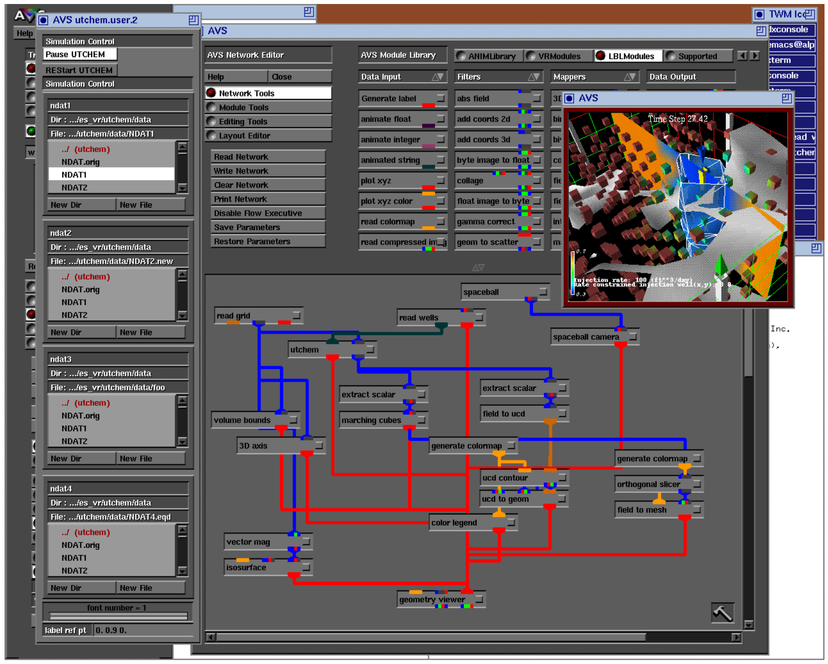

Figure 2.

AVS Network implementing a VR interface to UTCHEM.

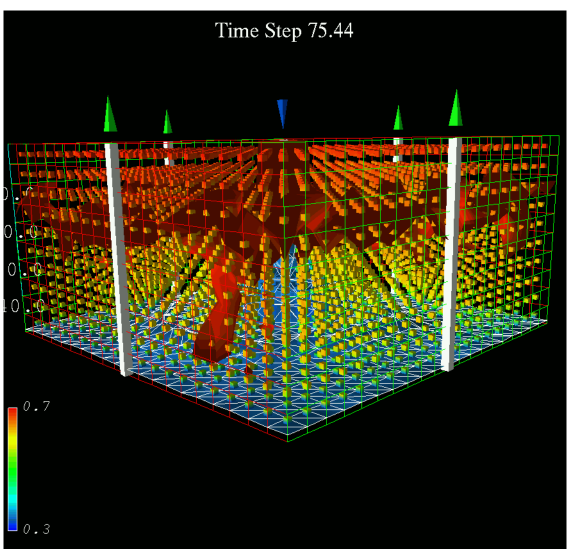

Figure 3a.

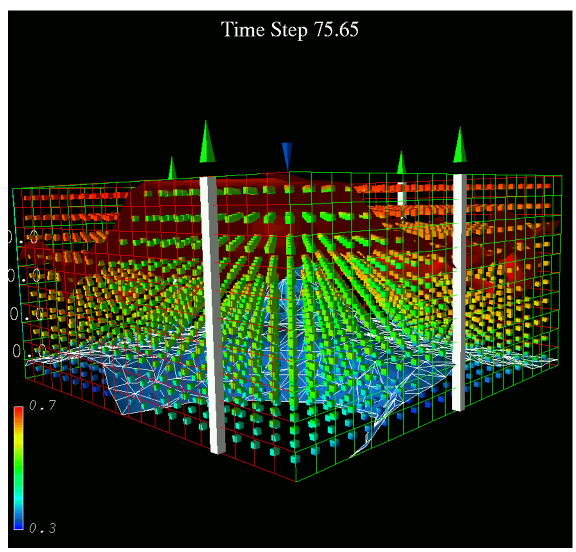

Figure 3b.

In a simulation of a waterflood, a finger of unswept oil is detected (3a) then removed by altering the location of one of the production wells and rerunning the simulation (3b).

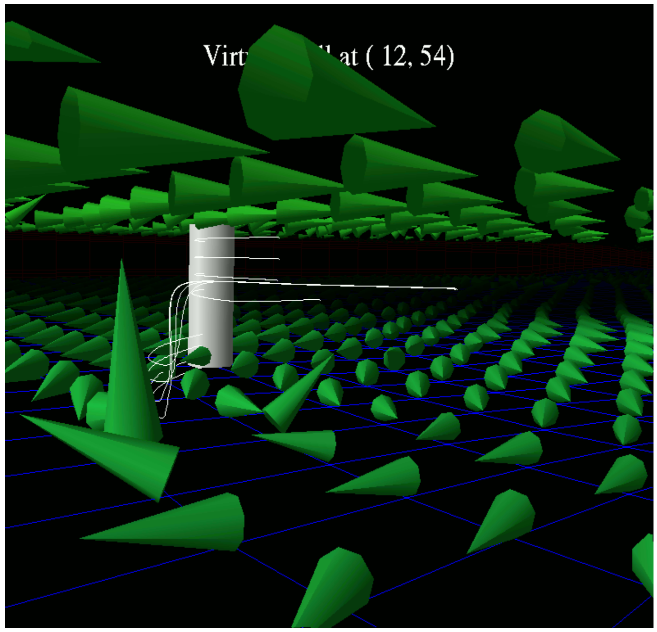

Figure 4.

Streamlines are computed using seed points that lie along the depth of a virtual well. Oil flux is visualized using a cone icon. Several simulation layers are averaged together along top and bottom layers to reduce visual clutter.

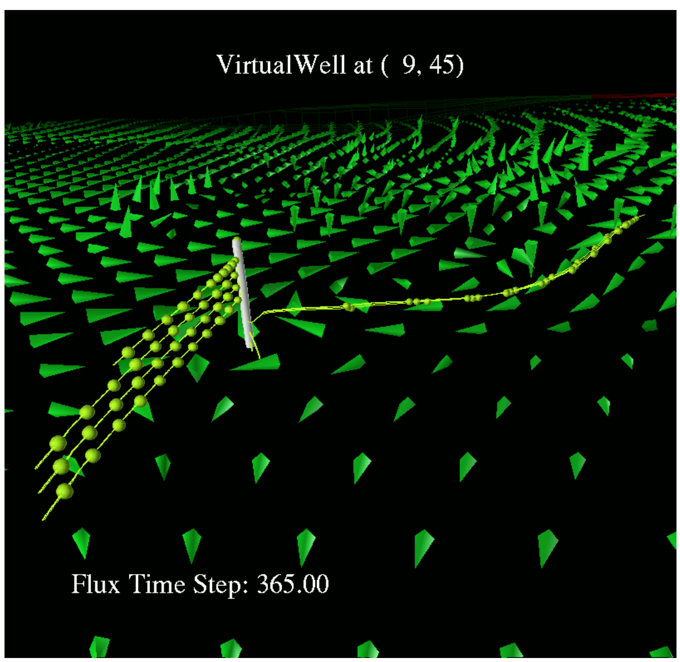

Figure 5.

“Backwards” streamlines with “markers” spaced uniformly in time along each streamline.

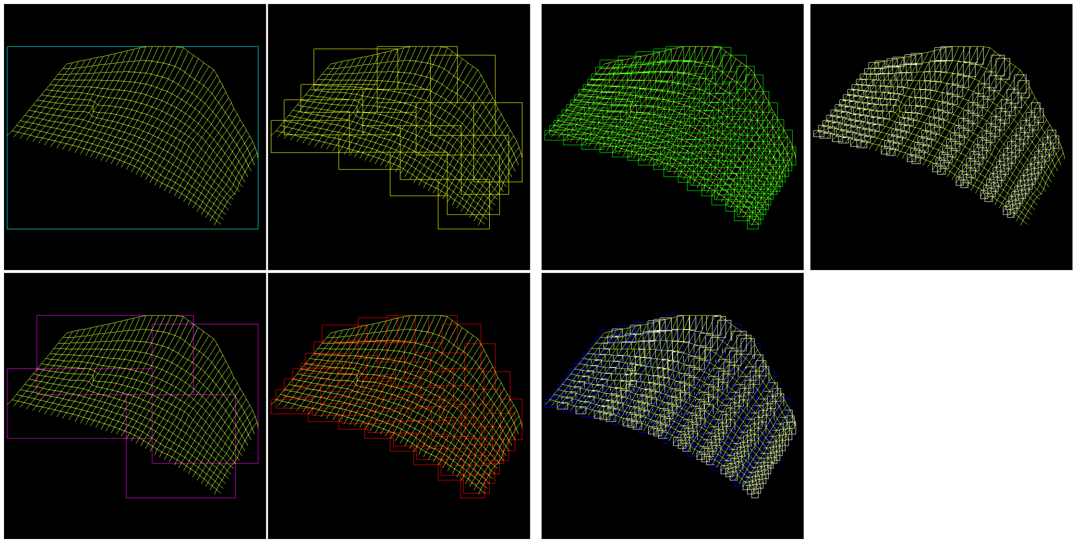

Figure 6.

The bottom-left image contains four overlapping bounding boxes which represent the spatial extents of the four regions resulting from subdividing the entire grid shown in the upper-left image. The remaining images are further refinements, with the final two images showing the extents of cell columns.

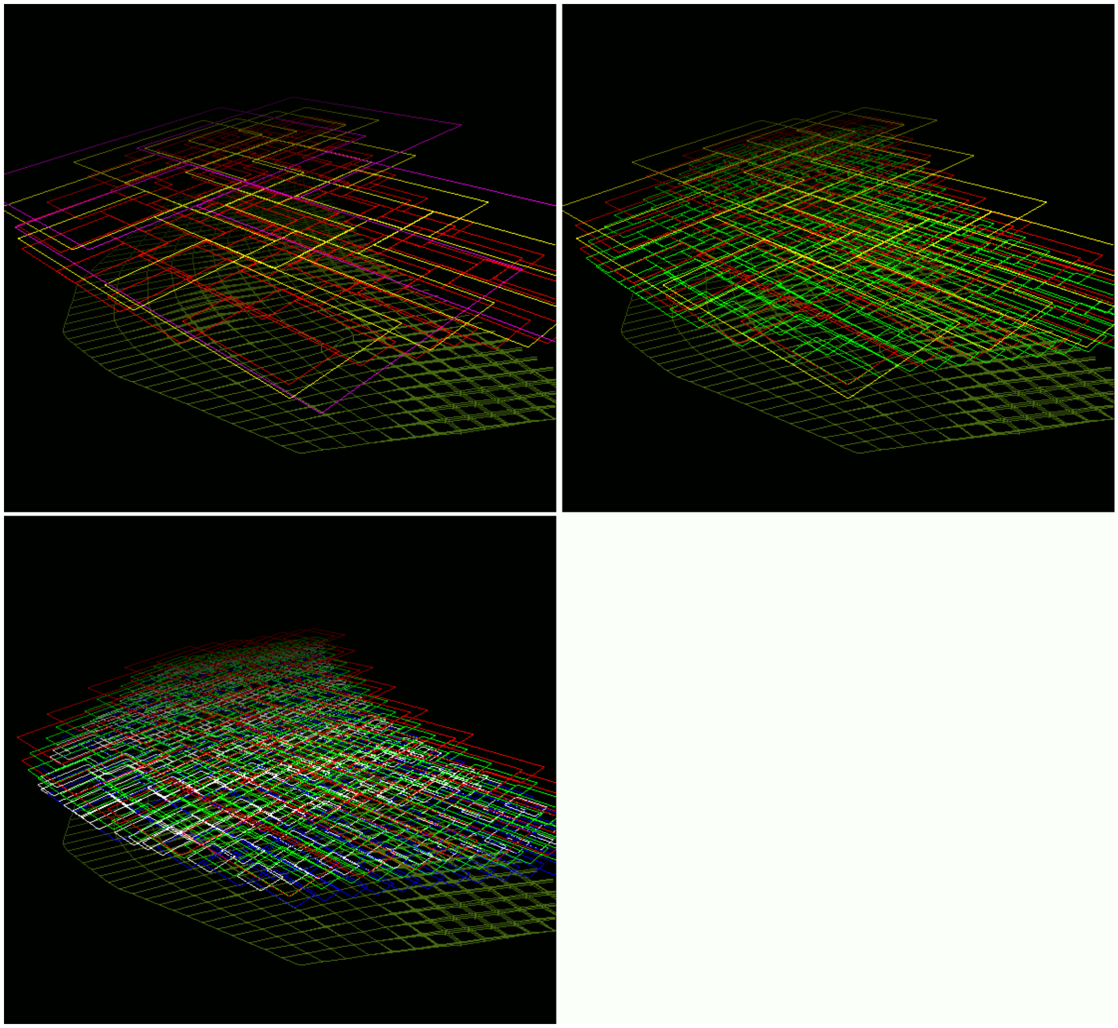

Figure 7.

Three dimensional view of reservoir and the projected [I,J] extents of several depths of the space-subdividing tree.