Graphical Interface
Python API
Comprised of 11 algorithms we call “Renderers”
vapor.ucar.edu
github.com/NCAR/VAPOR

Make it easy for Geophysical Scientists

~3 FTE Software Engineers/Scientists
M1 Support
GPU support
SSH debugging

Days between Vapor 3.X releases

<table>
<thead>
<tr>
<th>Release #</th>
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NetCDF-CF  
WRF-ARW  
Particle Data  
Brick of Values  
UGRID  
MPAS  
VDC
SPERR

https://github.com/NCAR/SPERR
Renderer Table
### Renderer Table

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<th>Geometry</th>
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#### Data Source
- **wrfout_d02_2005-08-30_06**

#### Renderer Name
- **Barb**
- **Contour**
- **Flow**
- **Image**
- **IsoSurface**
- **Model**
- **Particle**
- **Slice**
- **TwoDData**
- **Volume**
- **WireFrame**

#### Barb Renderer
Displays an array of arrows with the user's domain, with custom dimensions that are defined by the user in the X, Y, and Z axes. The arrows represent a vector whose direction is determined by up to three user-defined variables. Barb can have a constant color applied to them or may be colored according to an additional user-defined variable.
Renderer Table
Variables = What
Variables = What

Appearance = How
Variables = What

Appearance = How

Geometry = Where