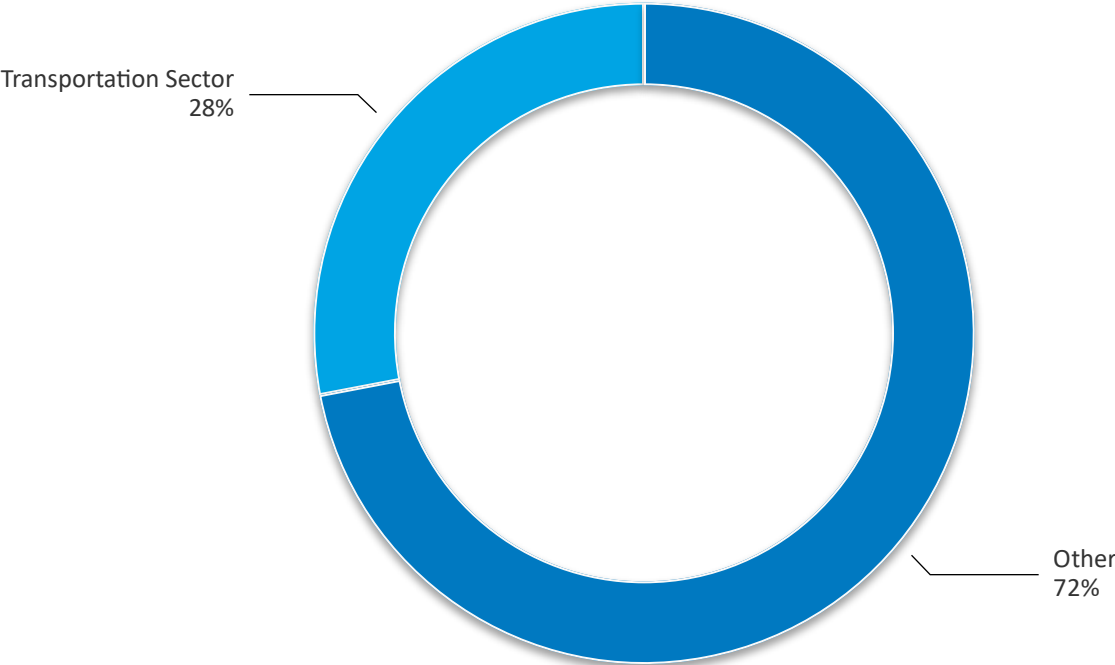


# Visualization of Jet Impingement and Ignition in a Piston-Cylinder Chamber

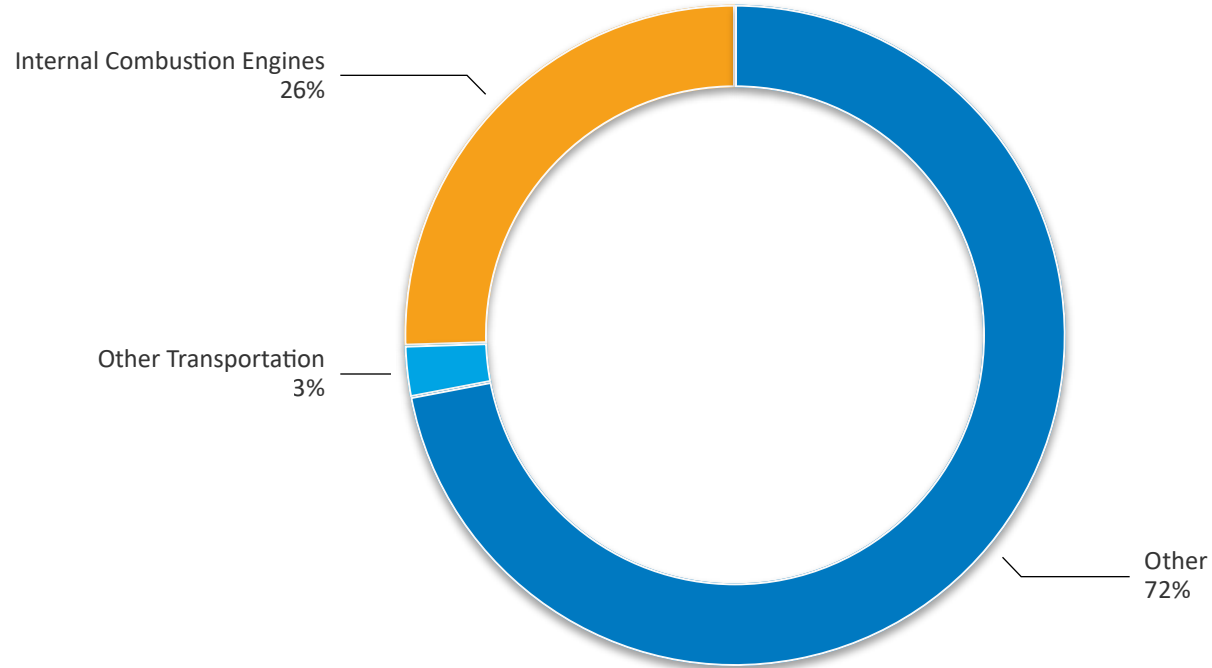
- Nicholas Brunhart-Lupo
- Shashank Yellapantula
- Kenny Gruchalla
- Ray Grout

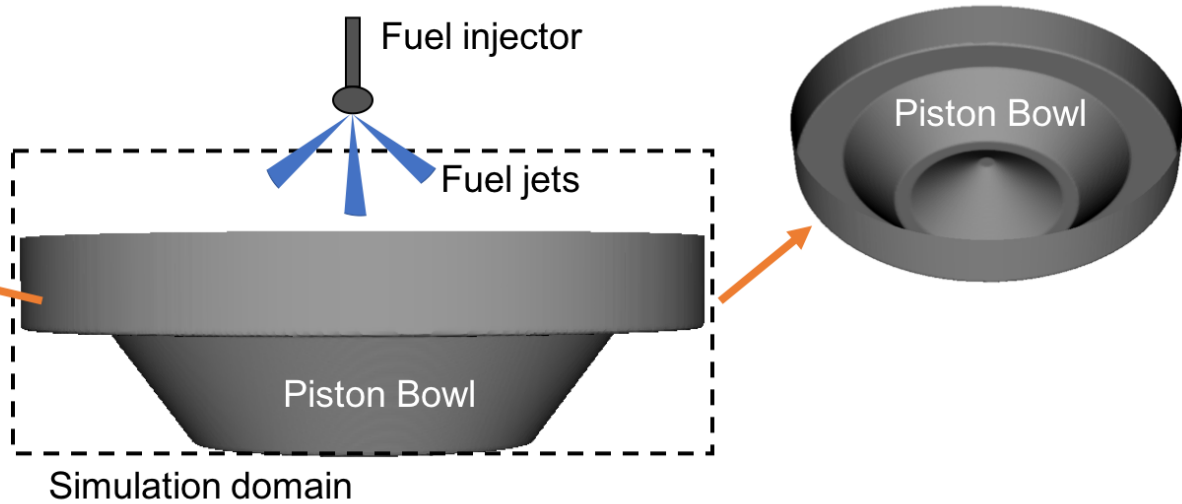
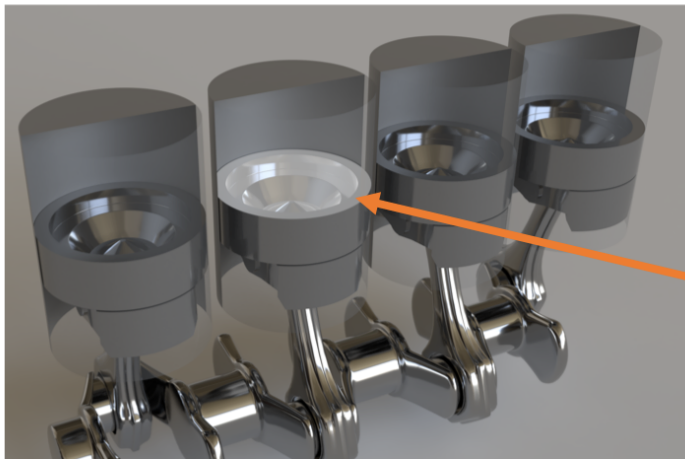
e-Energy '21  
NREL/PR-2C00-80390

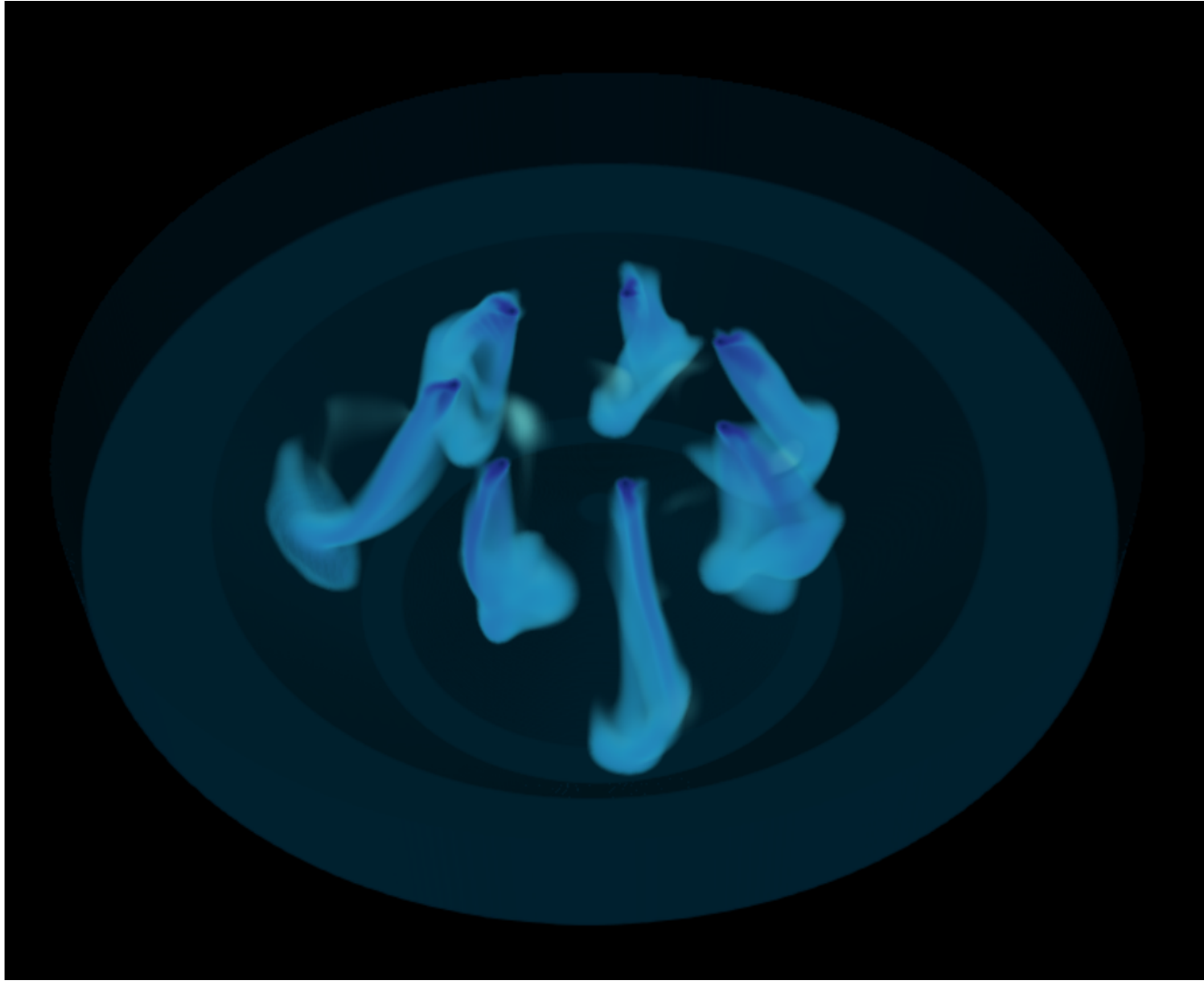
# US Energy Use 2019

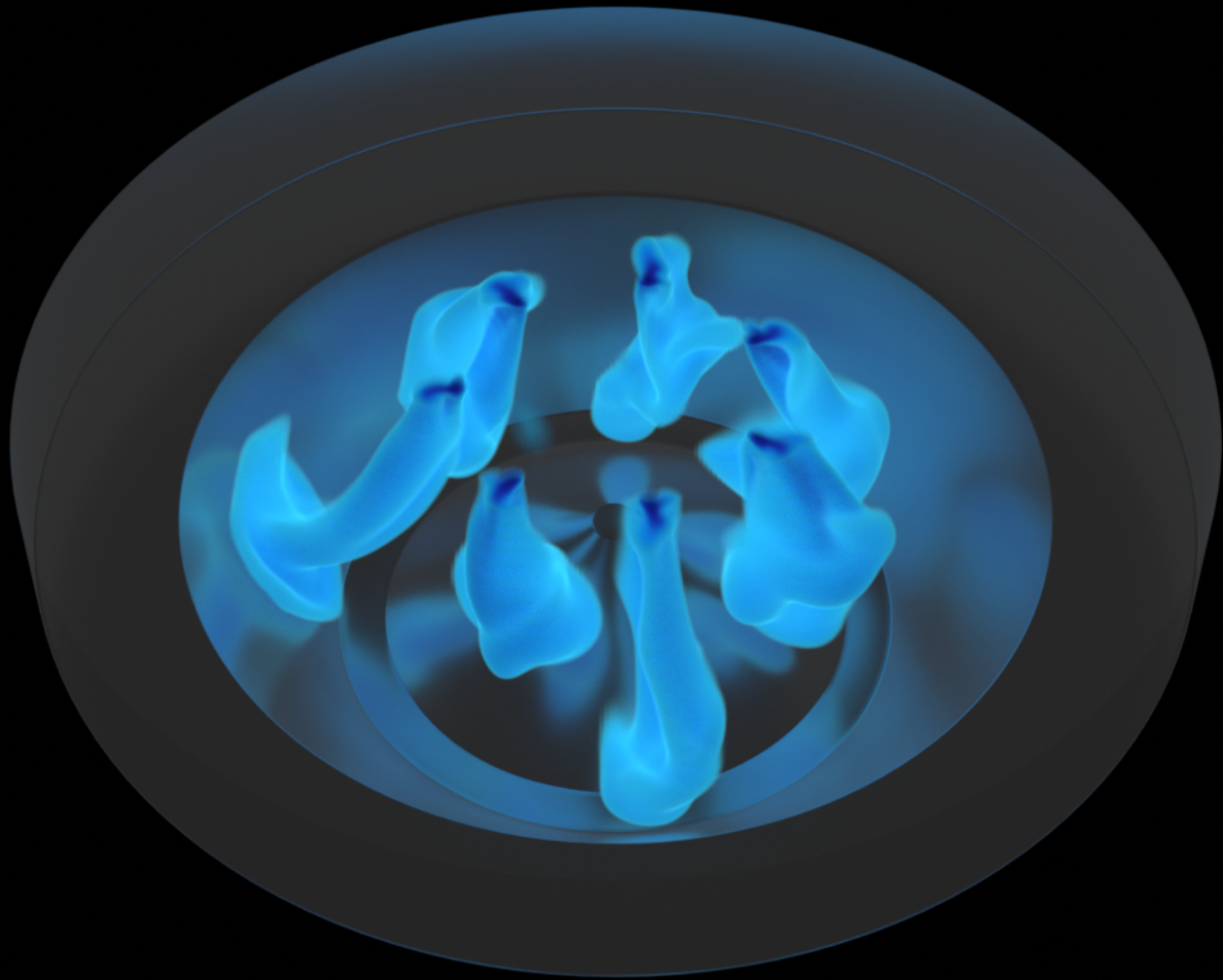


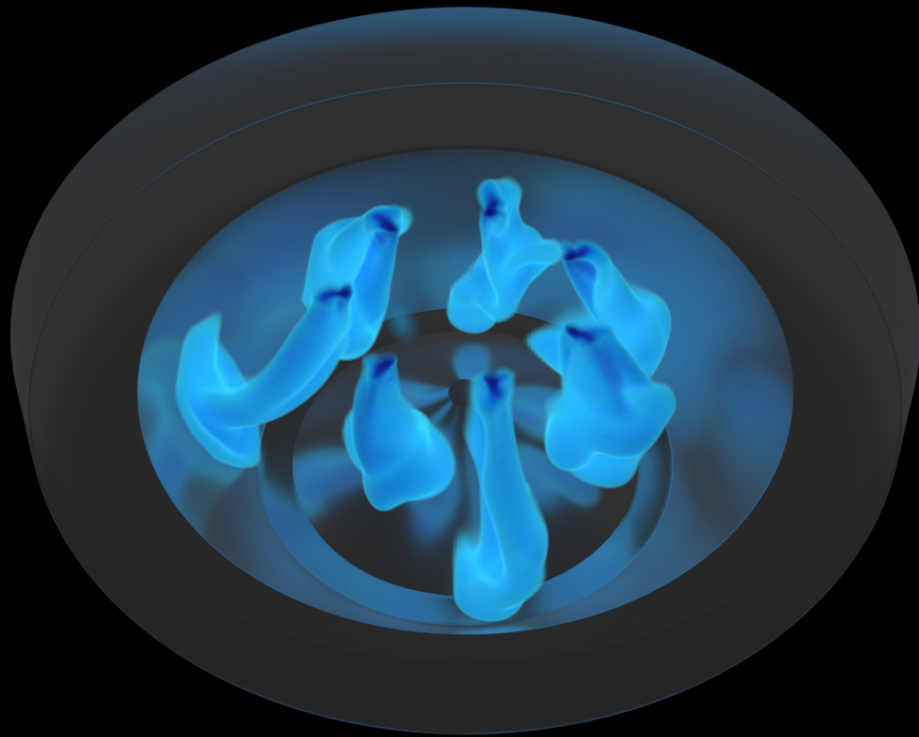
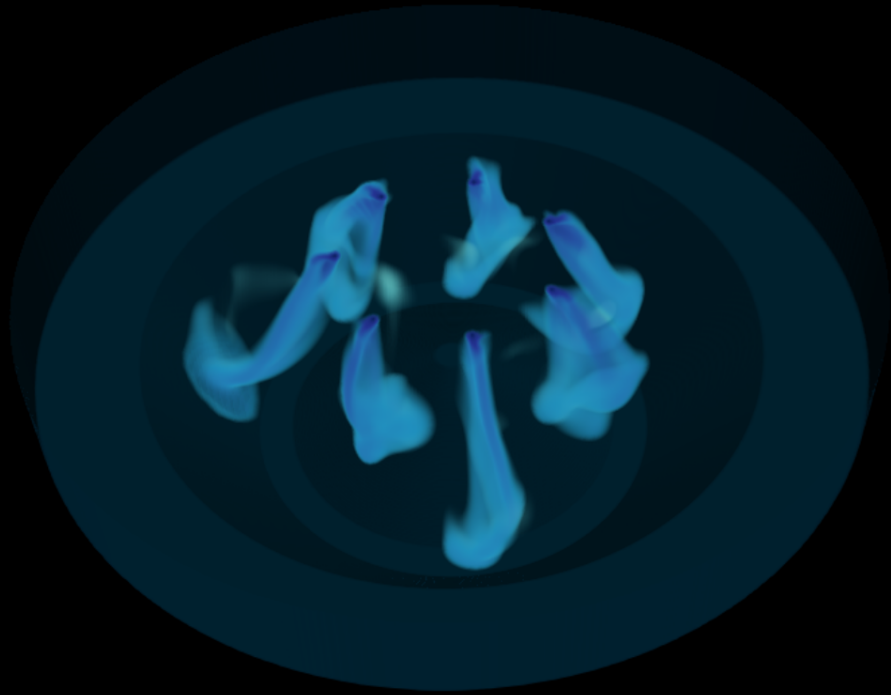
# US Energy Use 2019





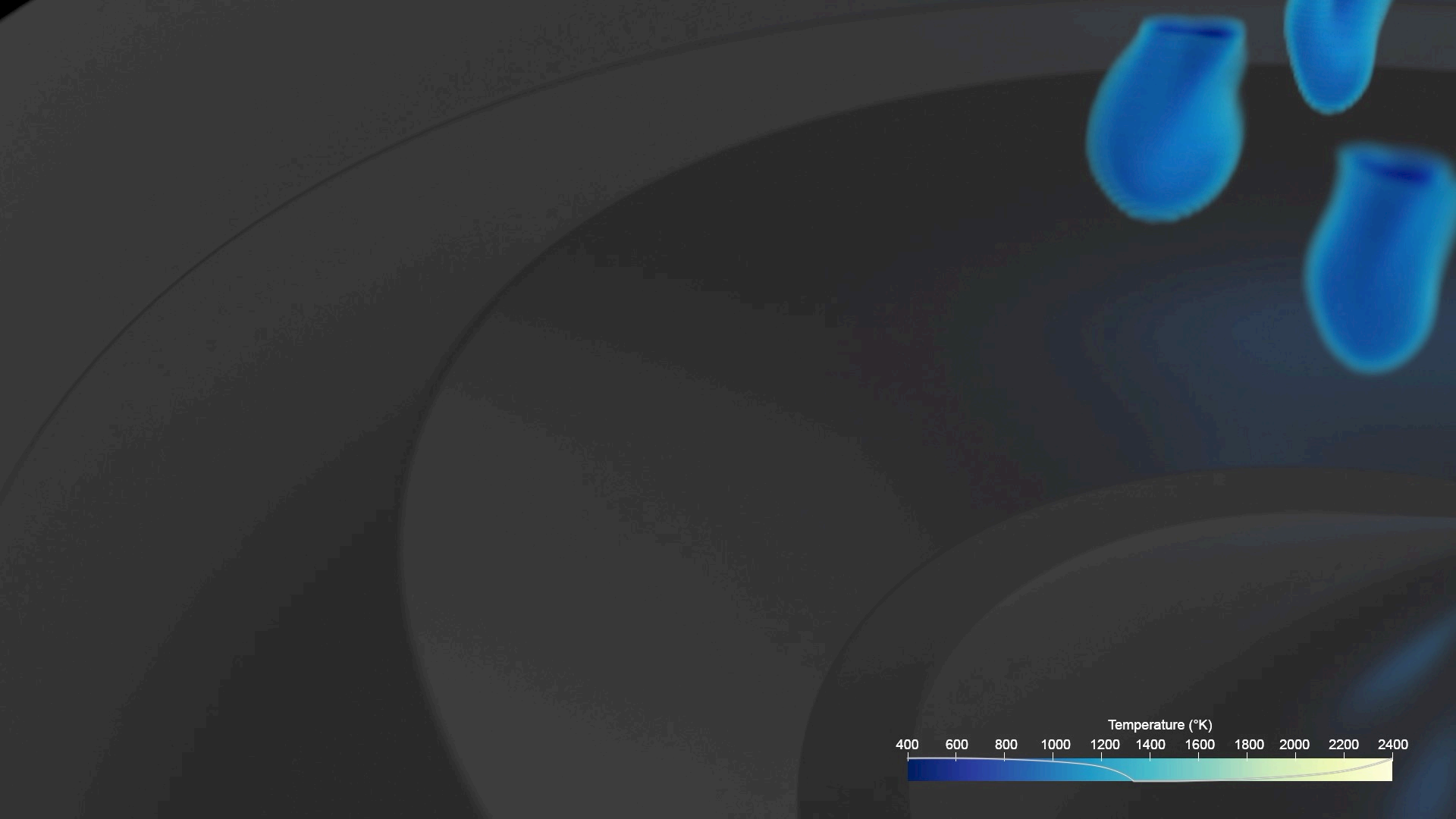




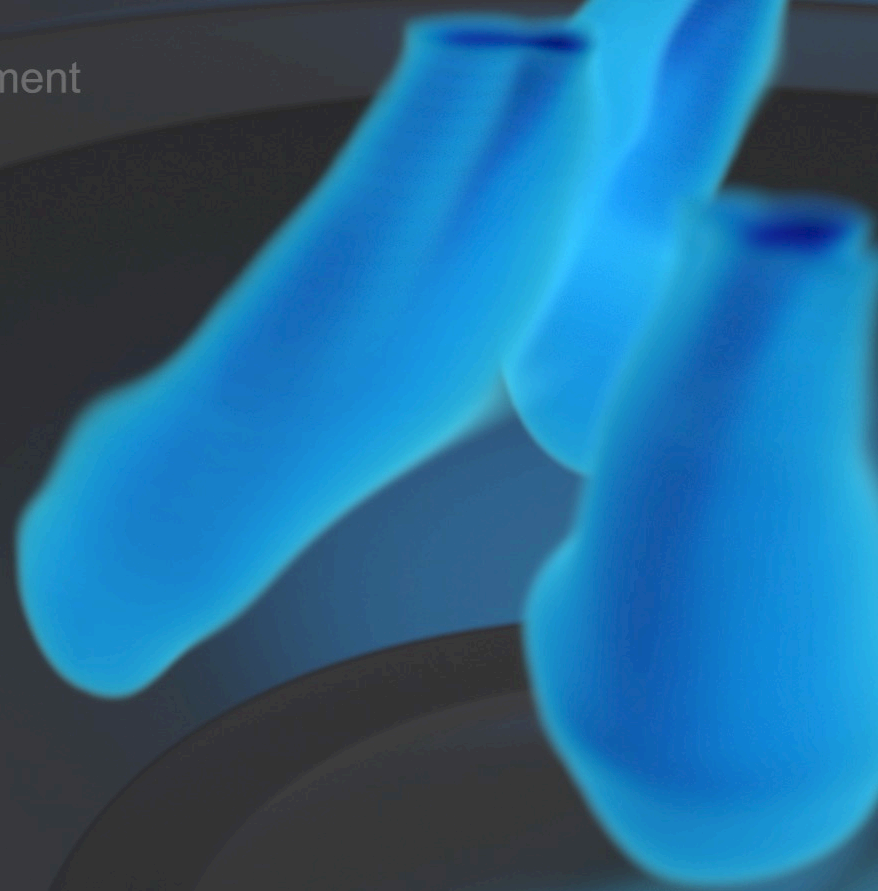








jet impingement



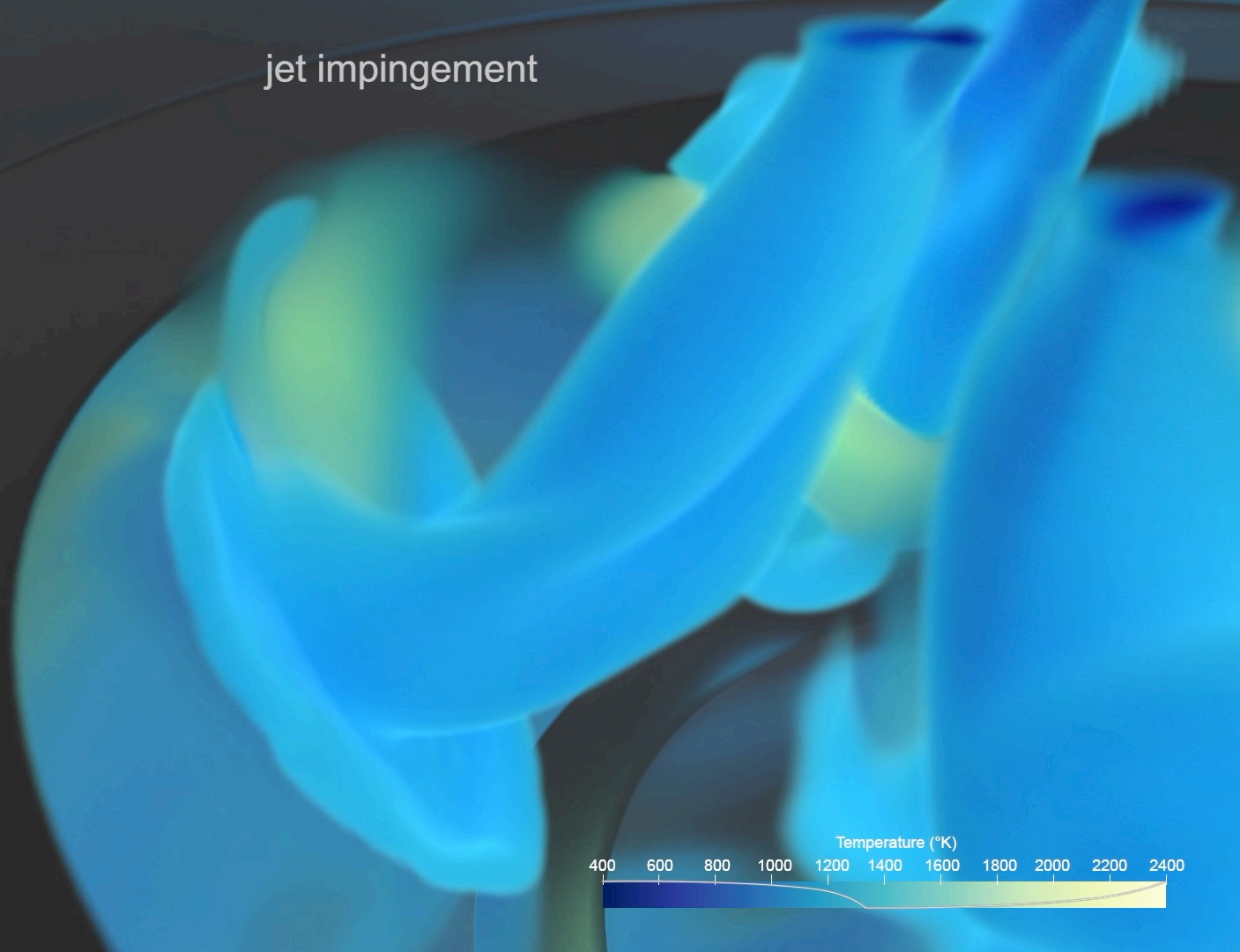
jet impingement



jet impingement



jet impingement



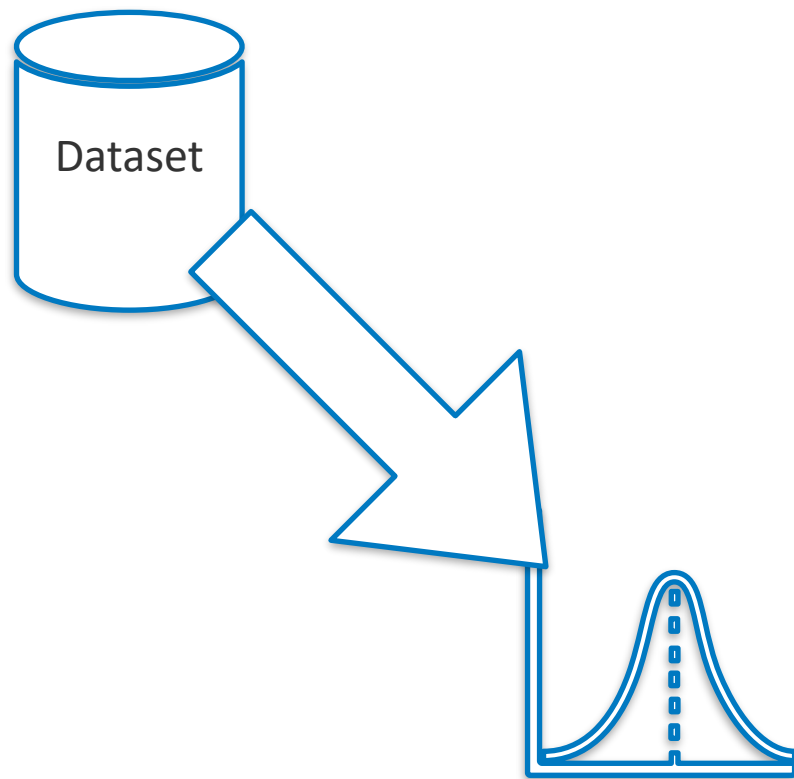
# Cinema Rendering

- Reflections provide better sense of jet + geometry relations
- Physically modeled volume rendering provides:
  - More controls/more dimensions for transfer functions
  - More ways for researchers to tease out components within features

# Drawbacks

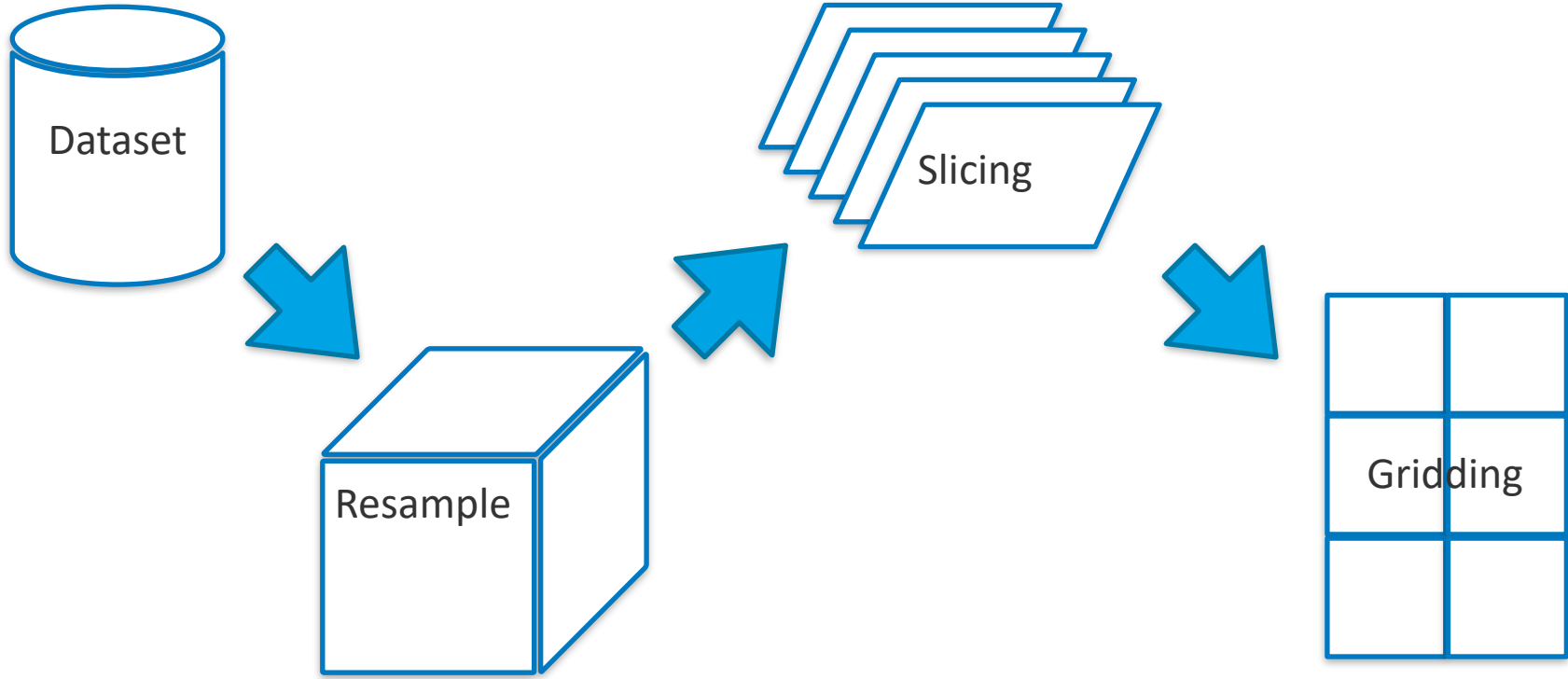
- Cinema rendering rare in scientific packages
  - More computationally expensive
  - Hard to scale
  - Data needs to be translated!

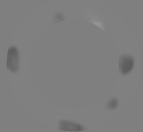
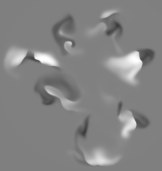
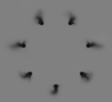
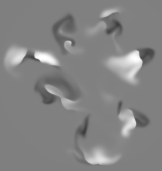
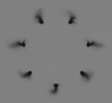
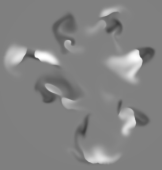
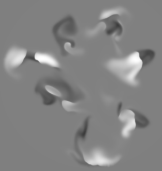
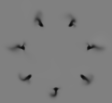
- Sample to uniform grid
- Blender support for external formats immature
- Solution
  - Leverage Blender's shader system





# Process





**Texture Coordinate**

- Generated
- Normal
- UV
- Object
- Camera
- Window
- Reflection

From Instancer

**2DVolumeMapper**

ImageCoord

2DVolumeMapper

Coordinate

- Num Z Slices: 192.000
- Num X Tiles: 64.000
- Num Y Tiles: 3.000

**Volume Texture**

Temp\_64\_3\_192\_187.png

Linear

Flat

Repeat

Single Image

Color Space: Non-Color

Vector

**ColorRamp**

Color

Alpha

RGB Linear

8 Pos: 1.000

Fac

**RGB Curves**

Color

Standard Film like

R G B

X 1.00000 Y 0.16875

Fac: 1.000

Color

**RGB Curves**

Color

Standard Film like

R G B

X 0.79545 Y 0.25625

Fac: 1.000

Color

**Multiply**

Value

Multiply

Clamp

Value: 120.000

**Multiply**

Value

Multiply

Clamp

Value: 400.000

**Principled Volume**

Volume

Color

Color Attribute

Density

Density Attribute: density

Anisotropy: 0.000

Absorption Color

Emission Strength

Emission Color

Blackbody Intensity: 0.000

Blackbody Tint

Temperature: 1000.000

Temperature Attr...: temperature

**Material Output**

All

Surface

Volume

Displacement

# Conclusion

- Worth it!
- Features starting to get more uptake
- More research into cinema rendering for scientific data needed!
- Better Blender pipeline



## Q & A

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[www.nrel.gov](http://www.nrel.gov)

<https://youtu.be/75CSgrxL-Bk>

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