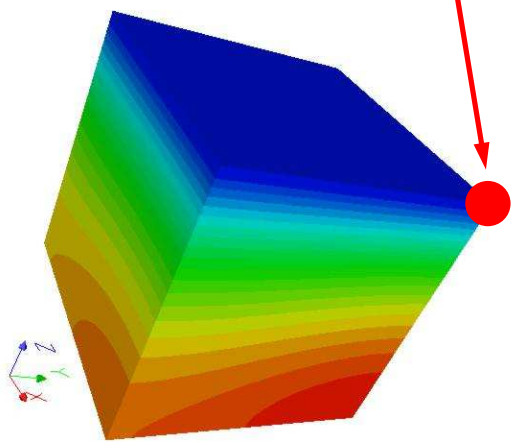
Running the Program

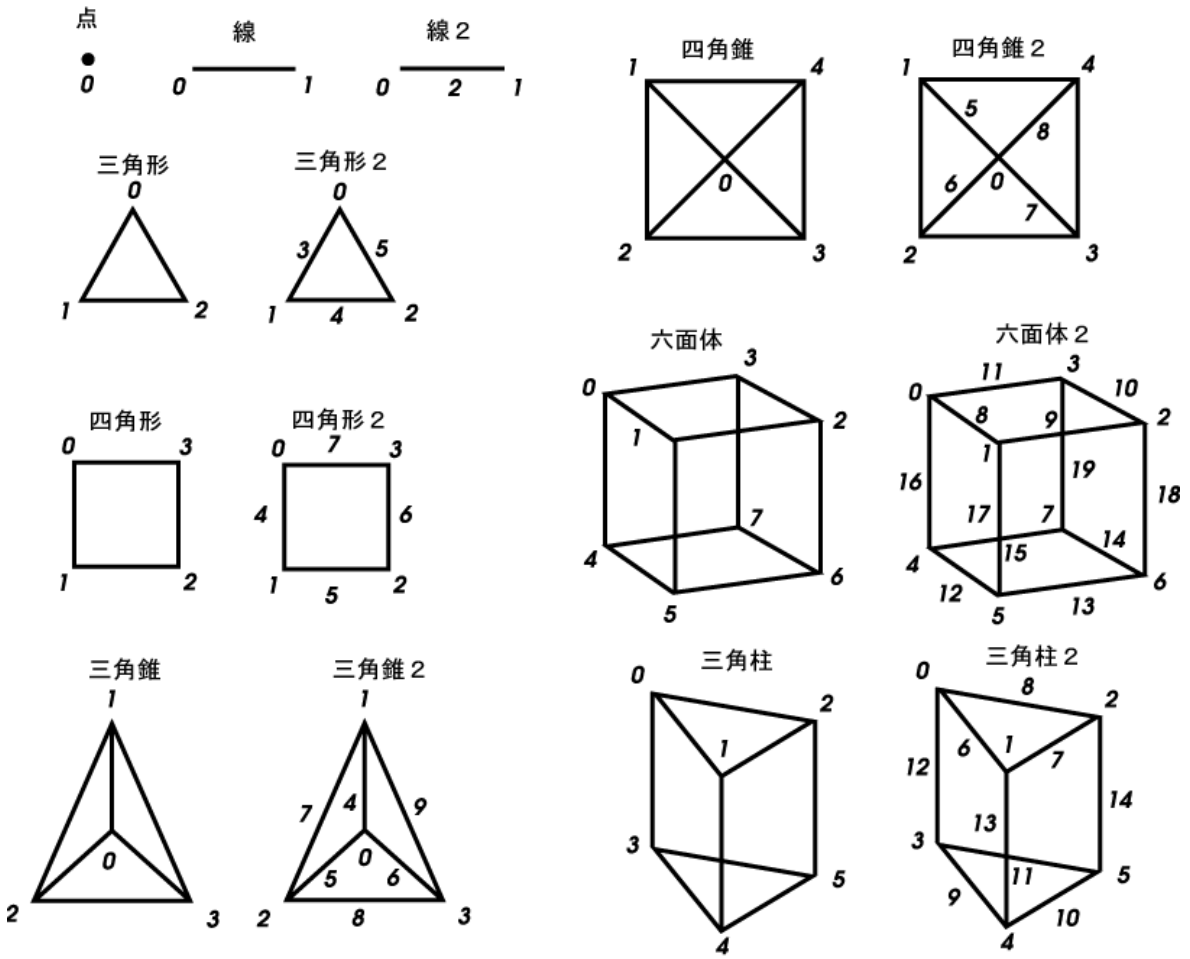
Running, Post Processing by ParaView

```
$> cd <$P-L1>/run
$> ./L1-sol
    1     4.504513e+00   Residual at the 1st Iteration
   75     8.377861e-09   Residual at convergence (<10^-8)

     32768     9.297409e+02      Result at ●-point

$> ls test.inp
   test.inp
```



UCD Format (1/2)
Unstructured Cell Data

要素の種類	キーワード
点	pt
線	line
三角形	tri
四角形	quad
四面体	tet
角錐	pyr
三角柱	prism
六面体	hex
二次要素	
線2	line2
三角形2	tri2
四角形2	quad2
四面体2	tet2
角錐2	pyr2
三角柱2	prism2
六面体2	hex2



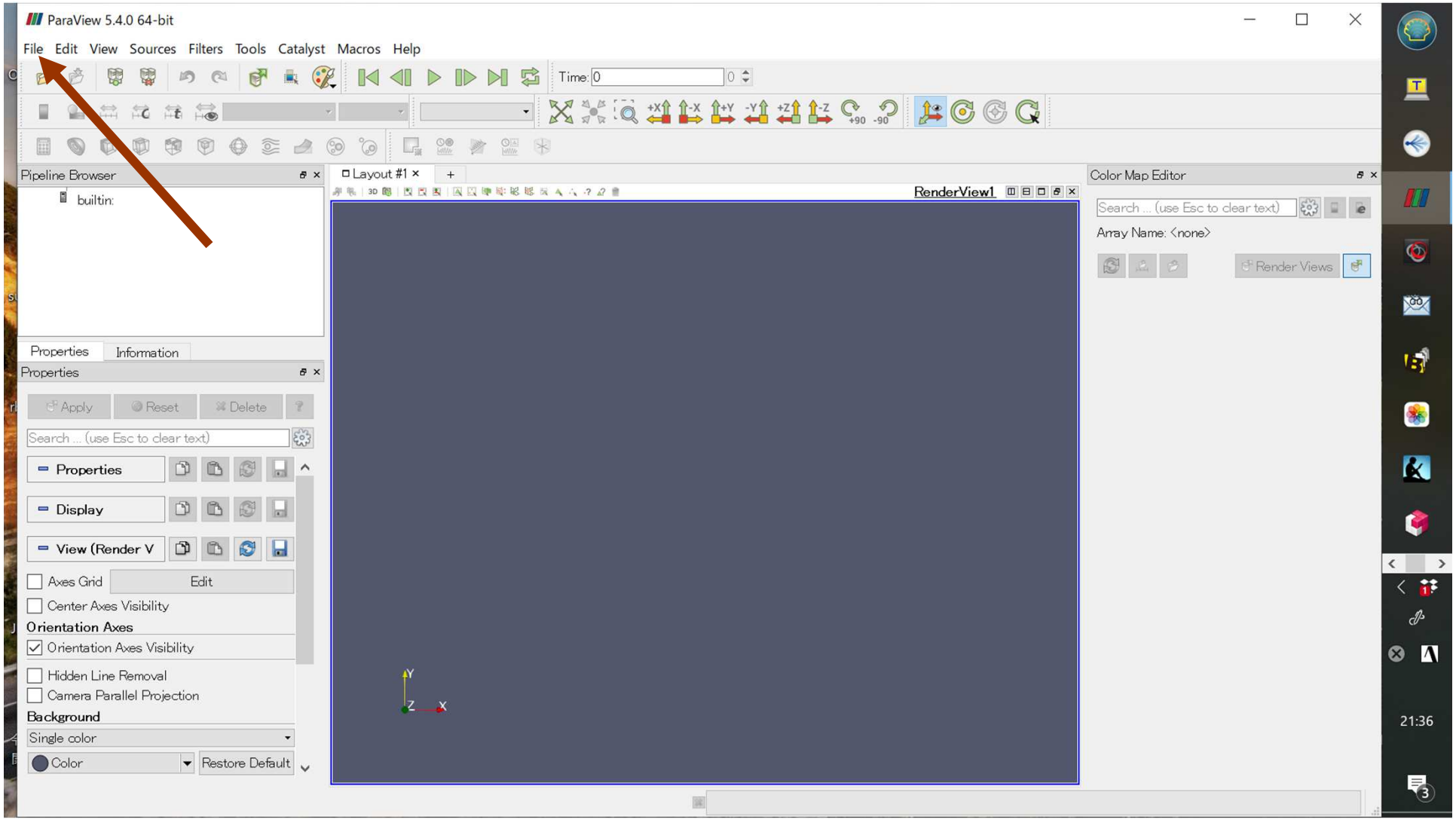
UCD Format (2/2)

- Originally for AVS, MicroAVS
- Extension of the UCD file is “inp”
- There are two types of formats. Only old type can be read by ParaView.

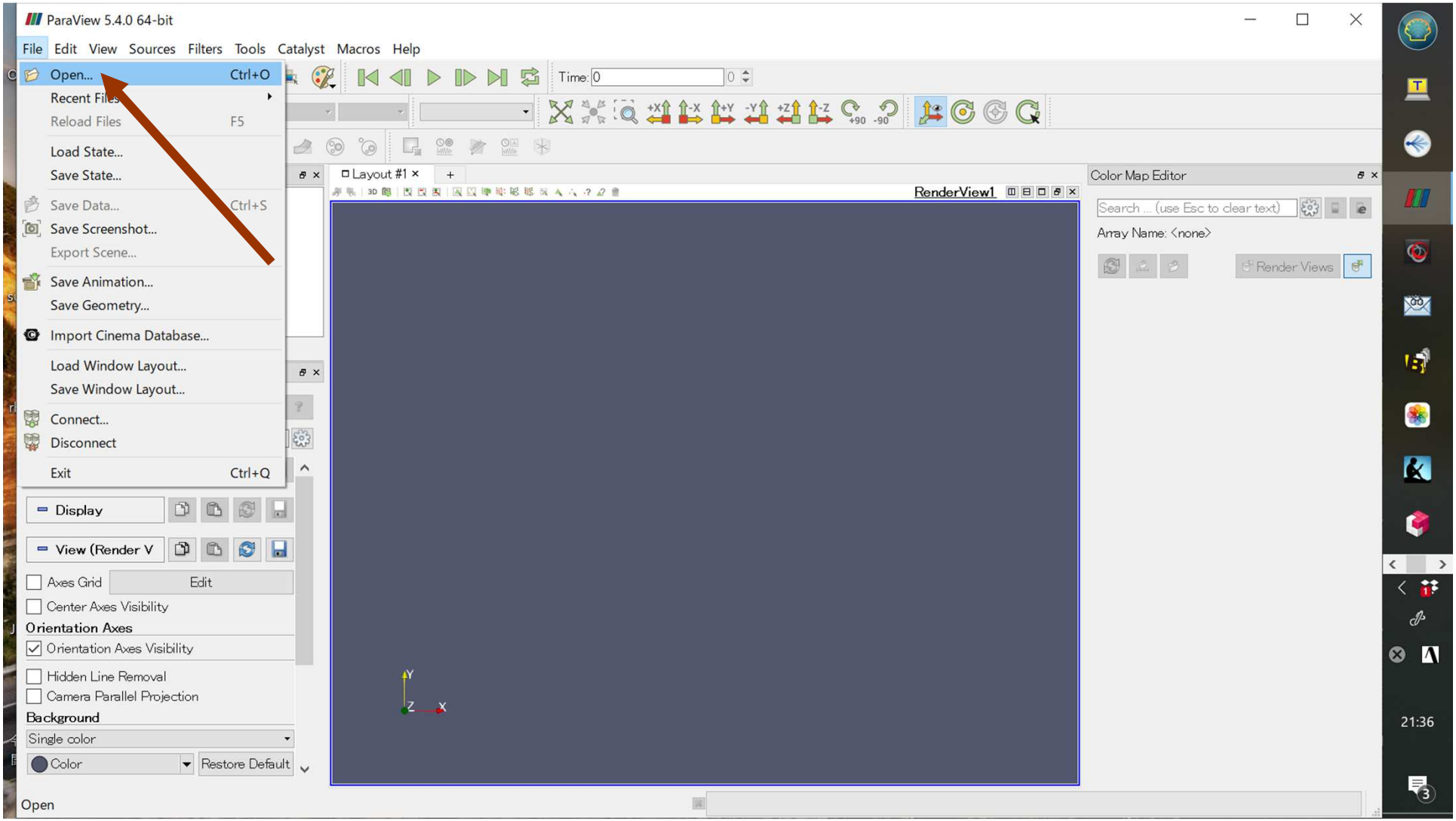
Example NX=NY=NZ=2, 8 Cell's

```
 27       8       0       1       0                                        (Vertex#) (Cell#) (DOF#-on-Vertex) (DOF#-on-Cell) (DOF#-in-Model)
       1             0.000000E+00   0.000000E+00   0.000000E+00           (Vertex ID) (X)(Y)(Z)
       2             1.000000E+00   0.000000E+00   0.000000E+00
       3             2.000000E+00   0.000000E+00   0.000000E+00
       4             0.000000E+00   1.000000E+00   0.000000E+00
       5             1.000000E+00   1.000000E+00   0.000000E+00
       6             2.000000E+00   1.000000E+00   0.000000E+00
       7             0.000000E+00   2.000000E+00   0.000000E+00
       8             1.000000E+00   2.000000E+00   0.000000E+00
       9             2.000000E+00   2.000000E+00   0.000000E+00
      10             0.000000E+00   0.000000E+00   1.000000E+00
      11             1.000000E+00   0.000000E+00   1.000000E+00
      12             2.000000E+00   0.000000E+00   1.000000E+00
      13             0.000000E+00   1.000000E+00   1.000000E+00
      14             1.000000E+00   1.000000E+00   1.000000E+00
      15             2.000000E+00   1.000000E+00   1.000000E+00
      16             0.000000E+00   2.000000E+00   1.000000E+00
      17             1.000000E+00   2.000000E+00   1.000000E+00
      18             2.000000E+00   2.000000E+00   1.000000E+00
      19             0.000000E+00   0.000000E+00   2.000000E+00
      20             1.000000E+00   0.000000E+00   2.000000E+00
      21             2.000000E+00   0.000000E+00   2.000000E+00
      22             0.000000E+00   1.000000E+00   2.000000E+00
      23             1.000000E+00   1.000000E+00   2.000000E+00
      24             2.000000E+00   1.000000E+00   2.000000E+00
      25             0.000000E+00   2.000000E+00   2.000000E+00
      26             1.000000E+00   2.000000E+00   2.000000E+00
      27             2.000000E+00   2.000000E+00   2.000000E+00
       1  1 hex          1       2       5       4      10      11      14      13 (Cell ID)(Material ID)(Cell-Type)(Vertices (1-8))
       2  1 hex          2       3       6       5      11      12      15      14
       3  1 hex          4       5       8       7      13      14      17      16
       4  1 hex          5       6       9       8      14      15      18      17
       5  1 hex         10      11      14      13      19      20      23      22
       6  1 hex         11      12      15      14      20      21      24      23
       7  1 hex         13      14      17      16      22      23      26      25
       8  1 hex         14      15      18      17      23      24      27      26
       1       1                                                              (Componet#-on-Cell) (Componenr ID (=1))
VAL, VAL                                                                      (Name of Component)(Unit of Component)
       1    8.071429E+00                                                      (Cell ID) (Value of 1st Component) (Value of 2nd)…
       2    8.500000E+00
       3    8.500000E+00
       4    8.928571E+00
       5    4.214286E+00
       6    4.500000E+00
       7    4.500000E+00
       8    4.785714E+00
```

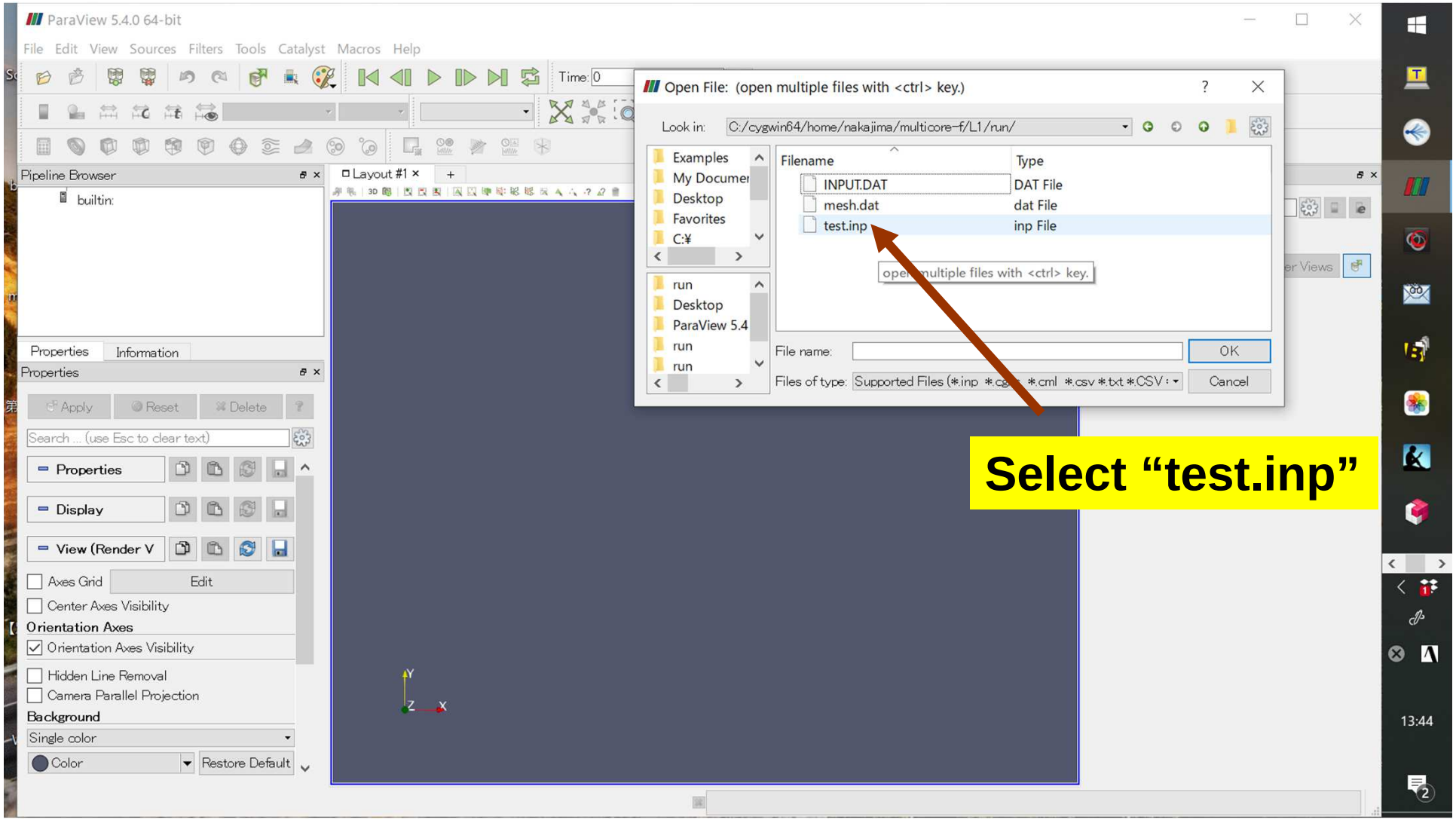
Open the UCD file (1/3)



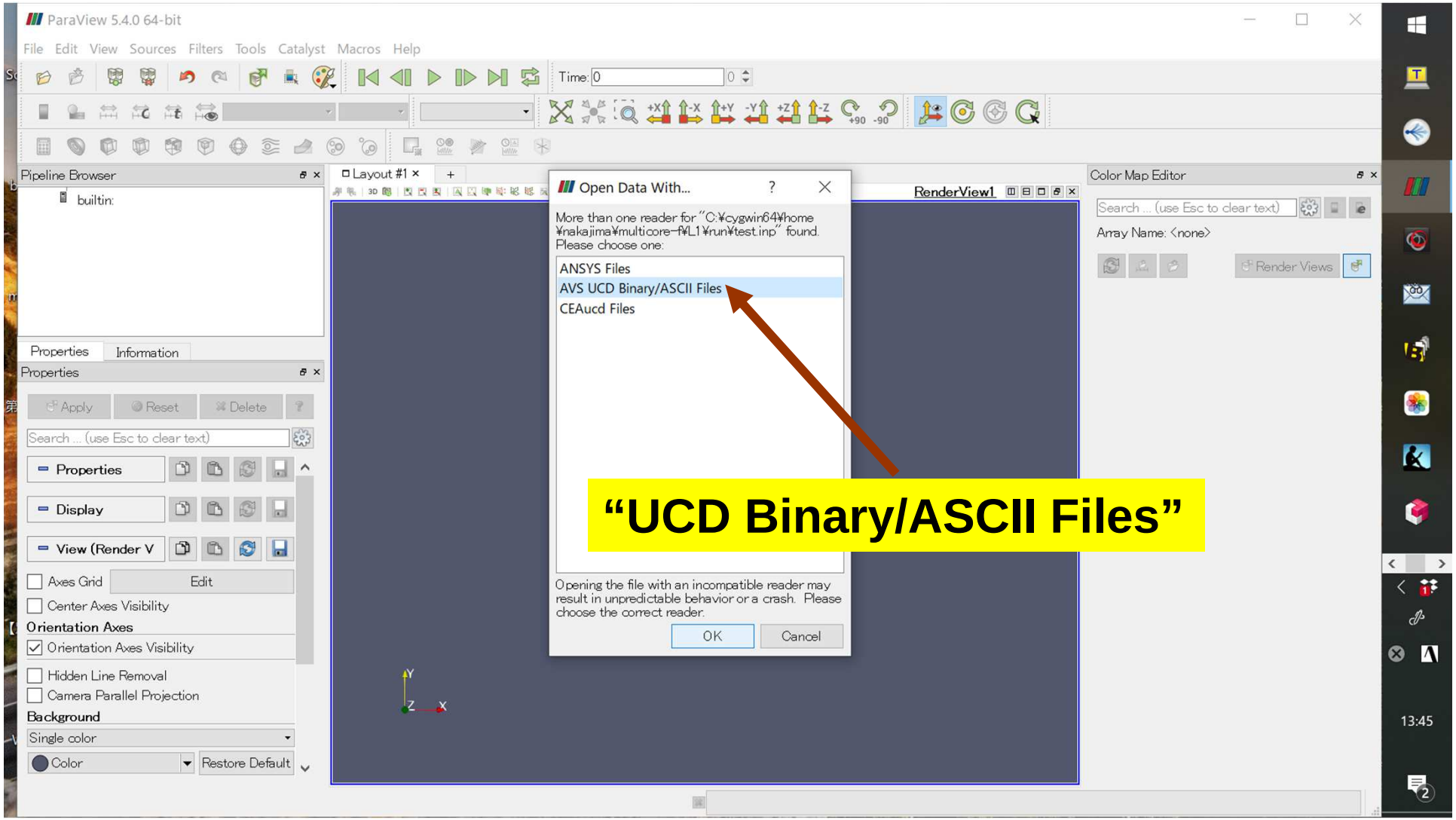
Open the UCD file (2/3)



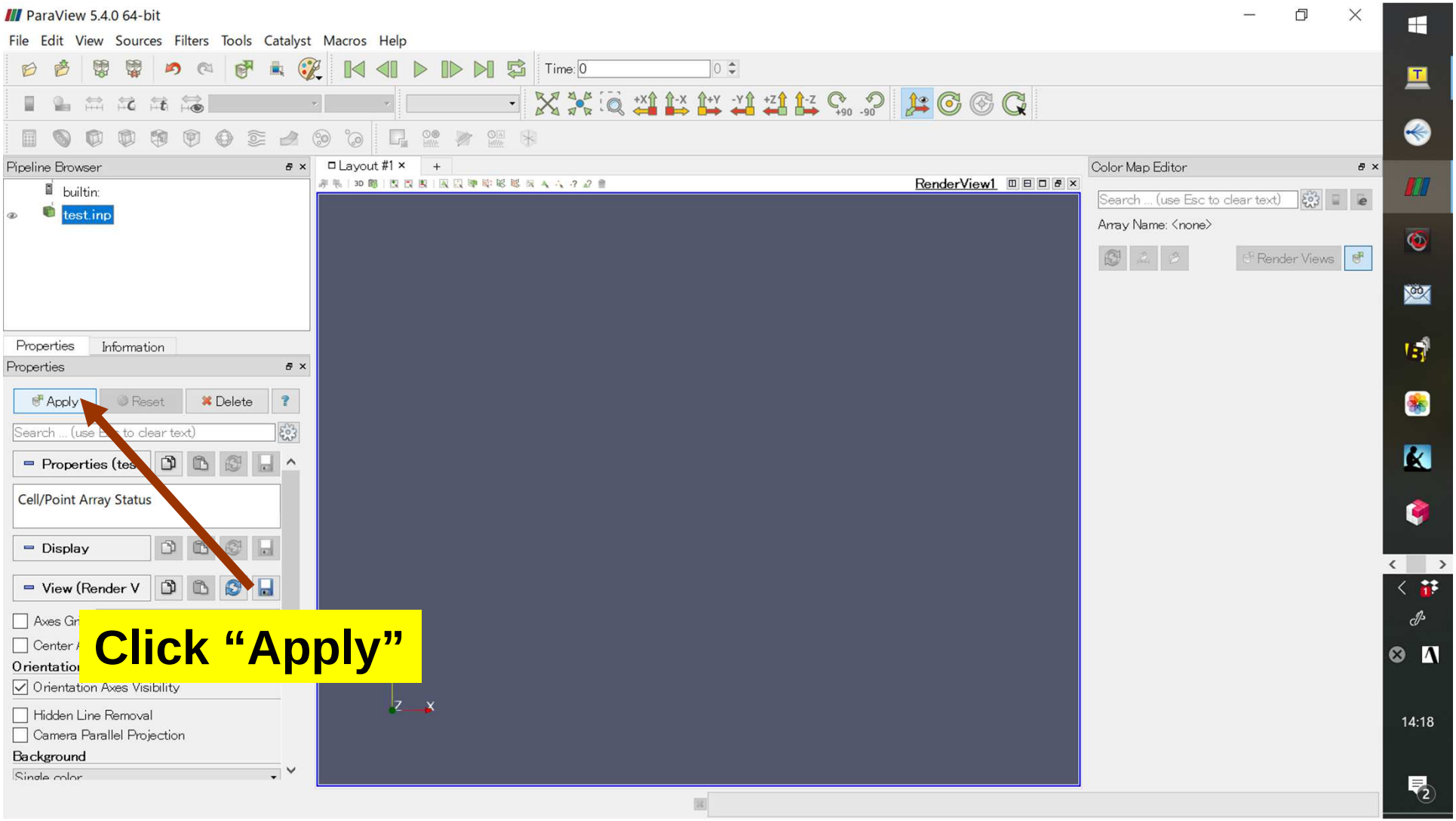
Open the UCD file (3/3)



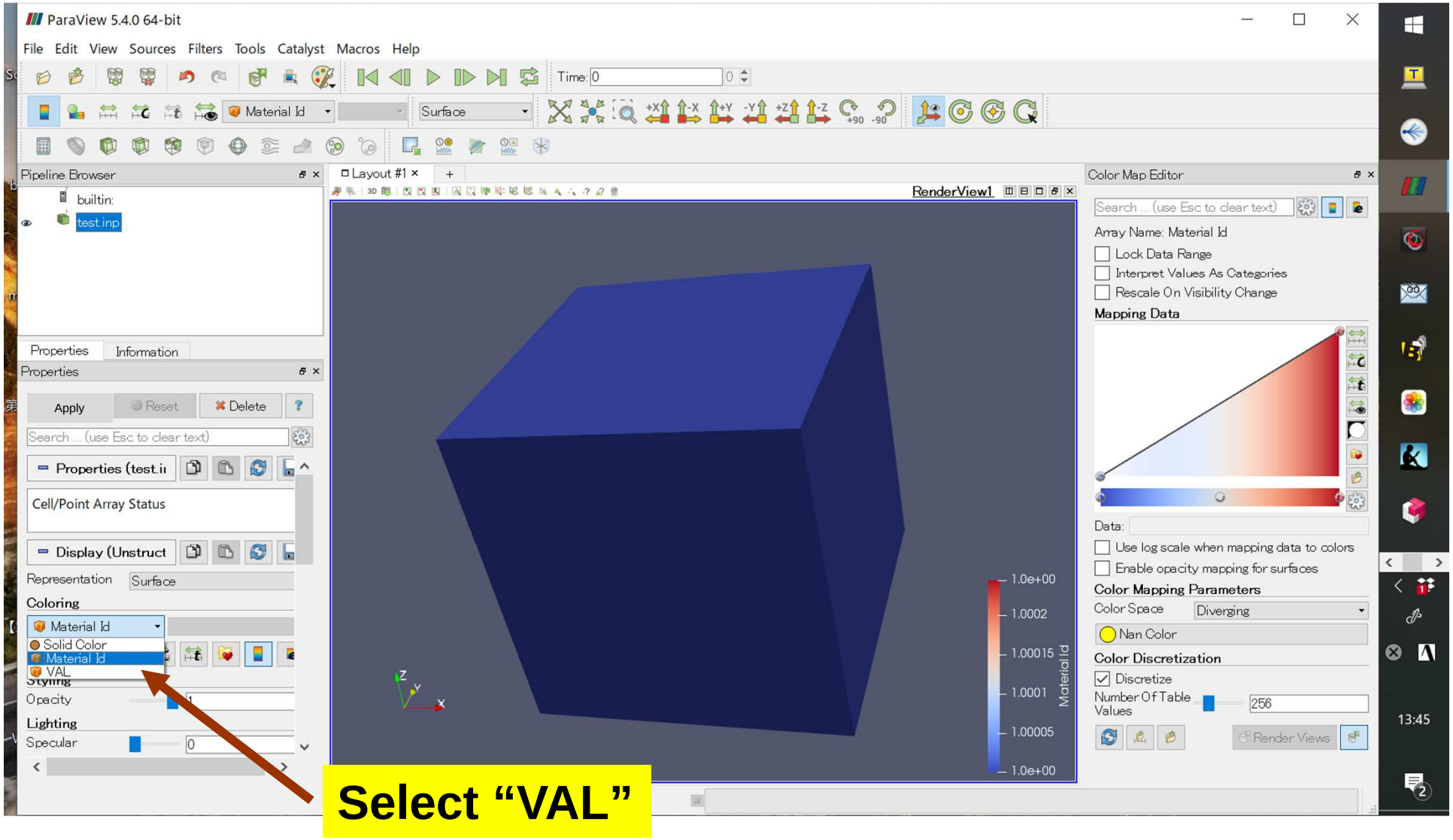
Select UCD Format



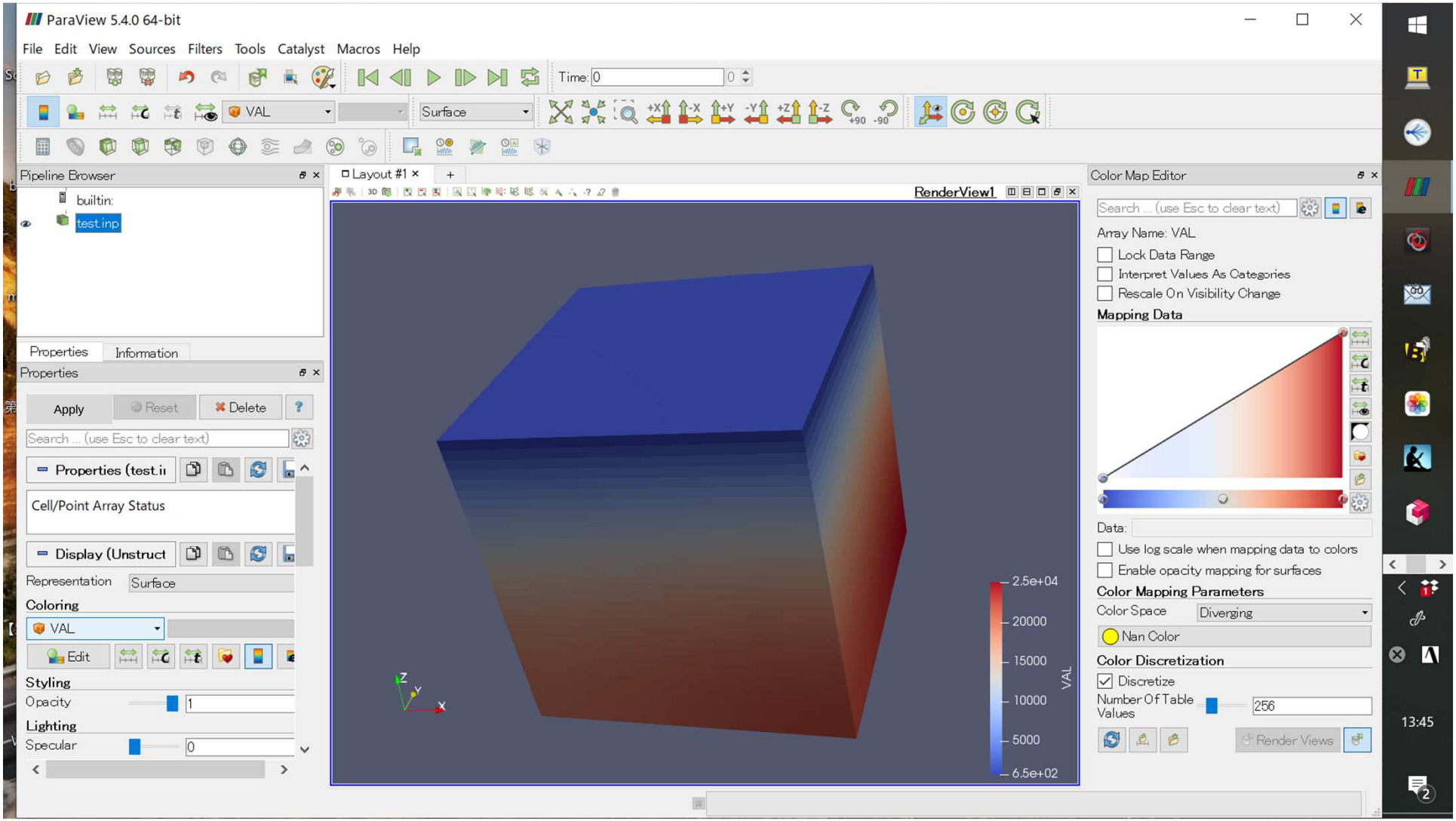
Click “Apply”


ParaView 5.4.0 64-bit
File Edit View Sources Filters Tools Catalyst Macros Help
Time: 0
Pipeline Browser
builtin:
test.inp
Properties
Information
Properties
Apply
Reset
Delete
Search ... (use Esc to clear text)
Properties (tes
Cell/Point Array Status
Display
View (Render V
Orientation Axes Visibility
Hidden Line Removal
Camera Parallel Projection
Background
Single color
Layout #1
RenderView1
Color Map Editor
Search ... (use Esc to clear text)
Array Name: <none>
Render Views
Click “Apply”
14:18

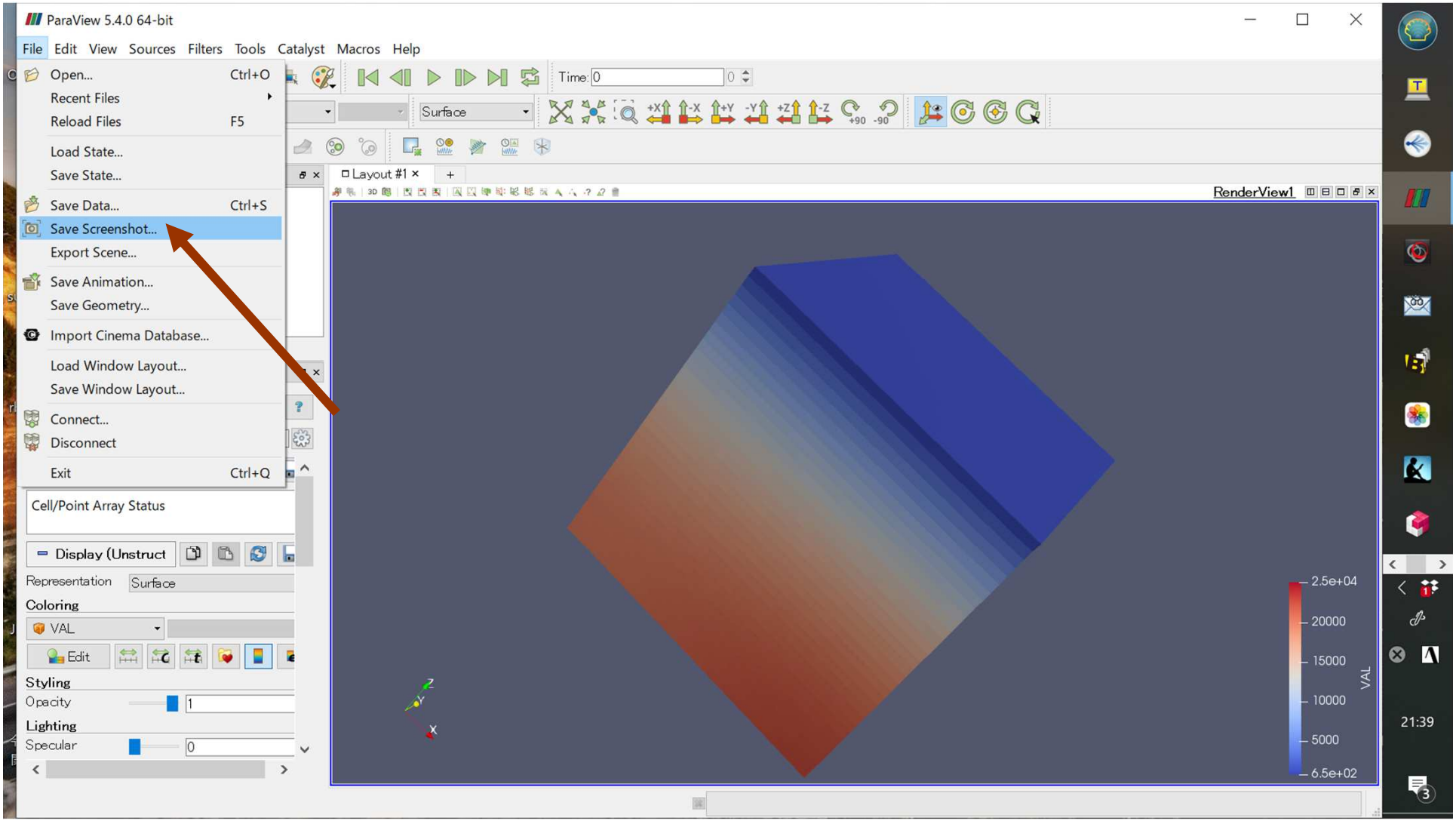
Pulldown “Coloring”
Material ID -> VAL



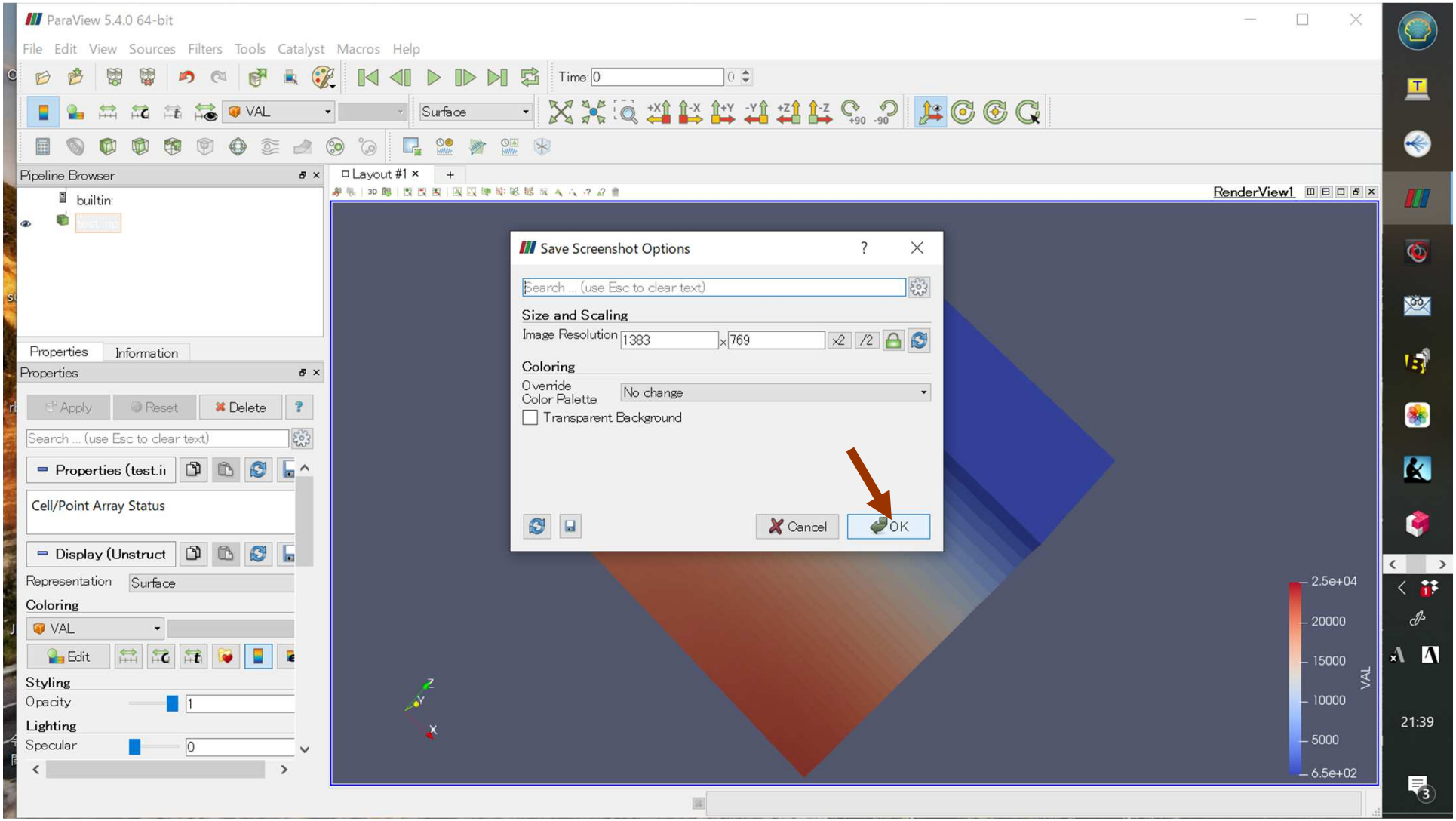
Distribution of Results



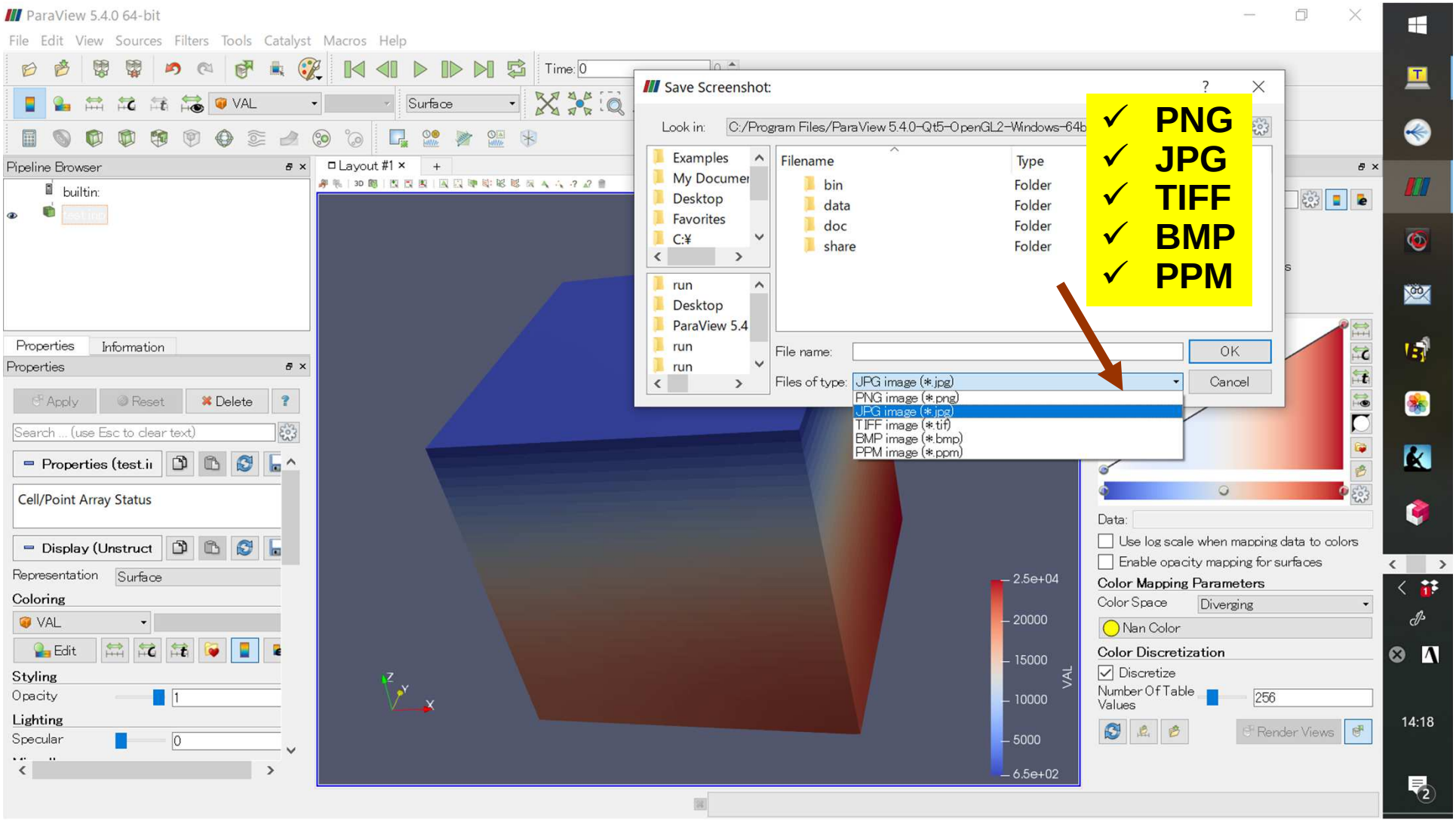
Save Screenshot (1/4)



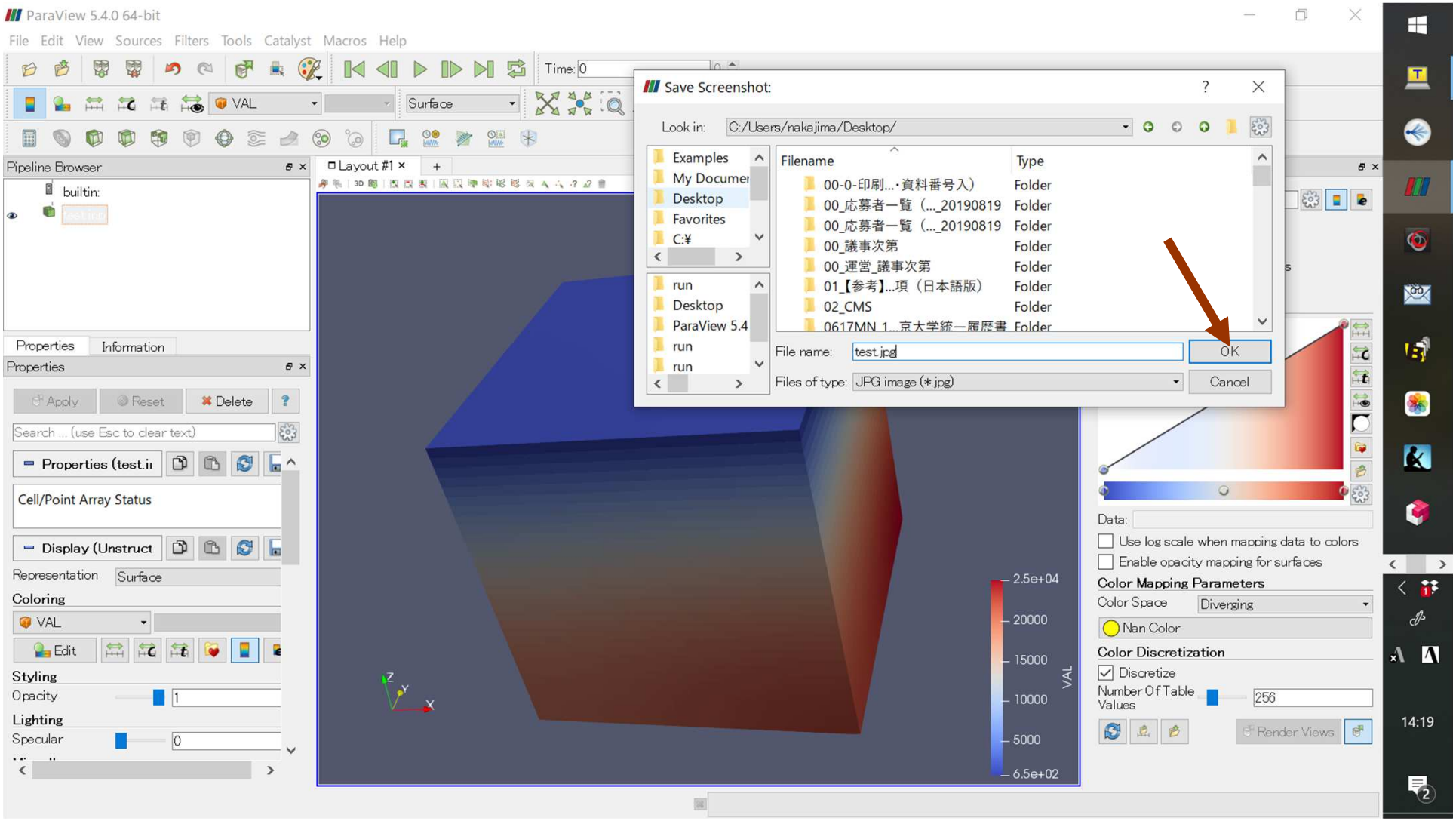
Save Screenshot (2/4)



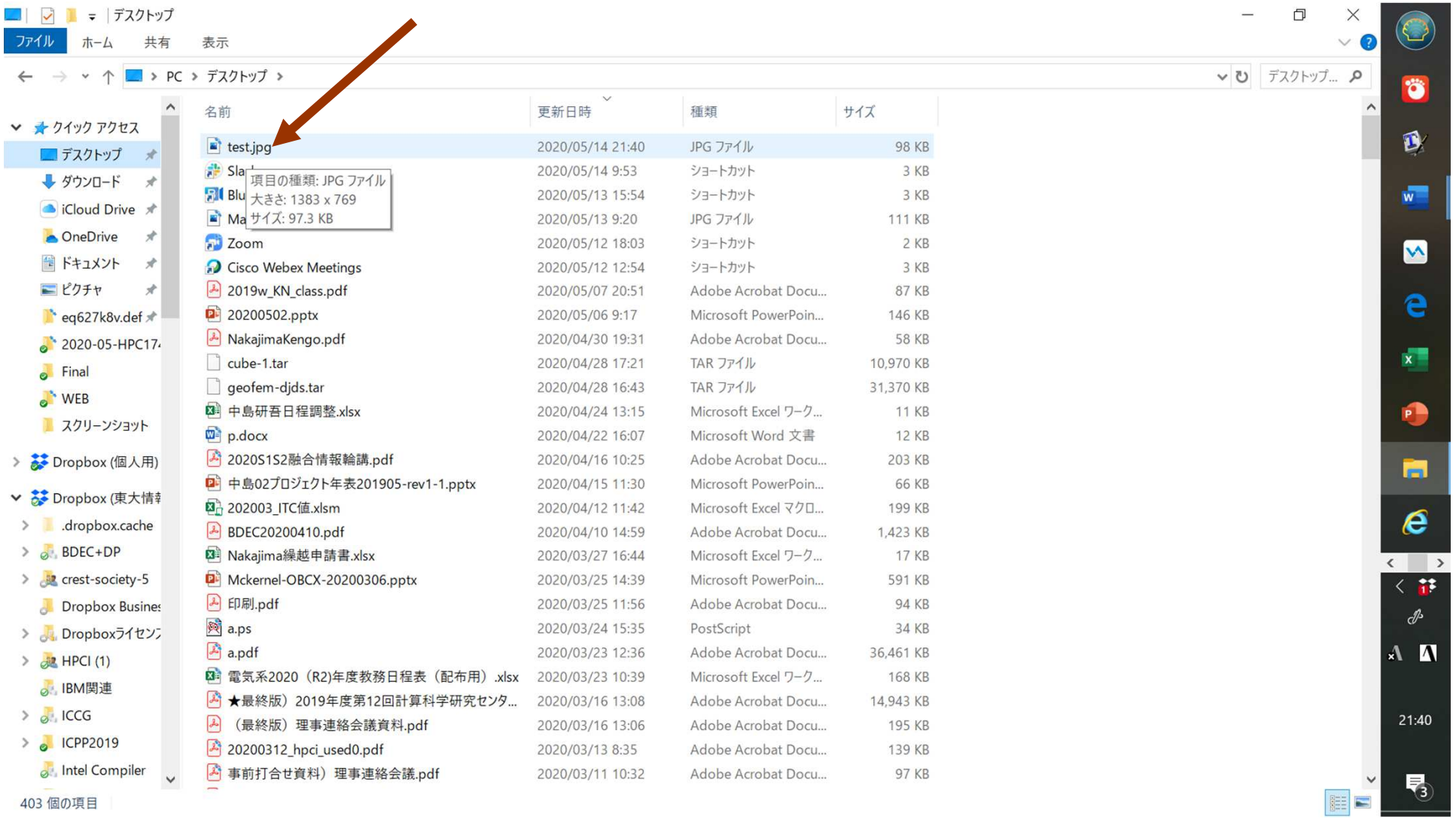
Save Screenshot (3/4)



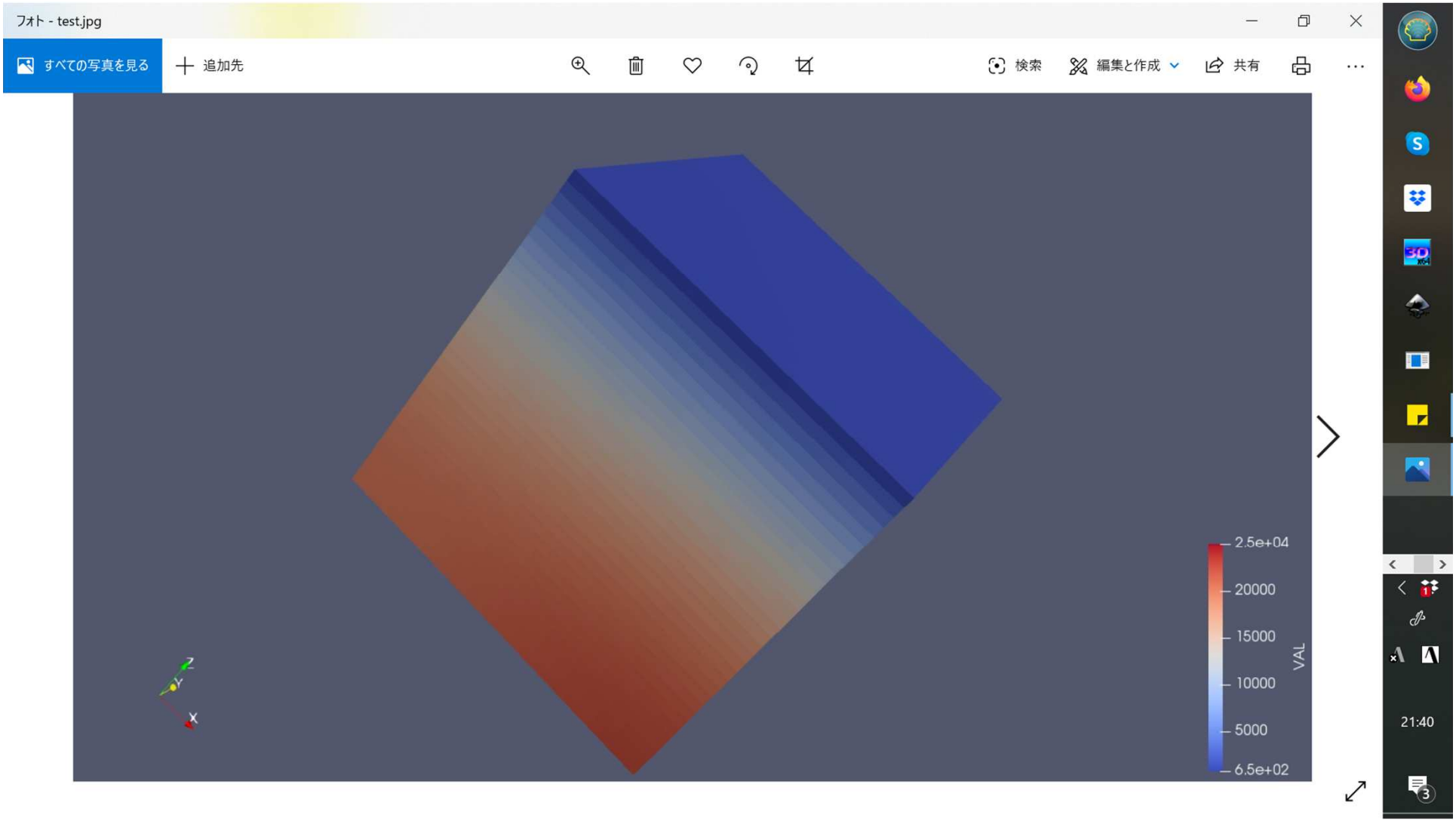
Save Screenshot (4/4)
Name & Location of the File



Click “test.jpg” (1/2)

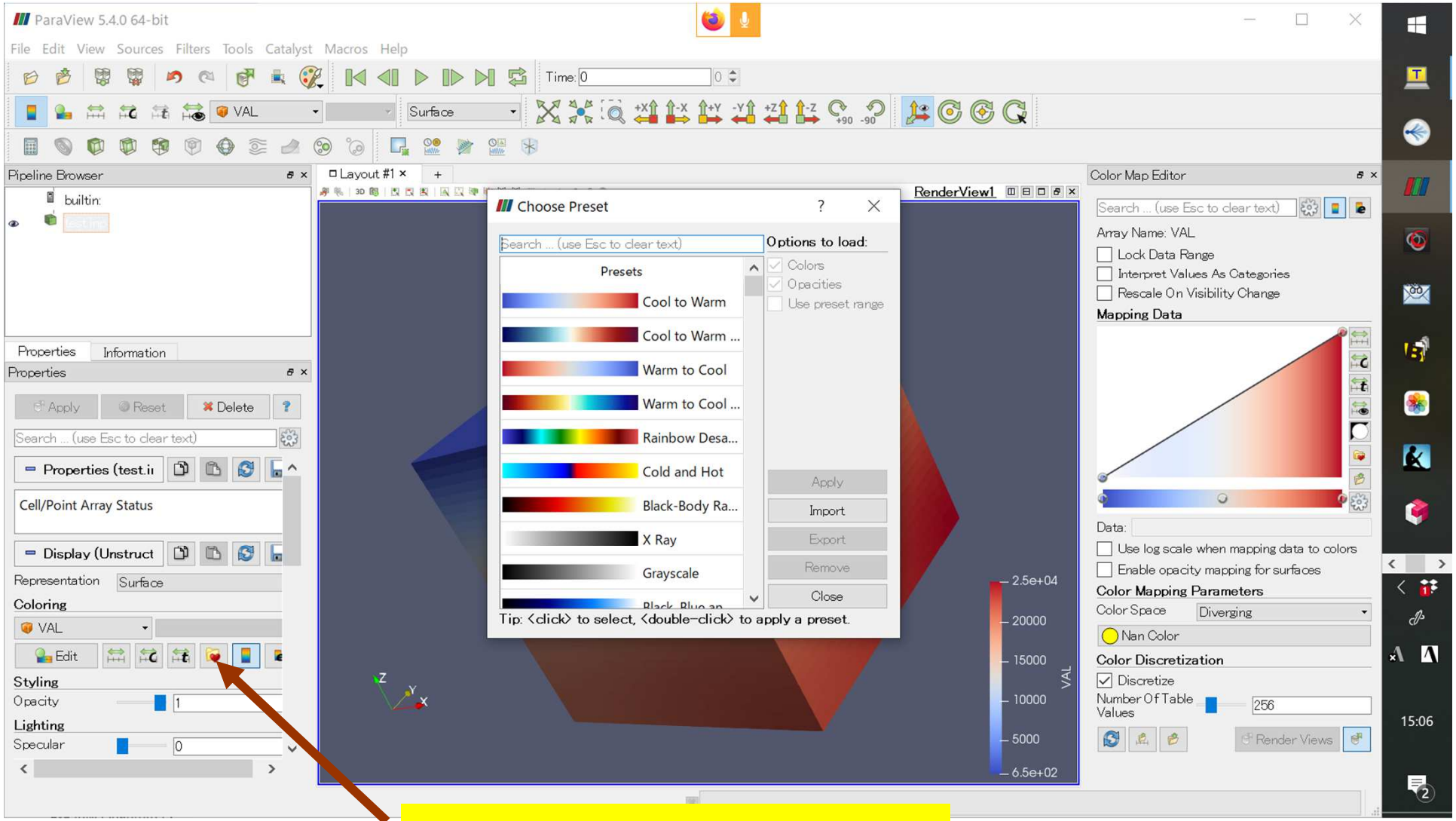


Click “test.jpg” (2/2)



Edit Color Map (1/5)

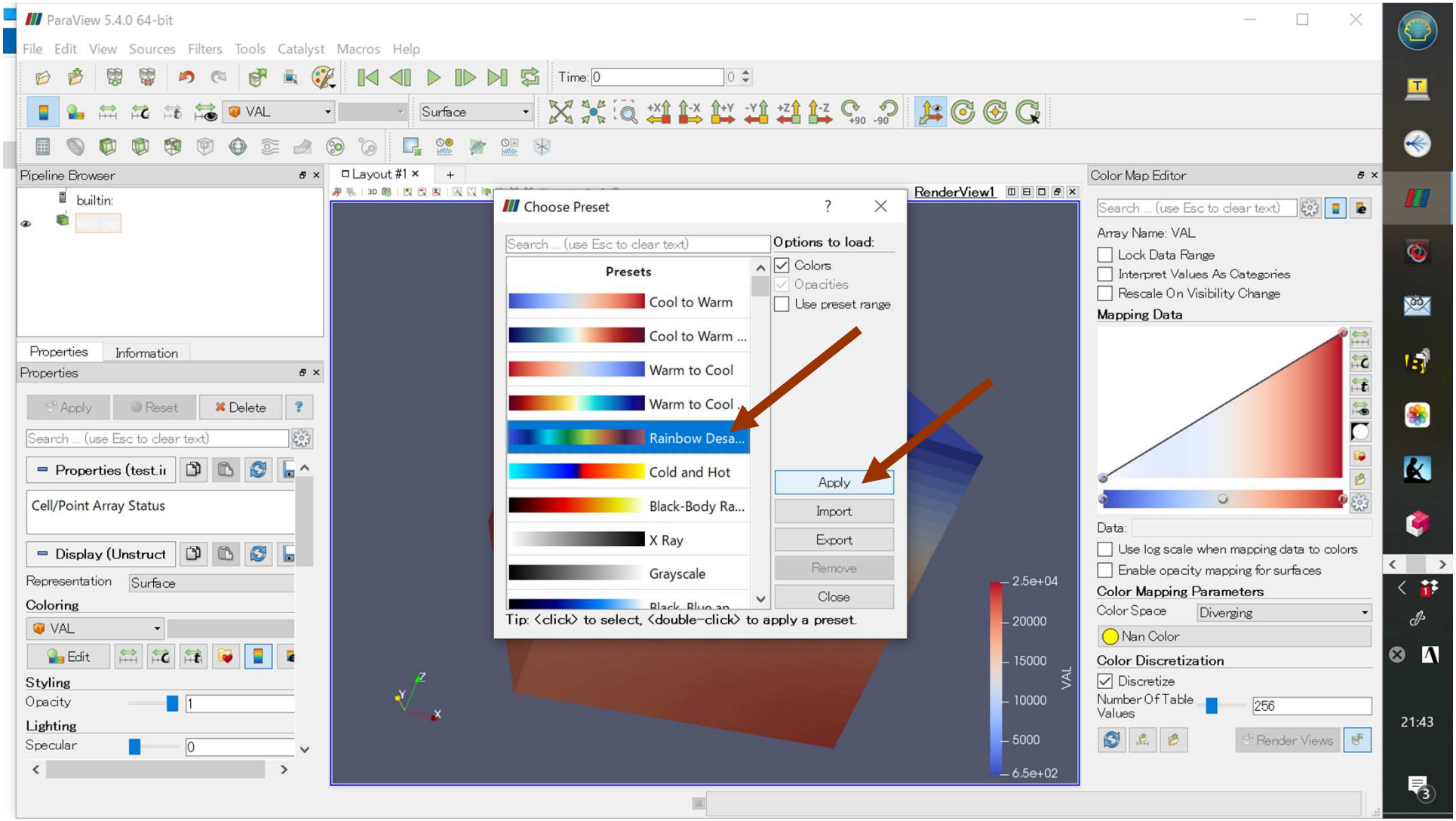
Click “Choose Preset”



Click “Choose Preset”

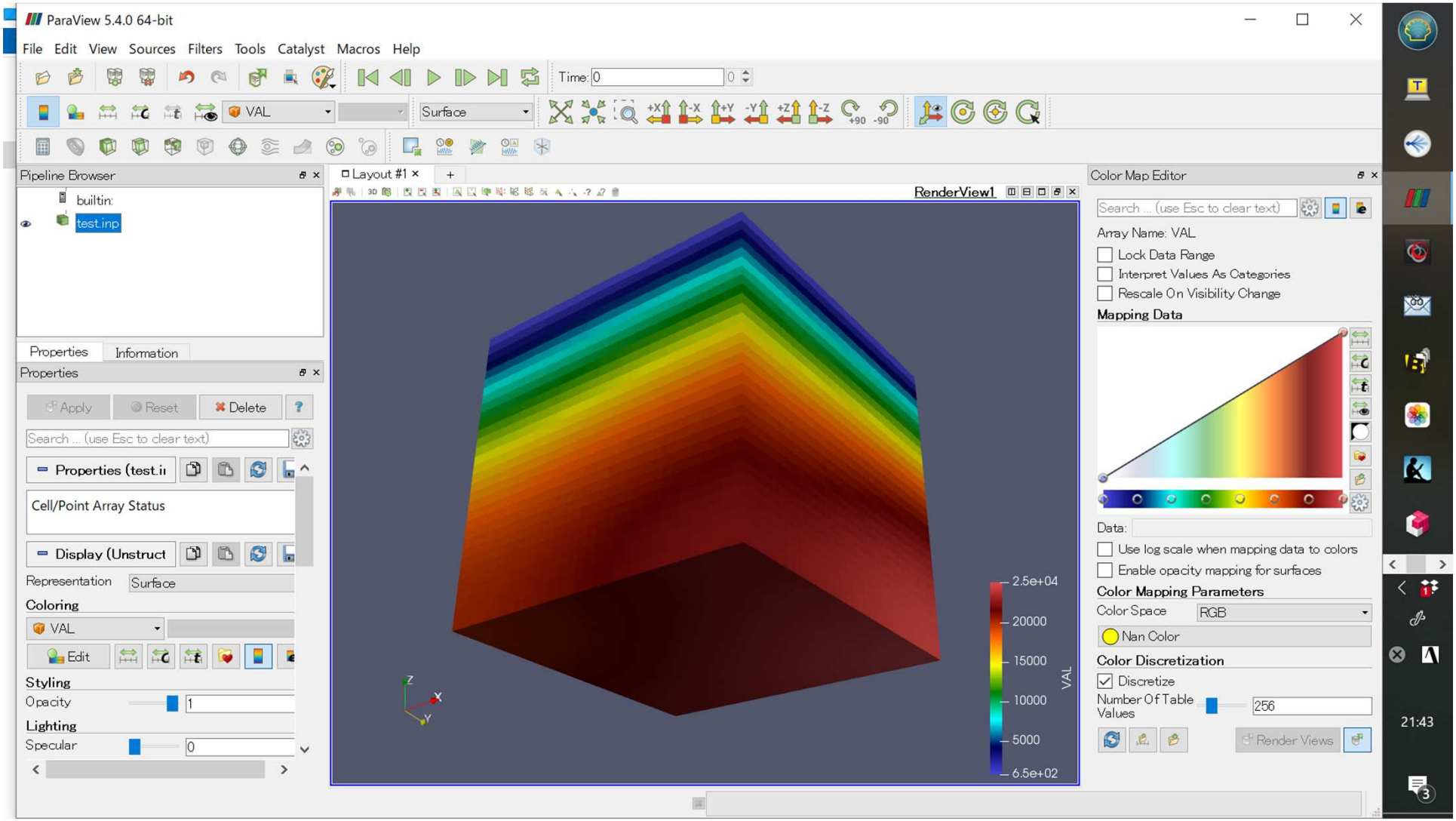
Edit Color Map (2/5)

“Rainbow Desaturated”



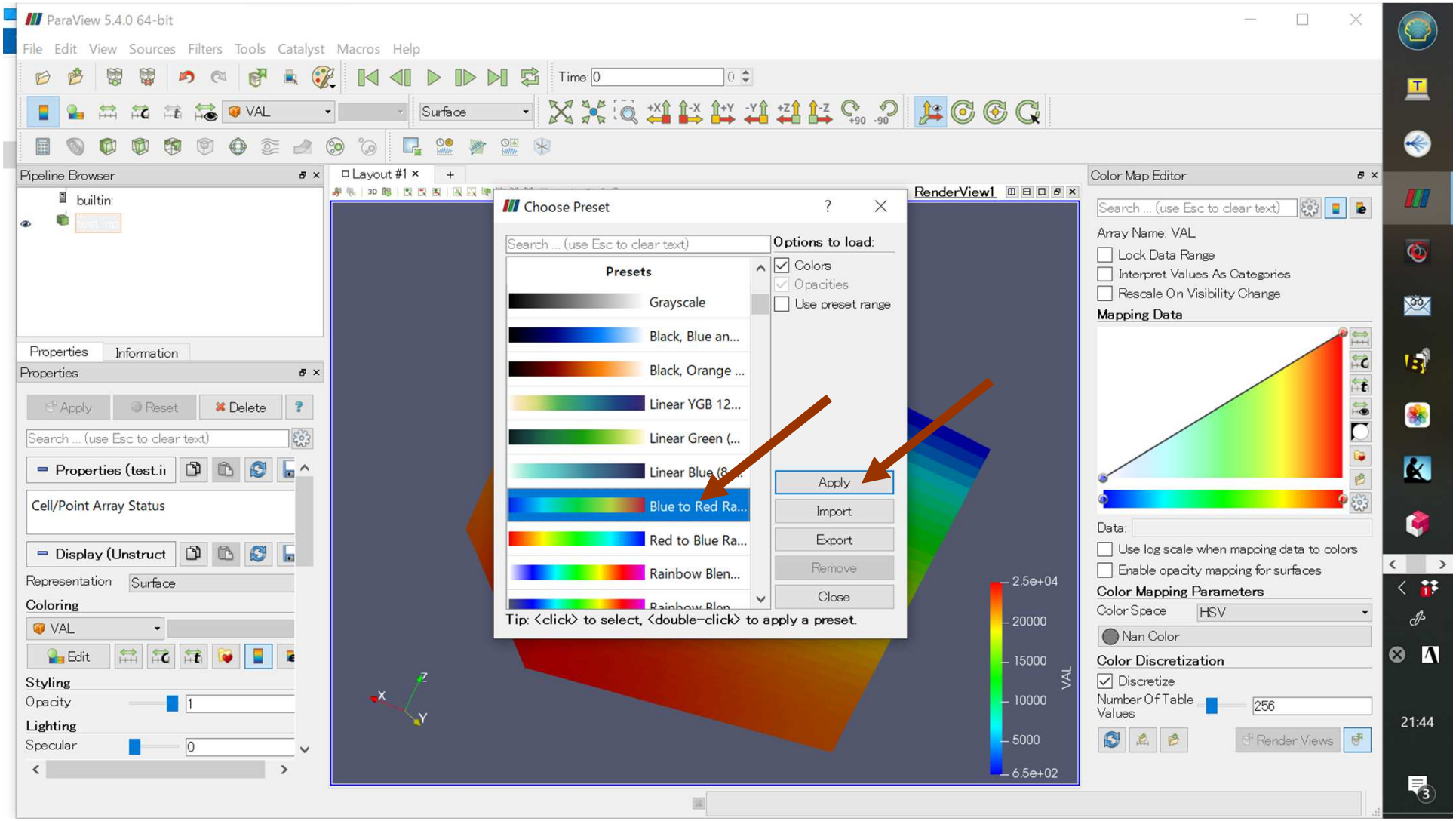
Edit Color Map (3/5)

“Rainbow Desaturated”



Edit Color Map (4/5)

“Blue to Red Rainbow”



Edit Color Map (5/5)

“Blue to Red Rainbow”