3D-Visualization of astronomical data in a Web browser



André Schaaff¹, Nicolas Deparis¹, Nicolas Gillet¹, Pierre Ocvirk¹, Arnaud Steinmetz², Pierre Lespingal², Nicolas Buecher²

Observatoire astronomique de Strasbourg, Université de Strasbourg, CNRS, UMR 7550, 11 rue de l'Université, F-67000 Strasbourg, France¹ E.N.S.I.I.E. Strasbourg, France²

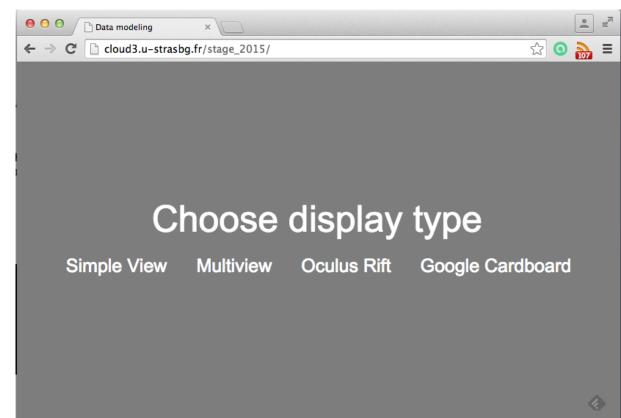
We present an ongoing work around the 3D-Visualization of astronomical data in a Web browser, including immersive capabilities.

Objectives

Visualization in 3D of large (simulation and real) datasets with only Web technologies, HTML5 / Javascript / WebGL. The user can load his own data and we propose him functionalities to explore but also to compare his datasets. The Immersive experience is provided as an additional capability through experimental technologies allowing the use of the Oculus Rift with a Web browser. The Google Cardboard use is also studied as an affordable way to provide an immersive experience.

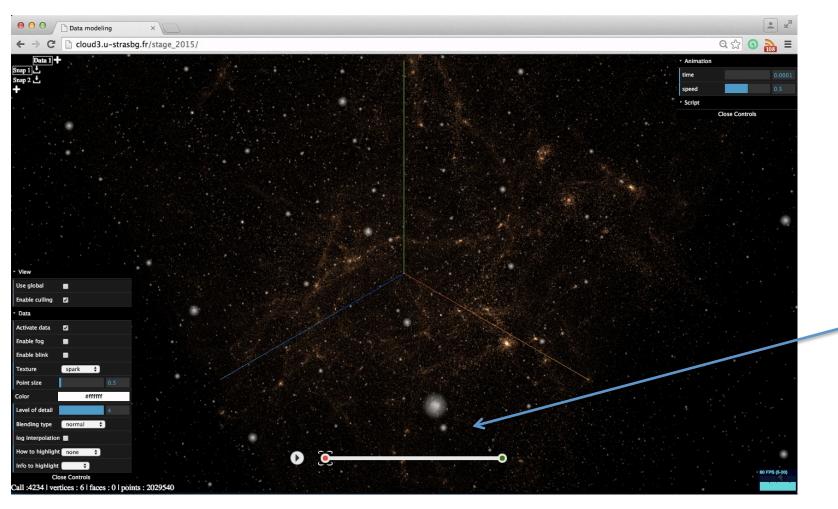
Data modeling

One Web application, four modes

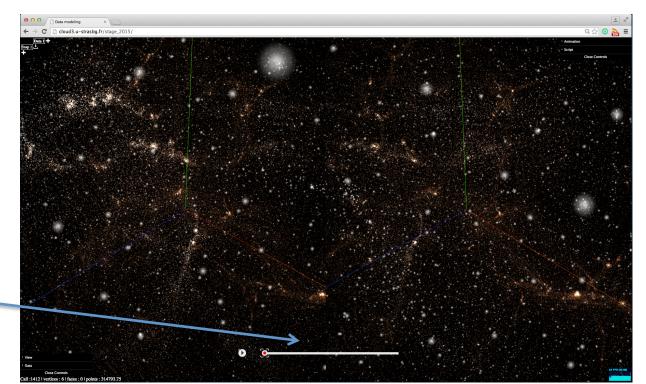


Simple and multi-view

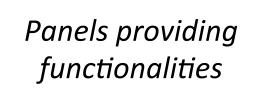
The main modes are dedicated to explore and manipulate the datasets in one or two views. The user can for example load snapshots of his data and switch between them through a slider. He can also load snapshots in two different views.



Simple view mode: exploring, zooming, etc.



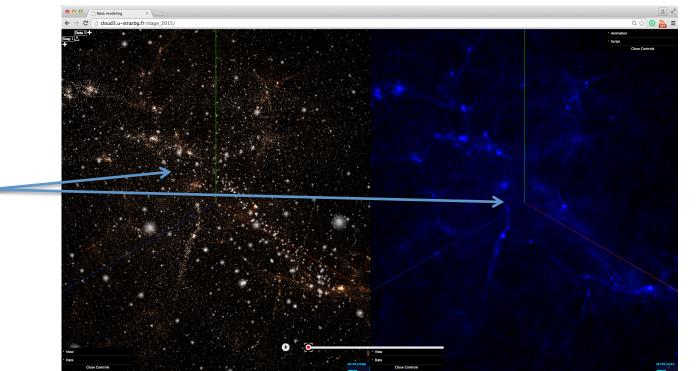
2 different views at the same time



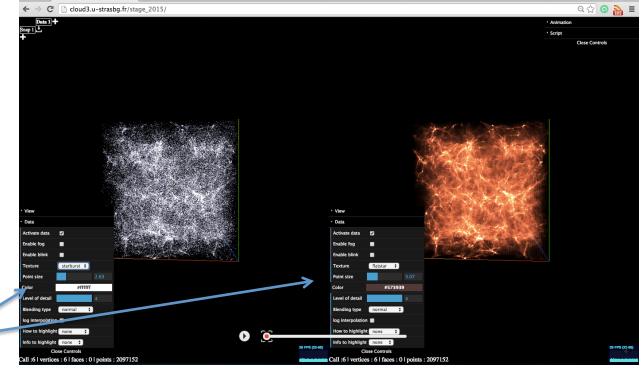
Rendering using

different

functionalities



2 views of the same dataset



Rotation of 2 data cubes

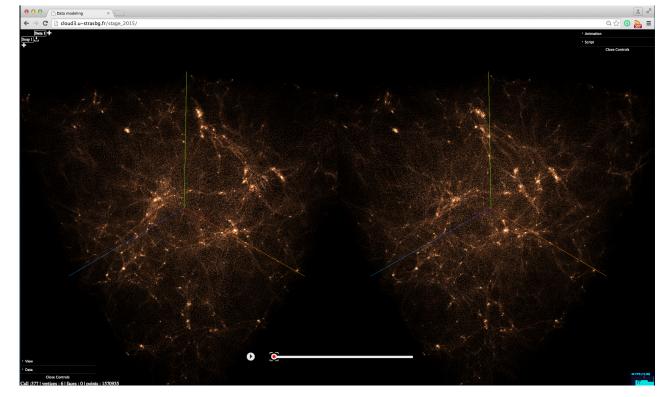
Immersive experience

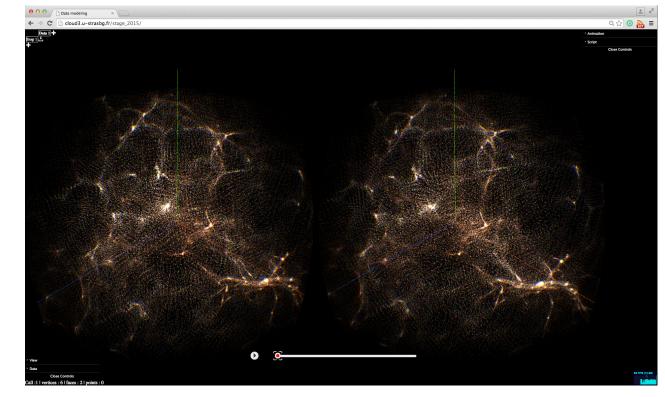
The Oculus Rift capability is limited to specific browsers (like Firefox Nightly with MOZVR).

A slider to switch

between snapshots

The Google Carboard is promising but it reduces the usual user interaction, the multitouch screen is only available for the display. We are exploring other ways to interact like the camera or virtual command panels integrated in the scene.





Credits for all the data examples of this poster: EMMA: an AMR cosmological simulation code with radiative transfer, D. Aubert, N. Deparis, P. Ocvirk

Additional modes for Oculus Rift and Google Cardboard

A best effort development to handle large datasets but with limited hardware resources.

A way to generate quickly 3D views, movies or interactive widgets for publications, documentations, Web pages, etc.

The development is ongoing with data from VizieR catalogues.







