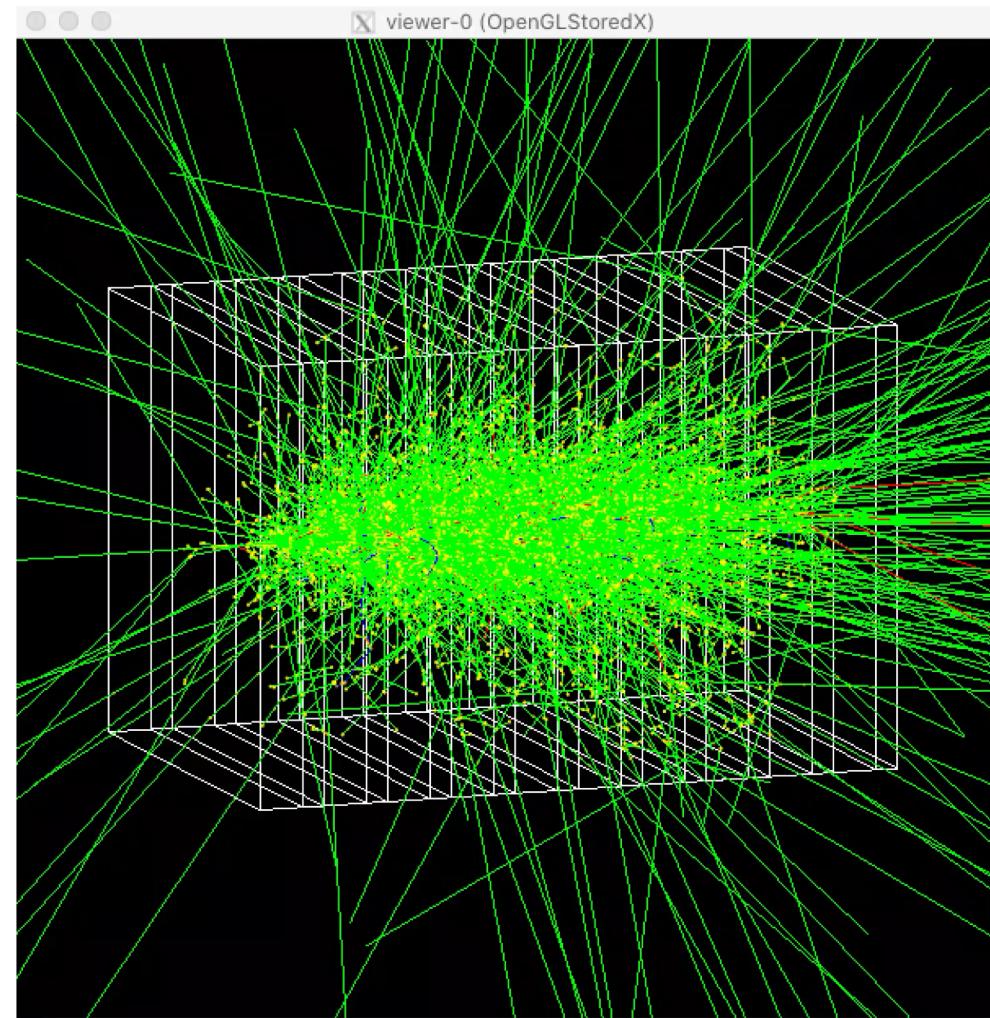


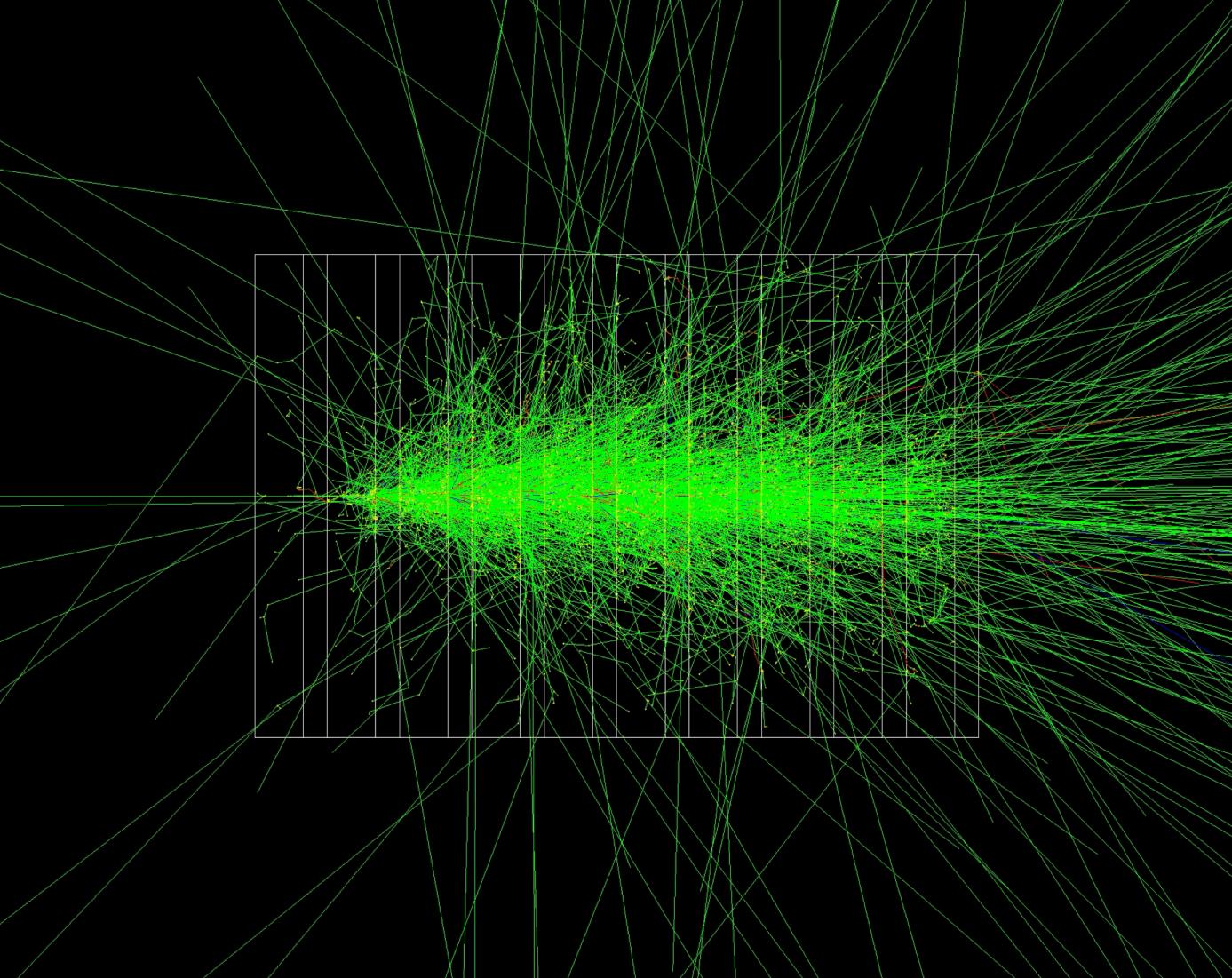
New “movies” example  
&  
New rendering technique (used  
in ICRP110\_HumanPhantoms  
example)

# examples/extended/visualization/movies

- Shows how to save views and interpolate them
- To see a pre-prepared example, start this example in interactive mode
  - `/vis/viewer/interpolate viewfiles/movie-1`
  - If you want to see an electromagnetic shower
    - `/run/beamOn`
    - `/vis/viewer/interpolate viewfiles/movie-1`
- You may interpolate any view parameter, e.g., global time window – see next



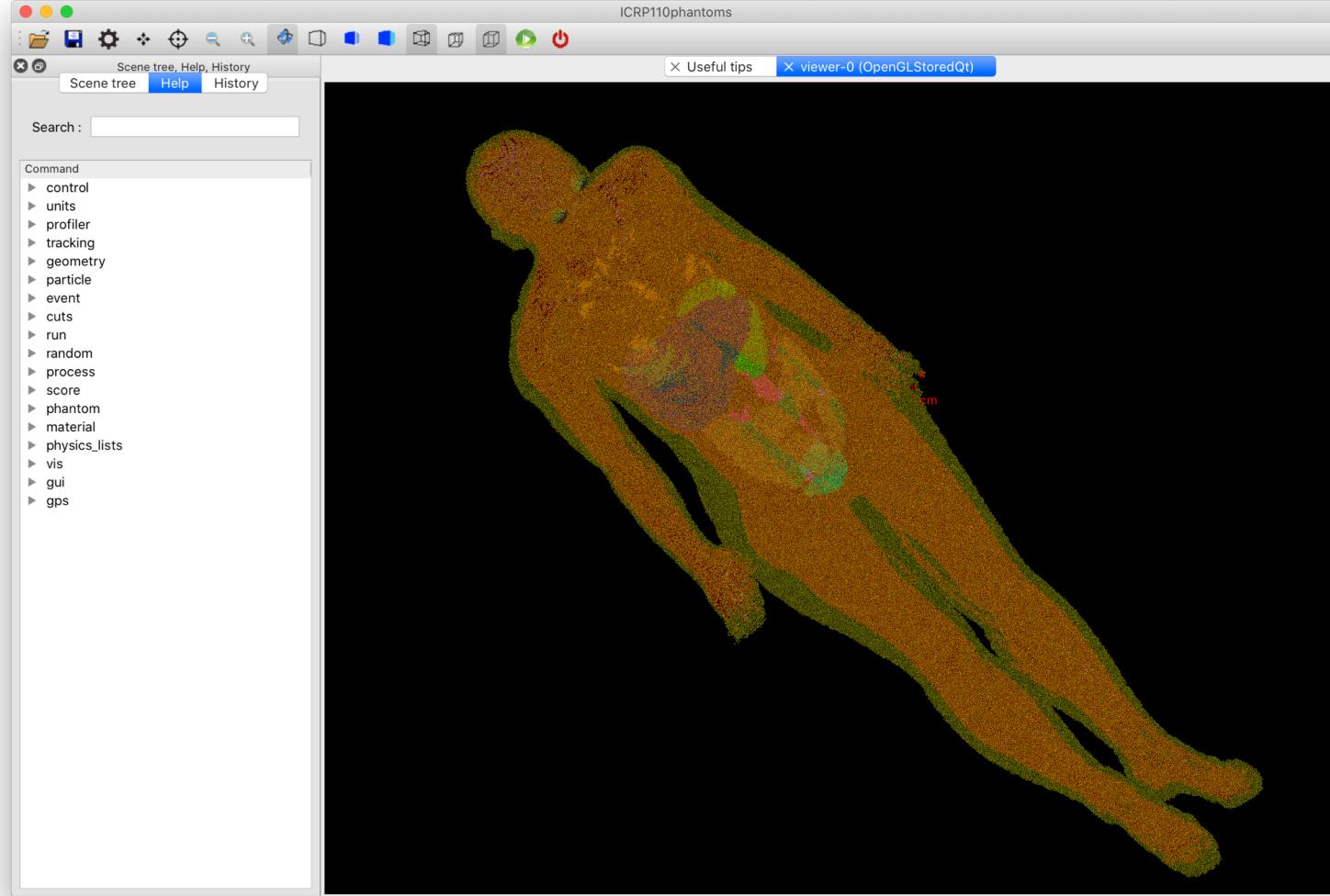
# movies (2)



```
/vis/modeling/trajectories/drawByCharge-0/default/setTimeSliceInterval 0.01 ns  
/run/beamOn  
/vis/viewer/interpolate viewfiles/movie-2
```

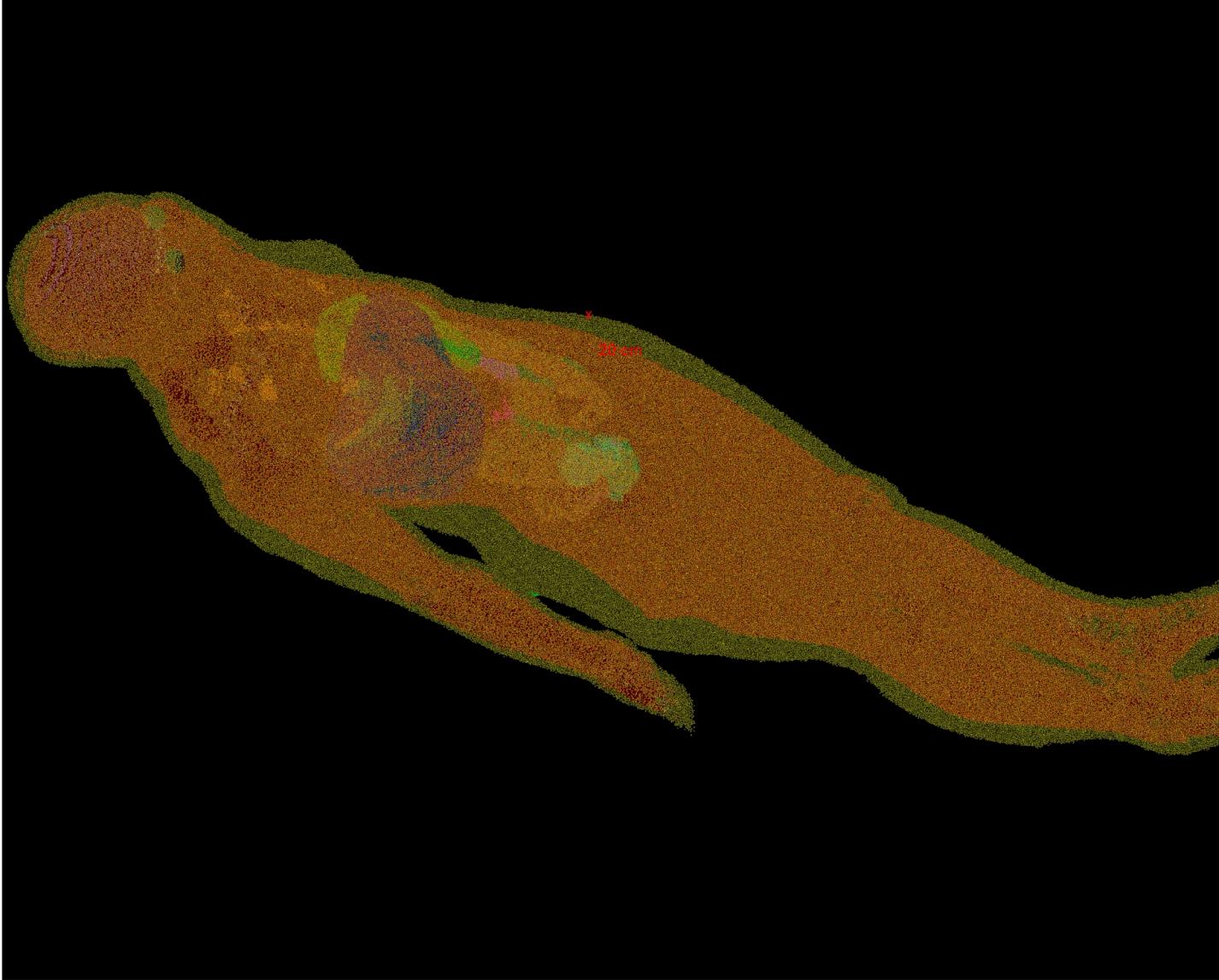
# Special rendering

- Advanced example  
**ICRP110\_HumanPhantoms**
  - G4VNestedParameterisation is what we call a “mesh” if it is 3-deep
  - One dot per mesh point
- From vis.mac
  - ```
# Draw phantom
/vis/viewer/set/specialMeshRendering
/vis/drawVolume
```
  - Drawing: 100× speed-up
  - Frame rate (MacBook Pro): about 5 fps
  - (Normally that would be 7 million boxes – impossible – but 7 millions dots is OK.)



# Special rendering with view interpolation

- Advanced example  
ICRP110\_HumanPhantoms



- `/vis/viewer/interpolate g4views 1000 0`

# Thankyou