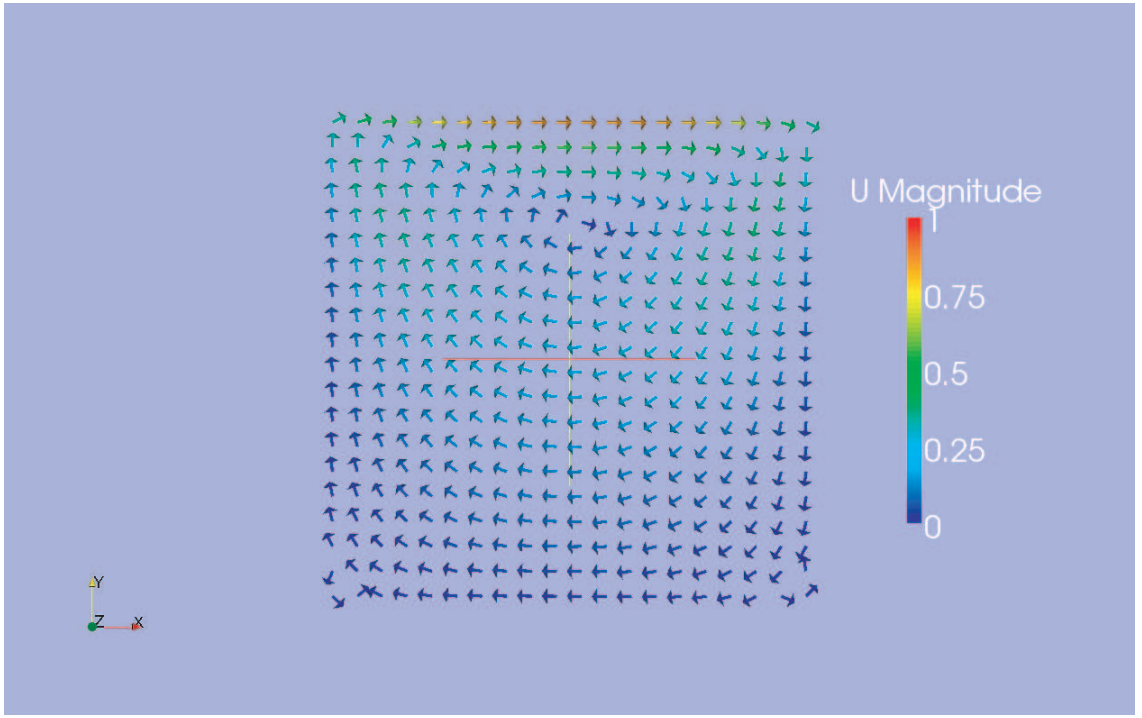
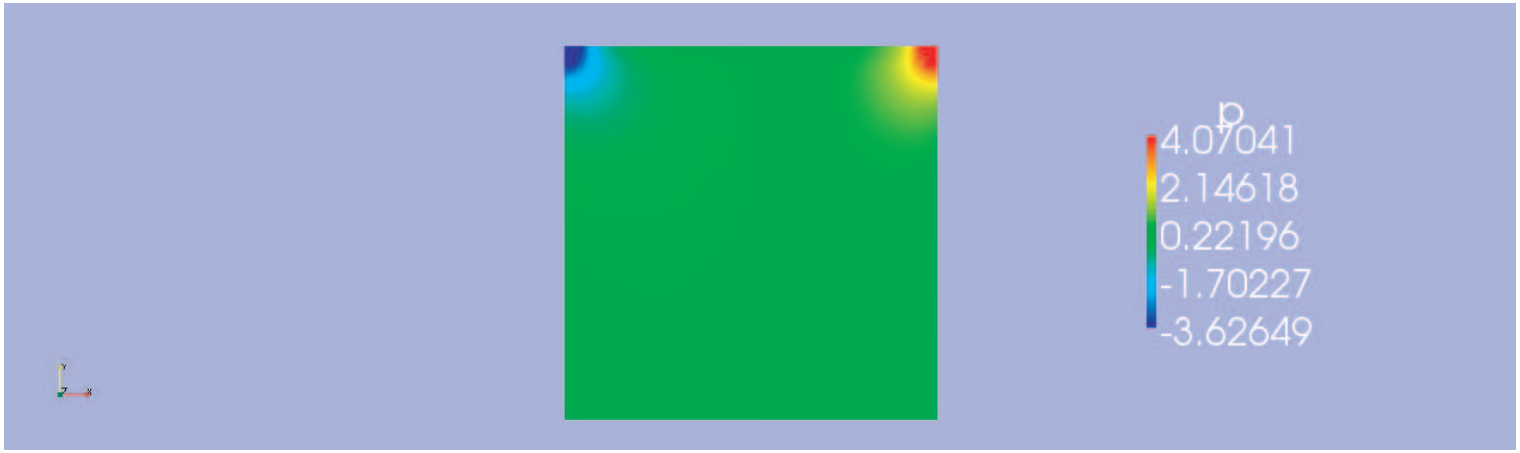
# cavity1



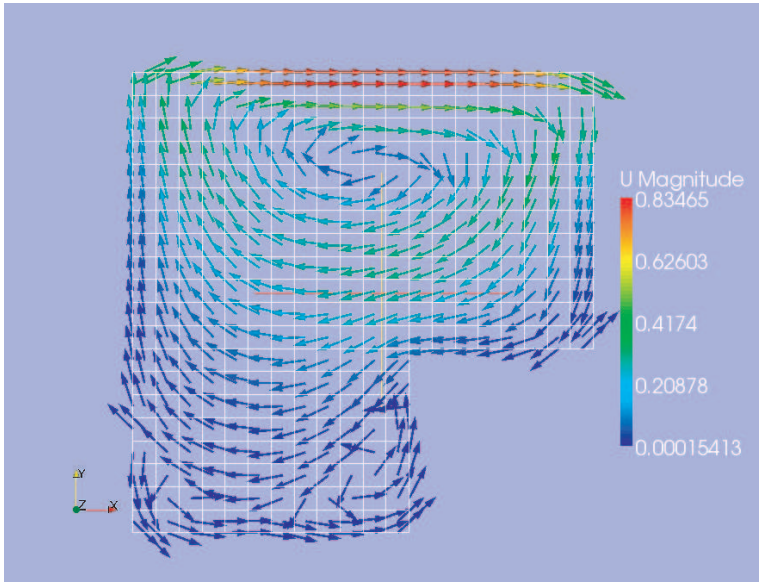

Filter - Cell Centers - Apply
Filter - Glyph - Apply (scale mode off)
Add color legend

# cavity2



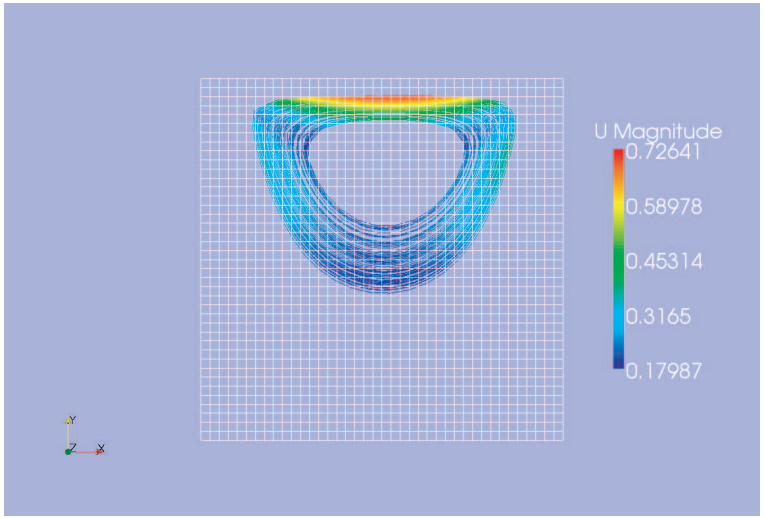

Internal Mesh - Apply
Choose Pressure
Add color legend

# cavityClipped



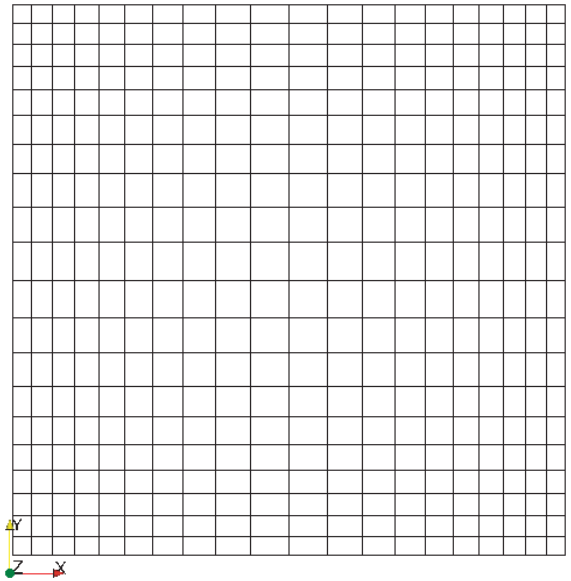

Internal Mesh - Apply
Filter - Cell Centers - Apply
Filter - Glyph - Apply (scale mode off)
Add color legend
Display - Wireframe of Surface (for cavityClipped.OpenFOAM)

# cavityFine



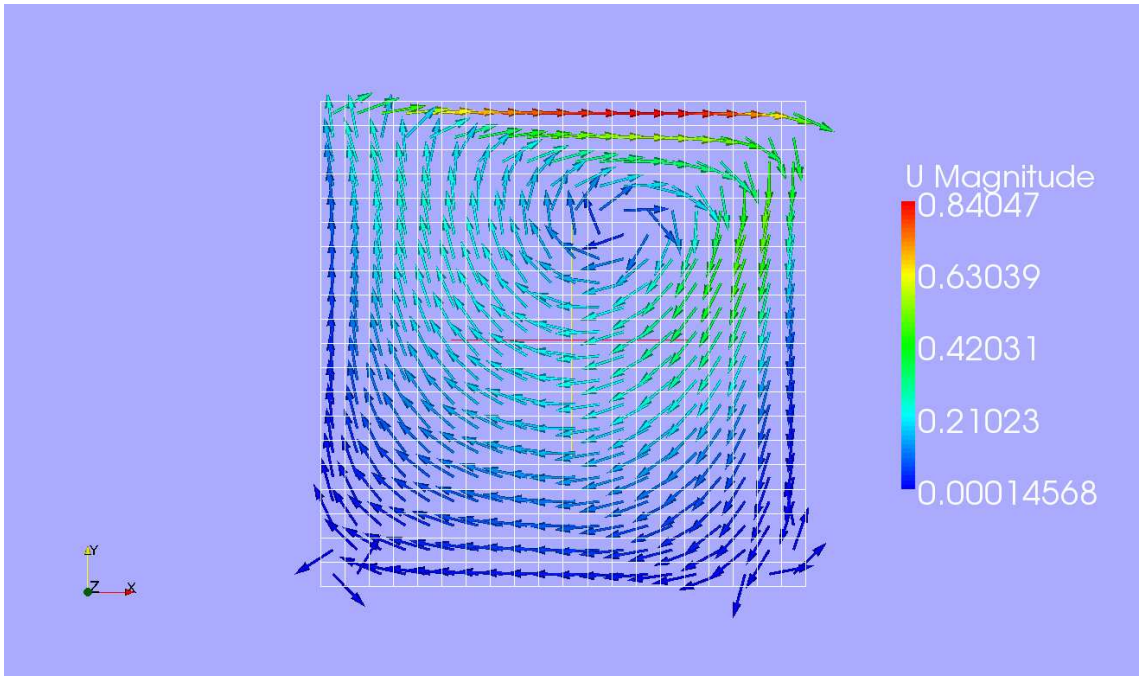

Internal Mesh - Apply
Stream Tracer - Apply
Choose U
Add color legend
Display - Wireframe of Surface (for cavityFine.OpenFOAM)

# cavityGrade



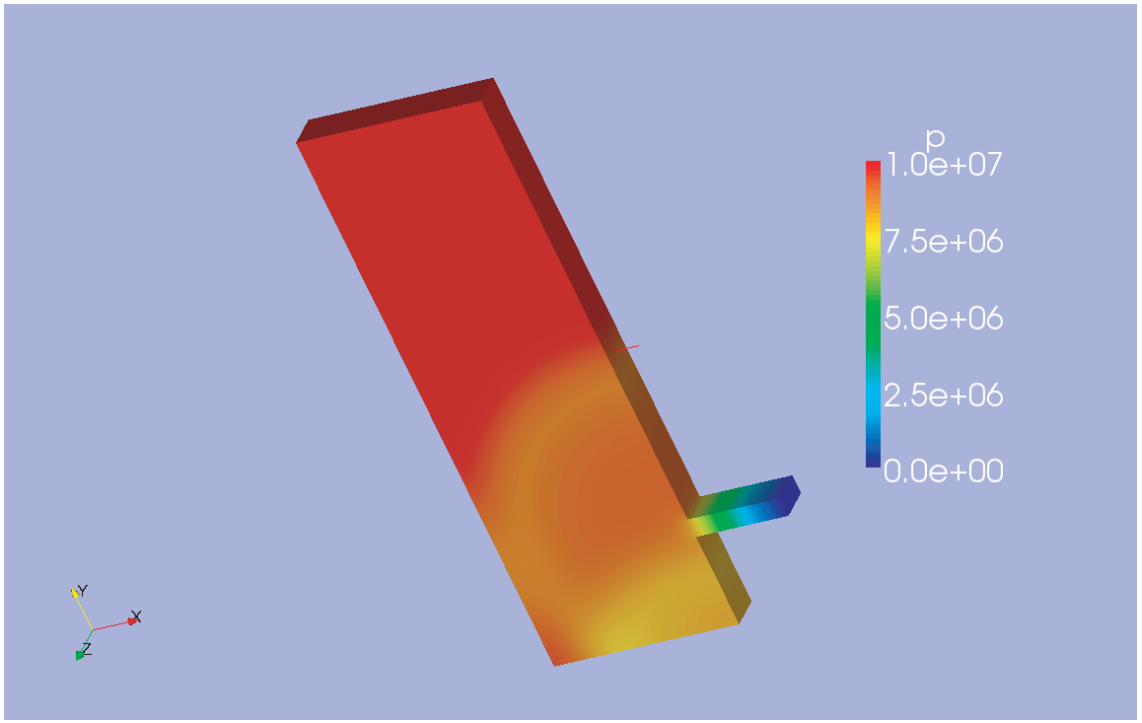

Internal Mesh - Apply
Display - Wirfeframe of Surface

# cavityHighRe



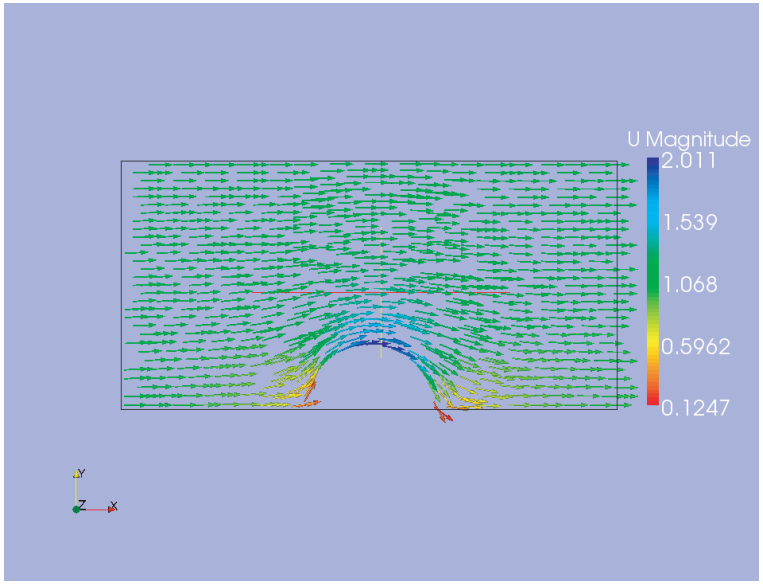

Internal Mesh - Apply
Filter - Cell Centers - Apply
Filter - Glyph - Apply (scale mode off)
Add color legend
Display - Wireframe of Surface (for cavityClipped.OpenFOAM)

# compressionTankFine



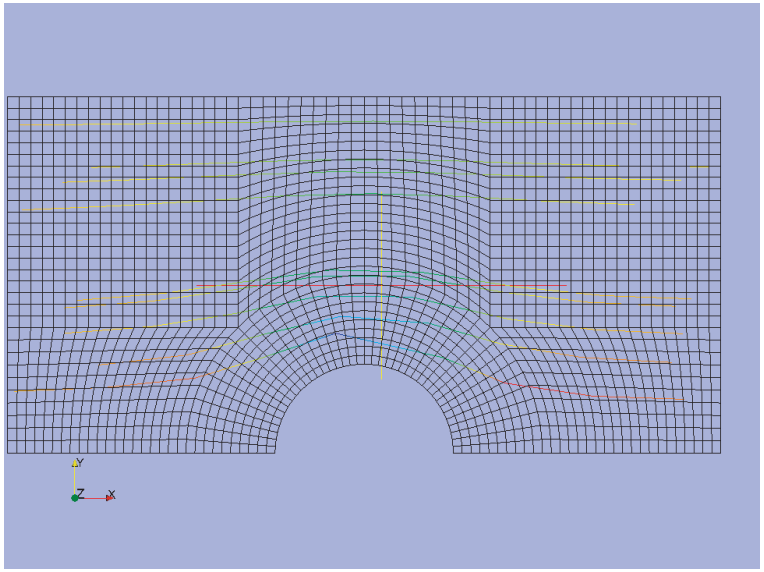

Internal Mesh - Apply
Choose pressure
Add color legend

# cylinder



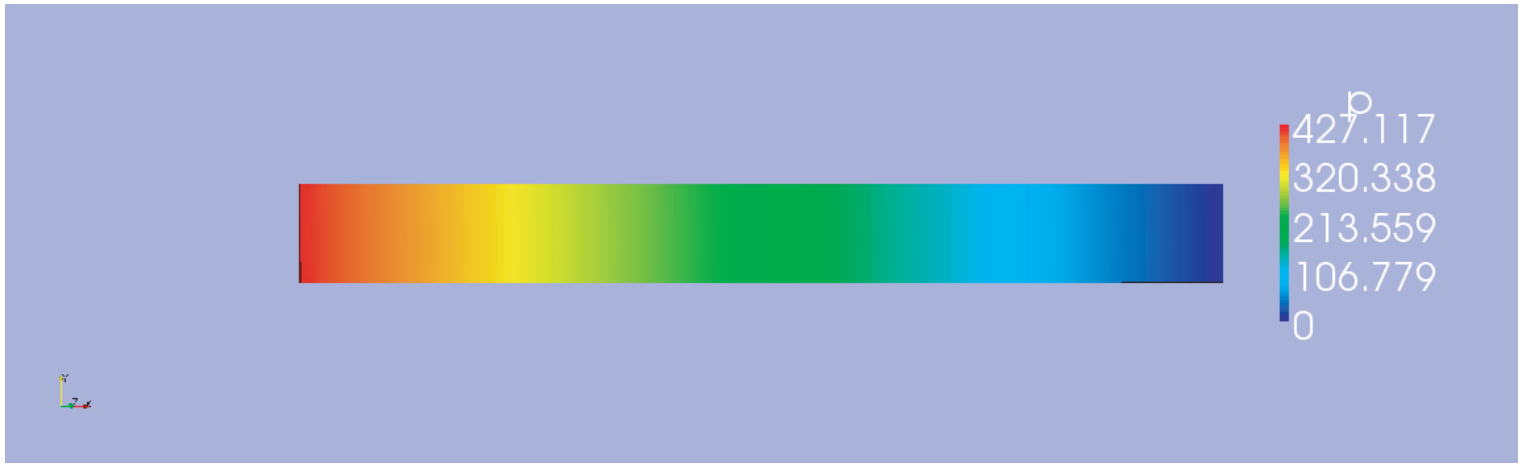

Internal Mesh - Apply
Filters - Cell Centers - Apply
Filters - Glyph - Apply (scale mode off)
Add color legend
Display Outline (for cylinder.OpenFOAM)

# cylinderStreamTracer



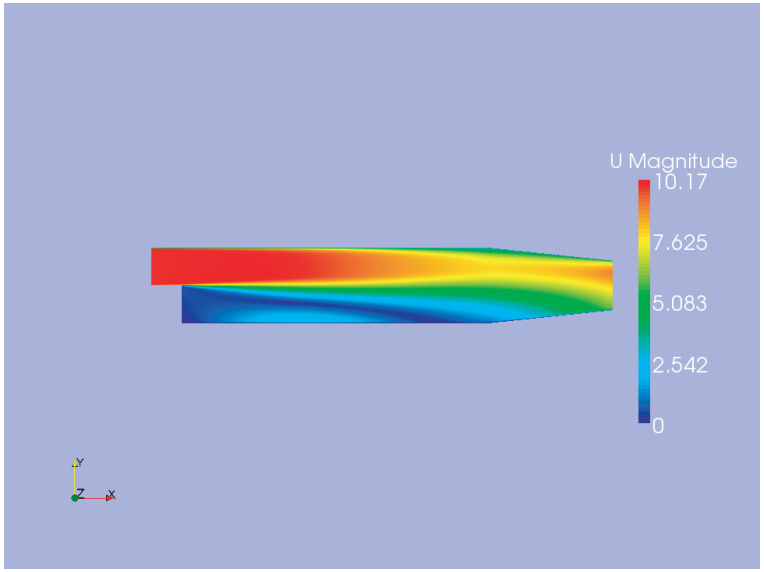
Internal Mesh - Apply
Stream tracer - Apply
Choose U
Display - Wireframe of Surface (for cylinderStreamTracer.OpenFOAM)

# hartmann



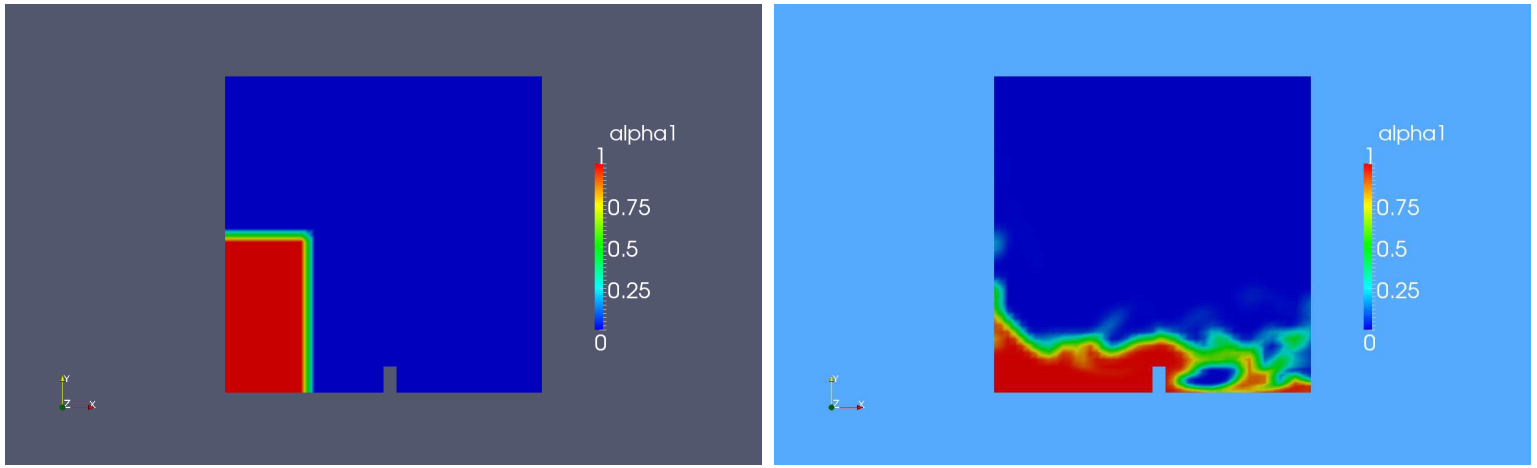

Internal Mesh - Apply
Choose p
Add color legend

# pitzyDaily



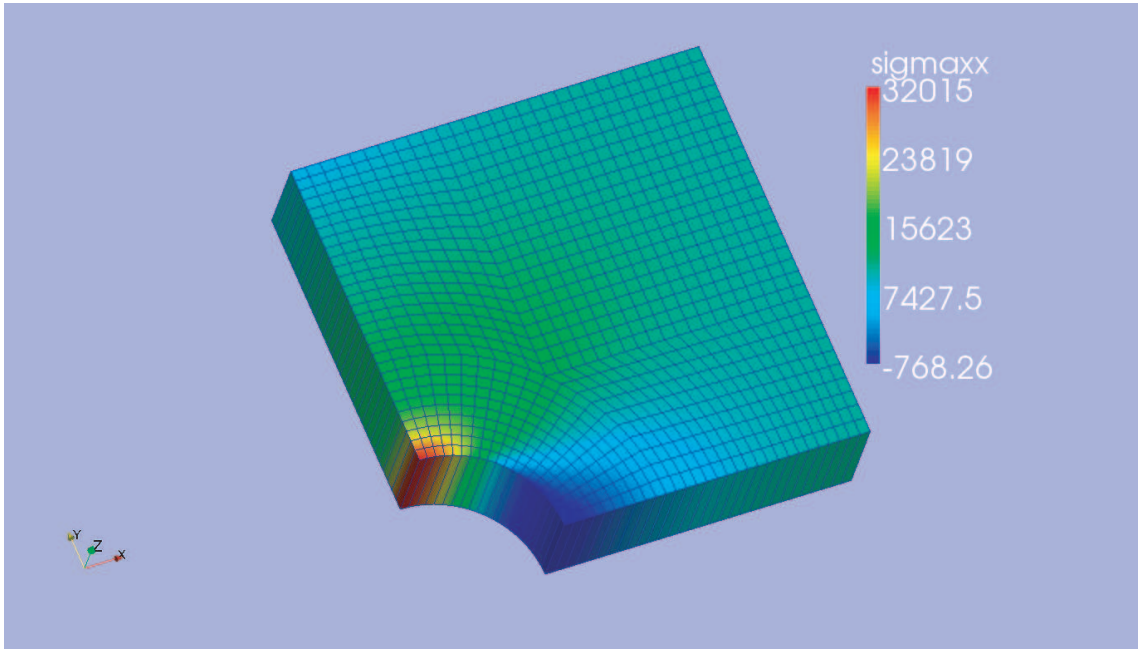

Internal Mesh - Apply
Choose U
Add color legend

# damBreak



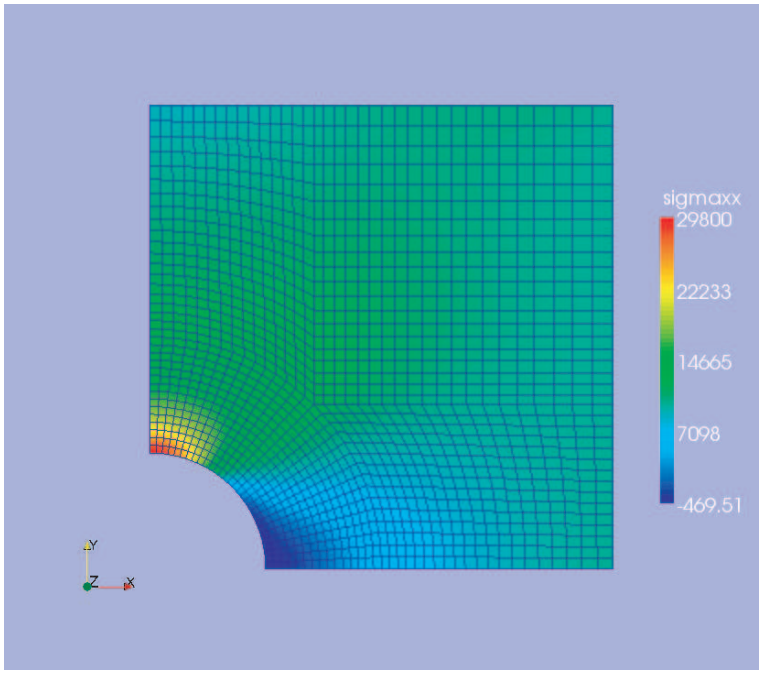

Internal Mesh - Apply
Choose alpha1
Add color legend
right picture: change of background colour (edit - view settings)

# plateHole



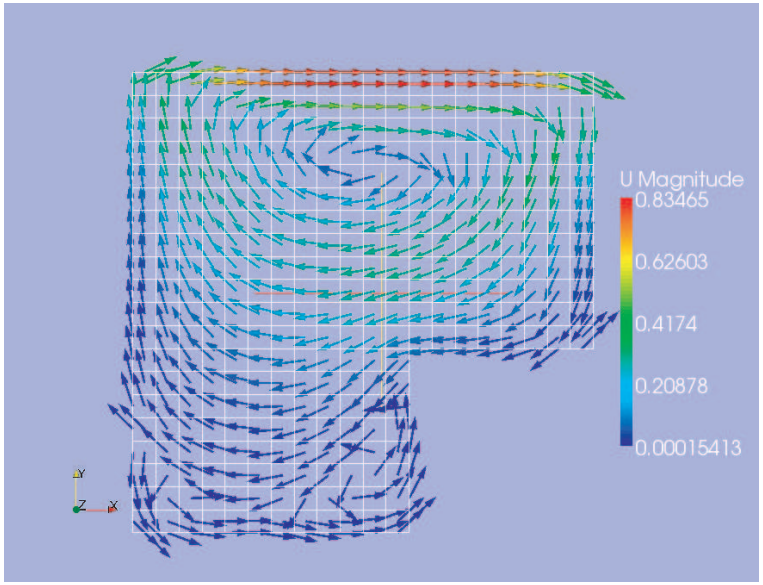

calculate sigma
Internal Mesh - Apply
Choose sigmaxx
Add color legend
Display Wireframe of Surface (for plateHole.OpenFOAM)
Turn the graphic a little bit

# plateHoleGrade



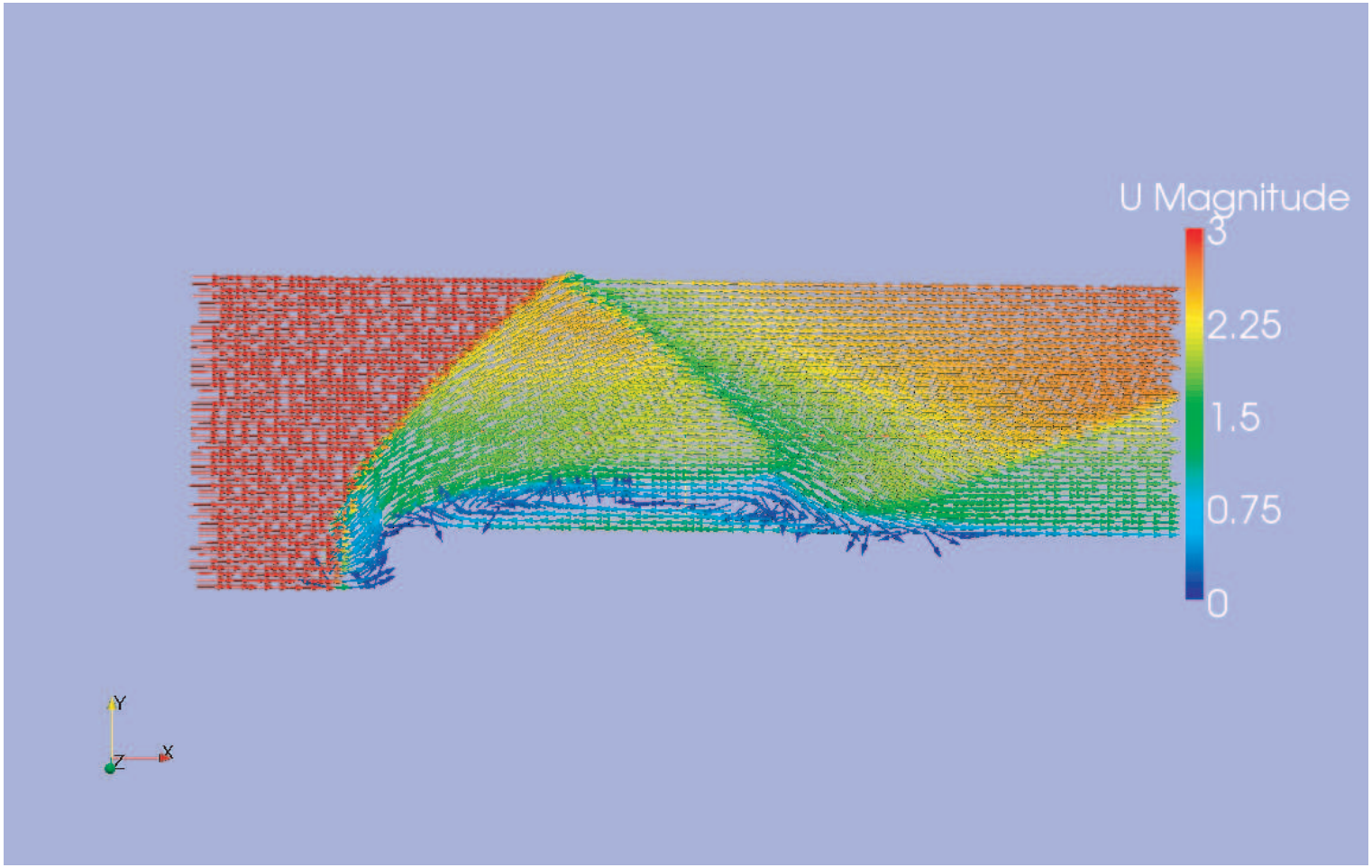

calculate sigma
Internal Mesh - Apply
Choose sigmaxx
Add color legend
Display Wireframe of Surface (for plateHole.OpenFOAM)

# cavityClipped




Internal Mesh - Apply
Filter - Cell Centers - Apply
Filter - Glyph - Apply (scale mode off)
Add color legend
Display Wireframe (for cavityClipped.OpenFOAM)

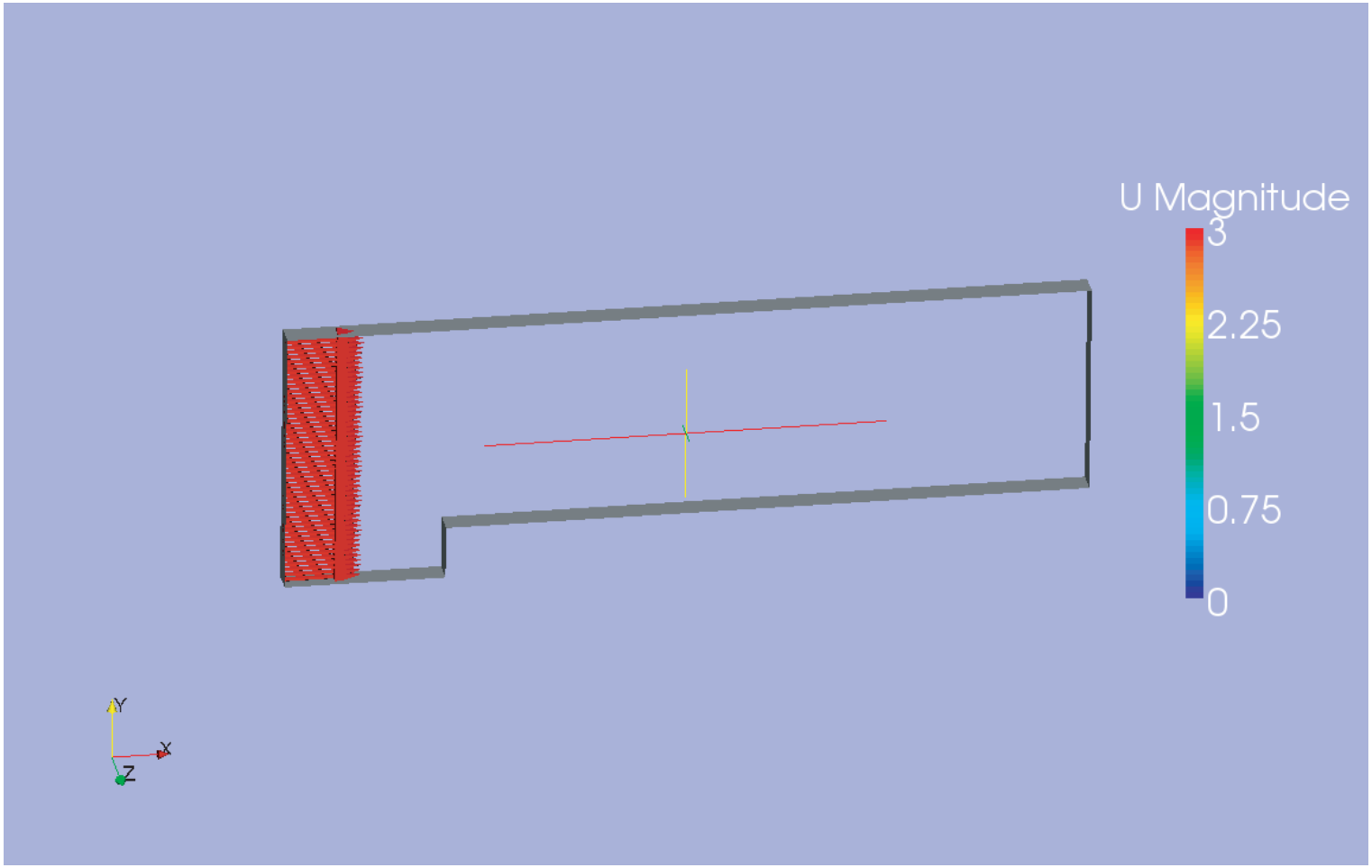
# forwardStep1



# forwardStep1

Load the internal mesh in paraFoam by choosing ”internal mesh” and press the Aplly buttom. Then select Filters-Cell Centers and press the Apply buttom. Select Filters - Glyph. Before you press the Apply buttom make sure the scale mode is set *off* and that *vector* is chosen for the Glyph Type. Then press the Apply buttom (If needed the scale factor can be changed also, so the size of the arrows will change). Afterwords add the color legend.

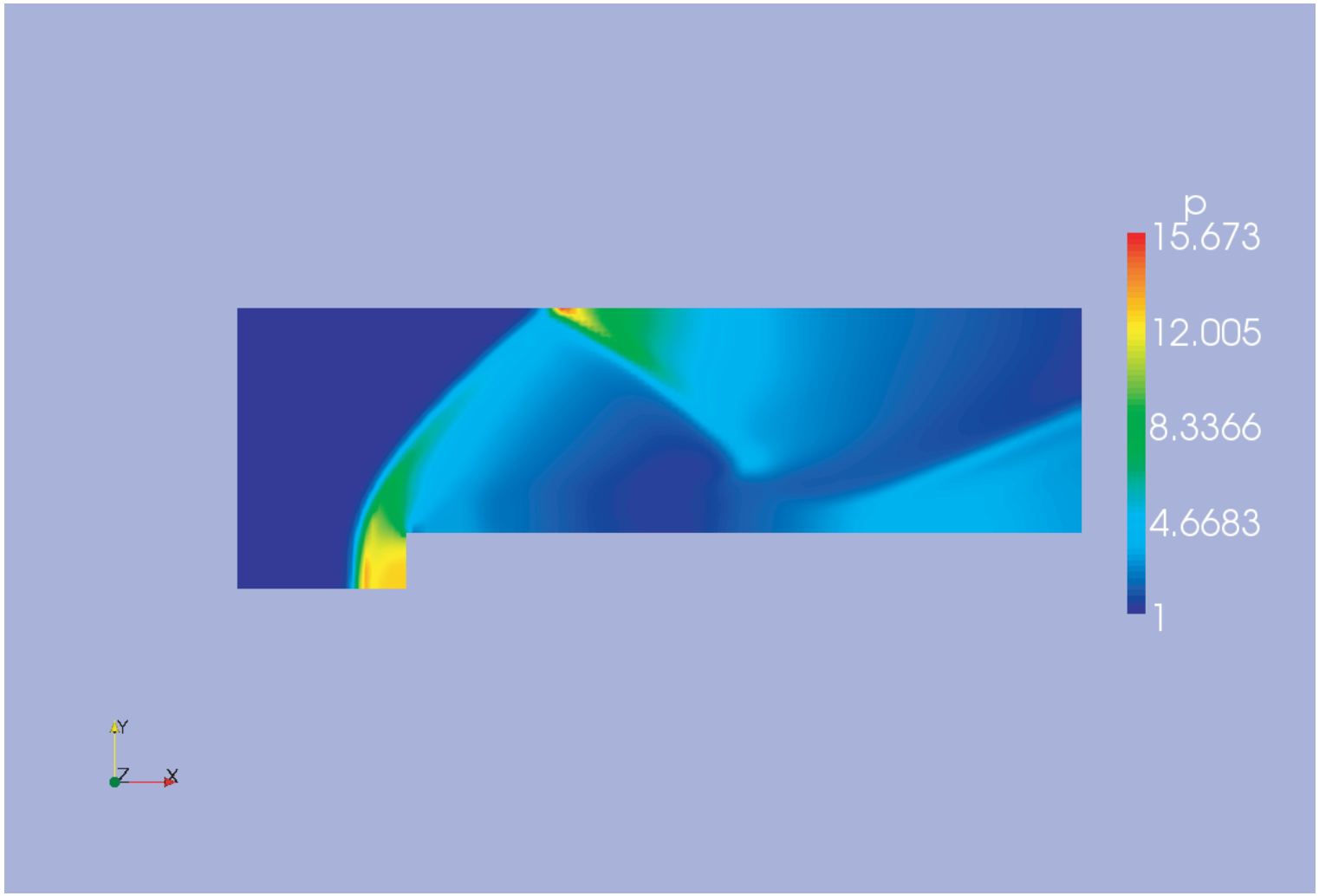
# forwardStep2



# forwardStep2

In forwardStep2 the inlet velocity is shown. To achieve that, just choose the inlet patch in the Region Status and press the Apply buttom. Then choose Filter - Cell Centers for the inlet patch. Press the Apply buttom and choose Filter - Glyph. Make sure your settings for the vectors are ok (for example scale mode off, vector chosen for Glyph Type, scale factor...) Press the Apply bottom again. Now you will see the arrows for the velocity of the inlet patch. Also add the color legend for the velocity. But now you do not see the geometry. To achieve that, open another forwardStep.OpenFOAM file in paraFoam. Choose all patches except the defaultFaces and the internalMesh. Press the Apply buttom and choose *Surface* in Display- Style - Representation. Now you can turn the whole graphic a little bit, so you see the patches.

# forwardStep3



# forwardStep3

Here is shown the interpolated pressure. Apply the internalMesh and choose the interpolated pressure. Add the color legend. A way to change the color legend is to open the Color Scale Editor and go to *Choose Preset*. There you can change the style of the color legend.