Title: Using Blender with OpenFOAM to produce high quality renderings

Instructor: Matt Cragun, Totalsim Inc.

Description: Blender is an open source 3D modeling program that has the capability to produce high-quality 3D data renderings. This class will provide instructions on Blender basics as well as importing and rendering models in both vrml, stl, and VTK formats. Topics will include basics of Blender navigation, materials, rendering, and python scripting with the VTK toolset from inside Blender. Participants will receive a copy of the presentation, a sample dataset, and a copy of Blender 2.49 and Blender 2.50. It is recommended that students be familiar with VTK or Paraview; as well, some experience with python scripting would be useful.

Duration: 90 minutes

Date and Location: 13 June 2011, Penn State University, State College, PA, USA