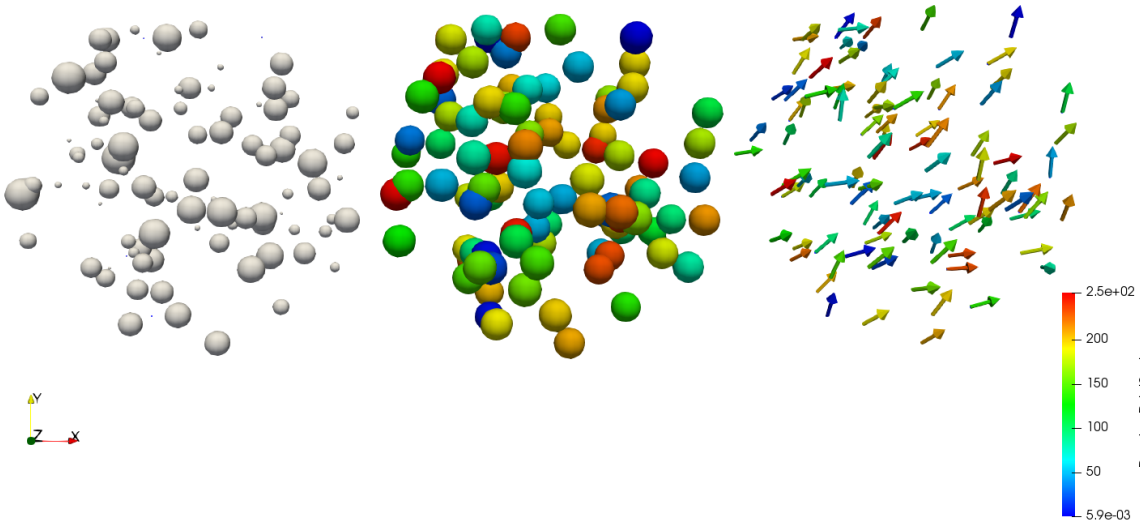
When you want to load a new example (a new ParaView state file), remember to first clear the current pipeline (**Edit->Reset Session**) of the active ParaView session.

Note: If the examples do not render correctly on your computer, please let us know!

01 - Cube

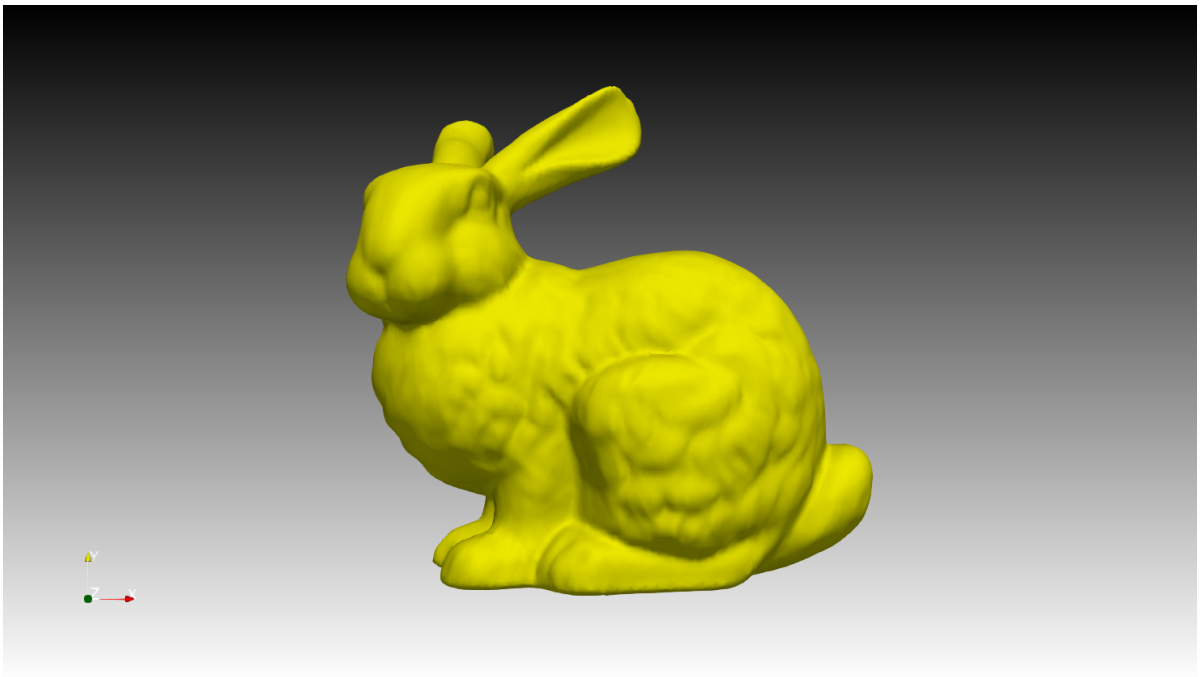


02 - Glyphs



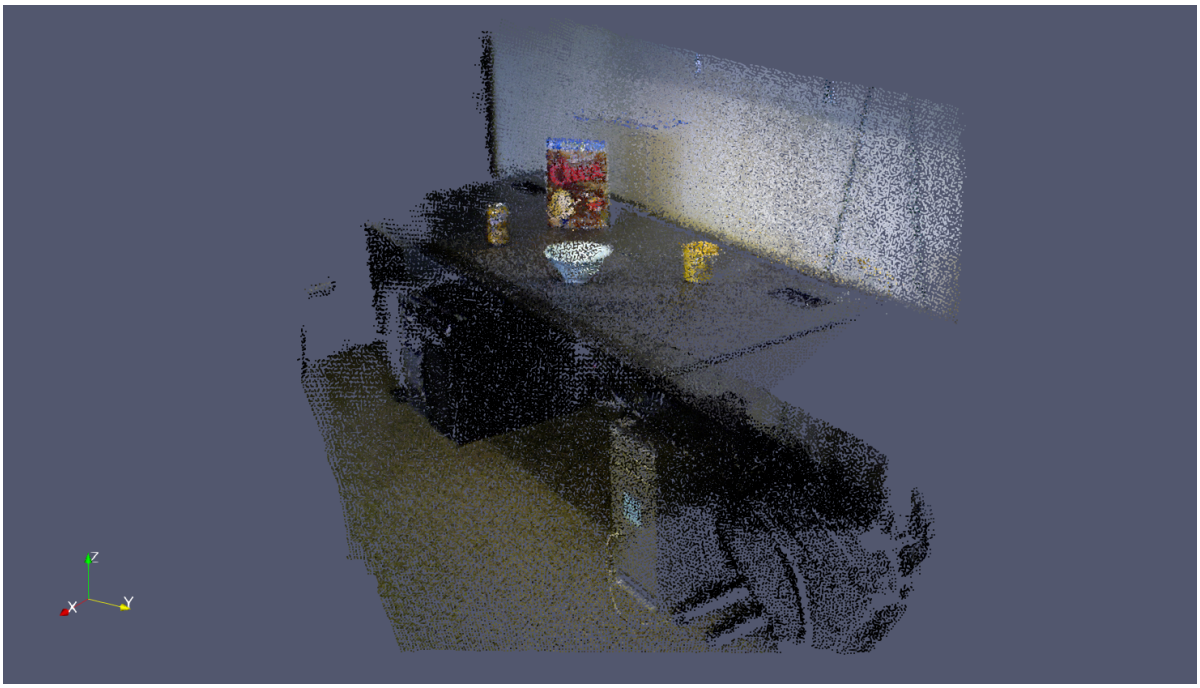
03 - Transparency

04 - 3D model

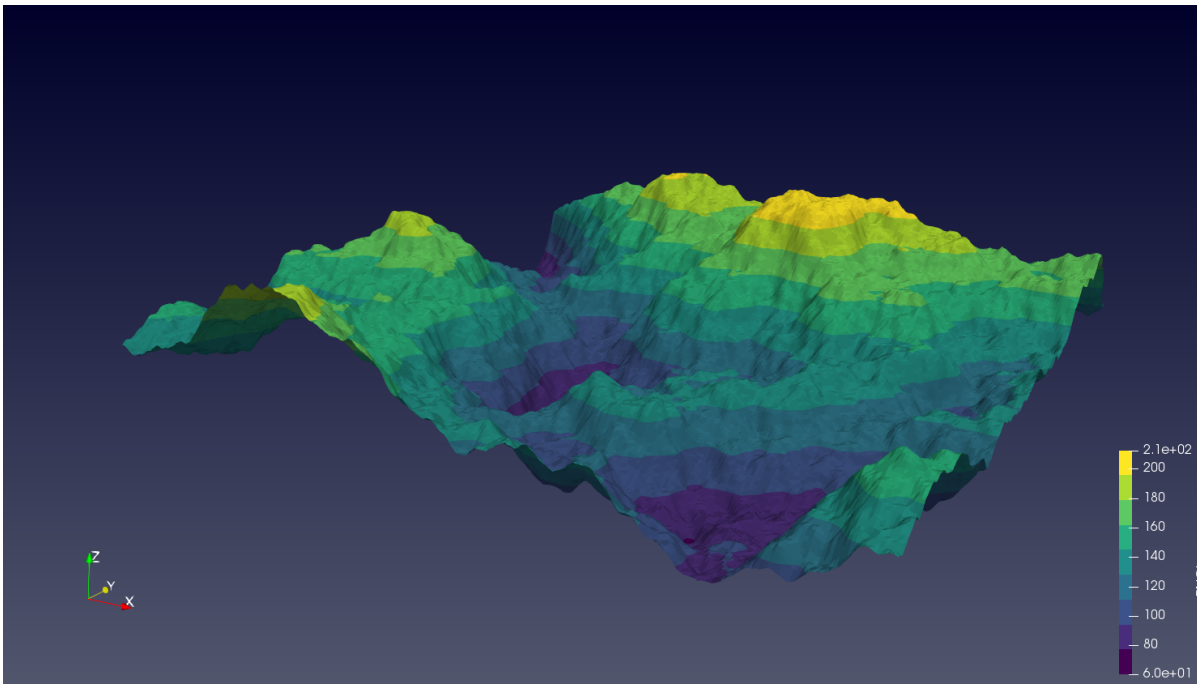


05 - Point cloud

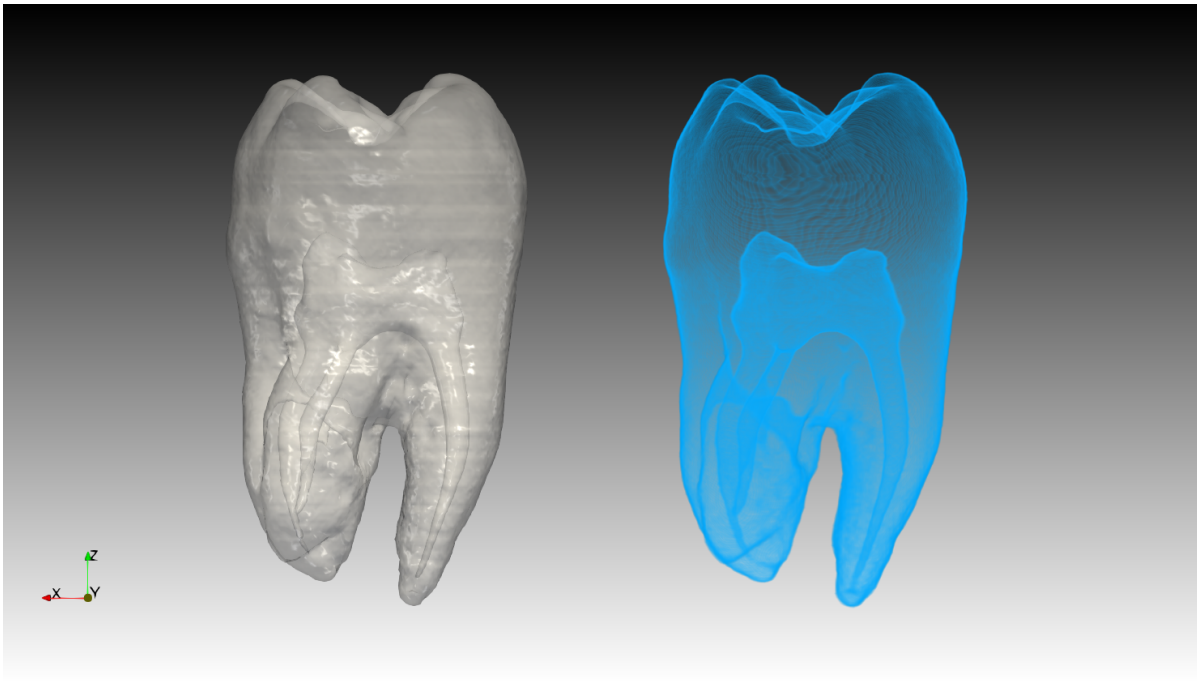
(if the point cloud appears white, you need to go to **Properties** for **Glyph1** and select **RGBA** mode under **Coloring**)

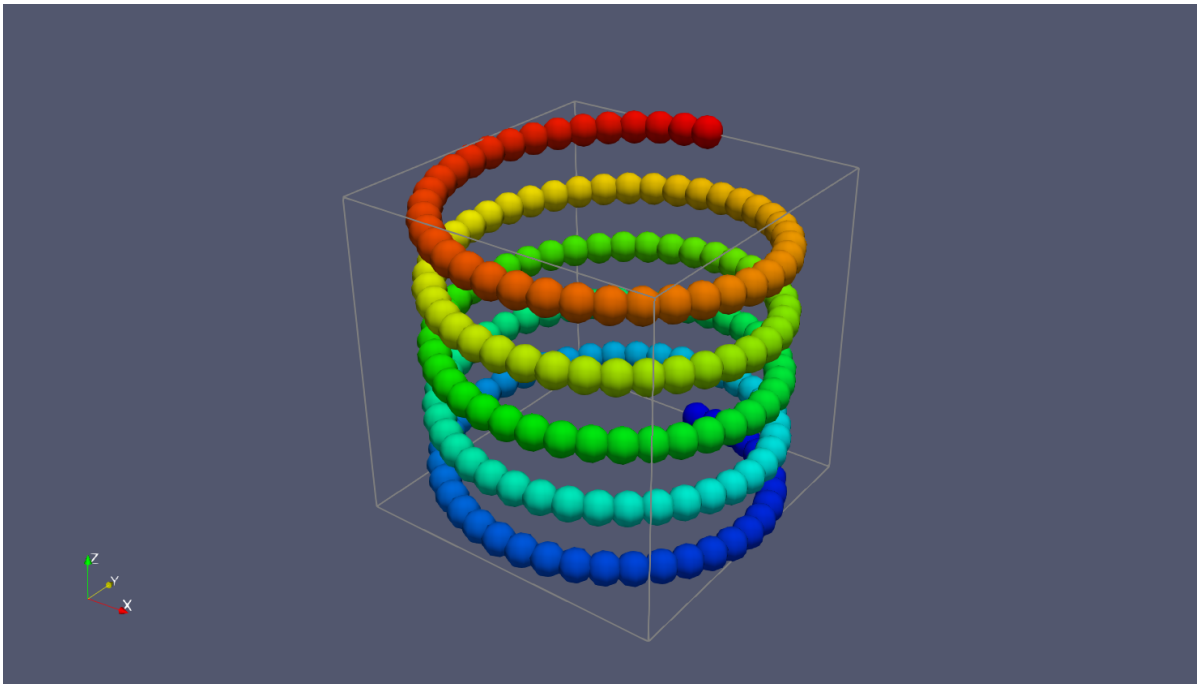


06 - Height map



07 - Volume rendering (CT data)



08 - Animation

(to start the animation, press the **Play** button in the toolbar)