

A Procedural Approach to the Fast Display and Analysis of Multi-Million Simulation Models in 3D

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Abstract

The need to visualize huge geological models demands solutions with in-expensive display hardware since it is economically impractical to furnish a large number of high-end workstations to all engineers. The model files in these cases exceed the 2 gigabyte limit on most PC hardware and are harder to handle without the use of high-end workstations or software solutions. The use of intelligent disk caching, the object oriented interpretive programming language Python and Open Source software resulted in an efficient, fast rendering application. The compact code size for the reusable source libraries enabled an in-house solution while ensuring fewer support issues while providing necessary building blocks for leveraging more applications

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