Supplemental Material - Large Graphs, Data Sets Viscous Fingers and 3D Flow around a Square Cylinder

Temporal Treemaps: Static Visualization of Evolving Trees

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1 Viscous Fingers



(b) Layout using our algorithm.

Figure 1: Full graph for the Viscous Fingers data set from [2] with time range 20 to 80. The paper contains a graph for the time steps 40 to 47.

2 3D Flow around a Square Cylinder



Figure 2: Full graph for the *Cylinder* data set [1,3]. In the paper, we clipped the graph to focus on the part that showcases avoidable intersections.

References

- [1] S. Camarri, M.-V. Salvetti, M. Buffoni, and A. Iollo. Simulation of the three-dimensional flow around a square cylinder between parallel walls at moderate reynolds numbers. In XVII Congresso di Meccanica Teorica ed Applicata, 2005.
- [2] J. Lukasczyk, G. Weber, R. Maciejewski, C. Garth, and H. Leitte. Nested tracking graphs. Computer Graphics Forum (Proceedings EuroVis), 36(3):643-667, 2017.
- [3] T. Weinkauf, H. Theisel, K. Shi, H.-C. Hege, and H.-P. Seidel. Extracting higher order critical points and topological simplification of 3d vector fields. In *Proc. IEEE Visualization 2005*, pages 559–566, 2005.