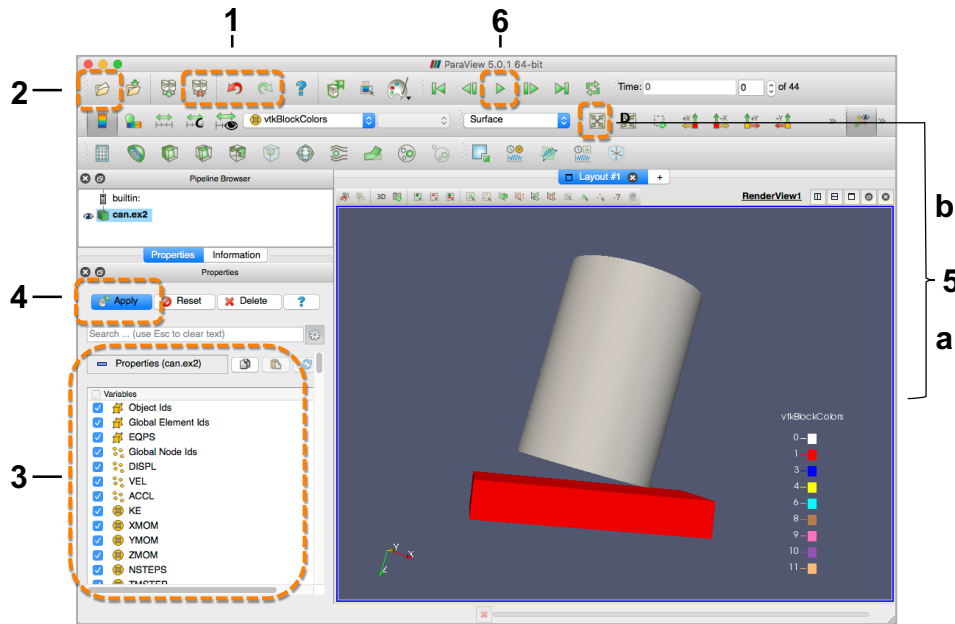





ParaView Getting Started Guide

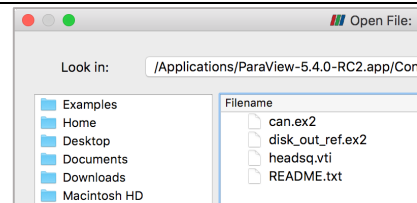


Reset Session

- At any time, click  to reset ParaView to its initial state when the program is first started. The **Undo** and **Redo** buttons  are also available to undo/redo individual changes.

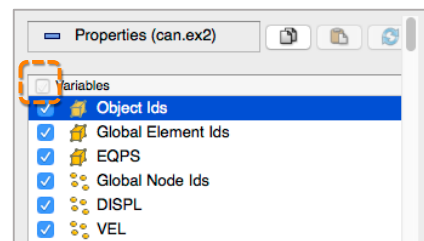
Open File

- Click the folder icon  or choose **File -> Open**. From the **Examples** directory, open the file **can.ex2**. Doing so creates a **file reader** in the **Pipeline Browser**.



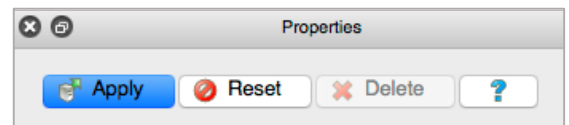
Select Data Variables

- Before the data are loaded, you can choose which variables to load in the **Properties** panel (lower left, ParaView window). Click the checkbox next to **Variables** to load all variables. Note: many controls in ParaView are located in this panel.




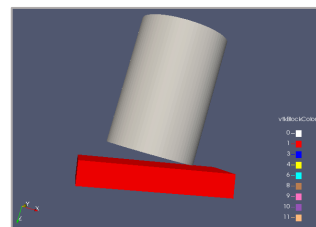
Apply Data

- Click the **Apply** button to load the data. If you change any file reader properties, click **Apply** to update the visualization.



Interact with 3D View

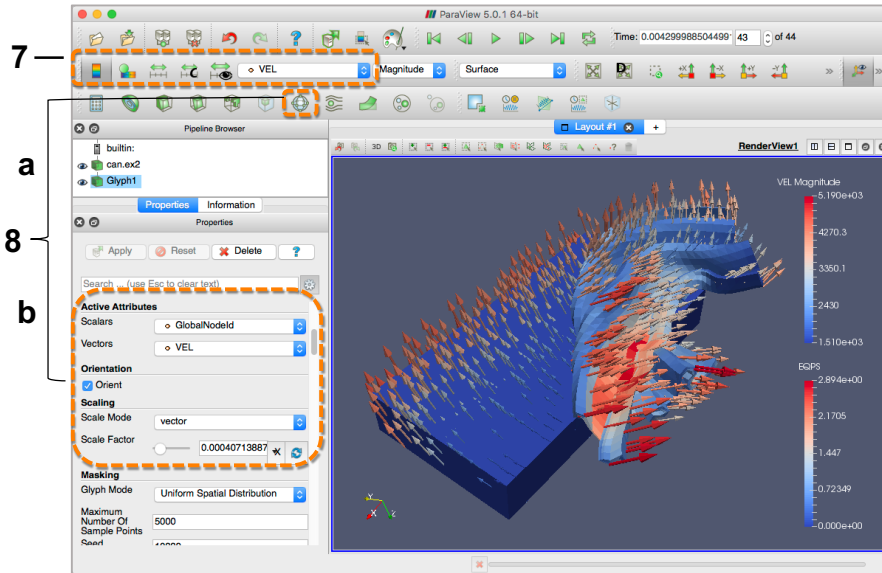
- Click the left mouse button and drag to rotate, the middle mouse button to translate, and the scroll wheel or right mouse button to zoom. For one- or two-button mice, hold down Shift and Control keys while clicking and dragging to tilt, translate, and zoom.
 - To re-center the data in the view, click .



Animate the Data

- Press the play button and watch the can get crushed. Other buttons enable moving to different timesteps.





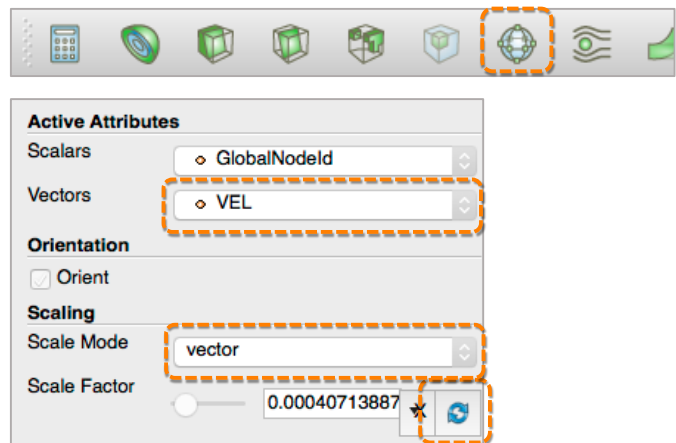


- 7 **Apply a Color Map to a Variable**
Click on the drop-down menu in the variables toolbar and select the **EQPS** variable.



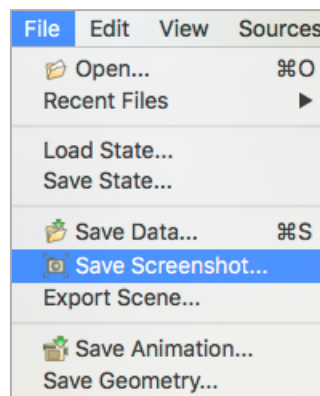
Add Vector Glyphs

- a. Ensure **can.ex2** is selected in the **Pipeline Browser**. Click the **Glyph** filter icon  in the toolbar to add a **filter** to the pipeline that will add arrow glyphs to the visualization.
- 8 **b.** In the **Properties** panel under **Active Attributes**, choose **VEL** from the **Vectors** property menu. Change the **Scale Mode** to **vector**. Click  to rescale the vectors to an appropriate length. Click **Apply** to update the visualization. Use the variables toolbar to color the glyphs by **VEL** (see previous step).



Save Screenshot

Save an image for presentation or publication by choosing **File -> Save Screenshot...**



Get Additional Help

Additional resources for learning about **ParaView** are available in the **Help** menu.

- [ParaView Guide](#) – comprehensive user guide for ParaView
- **Help** – online help for file readers and filters
- [Online Tutorials](#) – in-depth tutorials for ParaView
- [Online Blogs](#) – informative blog posts on new features in ParaView