

VR Applied to Scott's Model of Birkeland Currents

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What is the VU?

- Organic Development
- GPU Video Card 1920 CUDA Cores (NV GTX 1070) 1080 3840
- General Purpose High Speed Parallel Vector Processing
- ► The VU is a Field Effect Explorer Highly configurable interactive field simulator. New type of Chemistry Set for Home and Lab – Started as toy.
- Convergent Technologies
 - Positional Tracking Motion Capture
 - Parallel Processing Video Card Display Technology
 - Rapid Software Development Unity c# Multi-Platform



Compute Shader

GPU Parallel Processing

Every Frame (90 fps) each point determines the field effect of the active attractors (a through g in this case) on their vector velocity at it's current position P0. These changes to the particle's velocity vector are summed then the result is added to it's current velocity.

$$V1 = V0 + dVa + dVb + dVc + dVd + dVe + dVf + dVg$$

▶ The point's new position for the new frame after the time dt becomes:

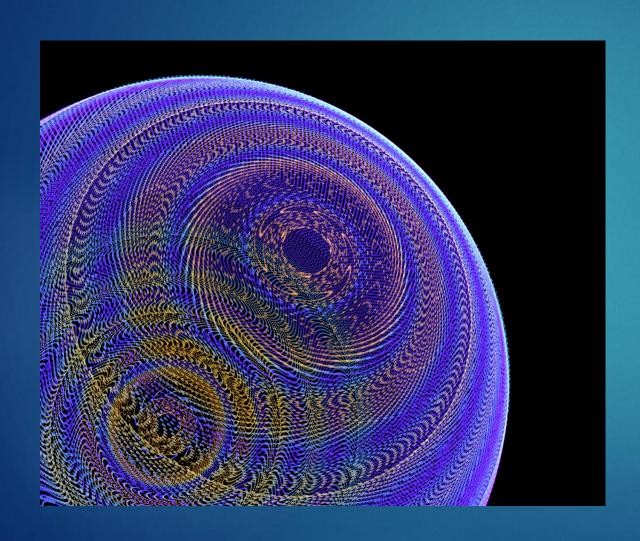
$$P1 = P0 + V1*dt$$

We run a maximum of 144,000 points/frame through our compute shader at this time.



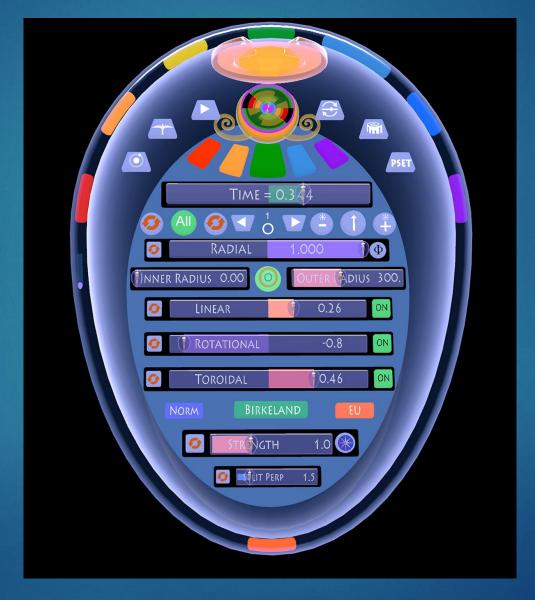
Birkeland Currents

Spherical Point Cloud with Birkeland attractor



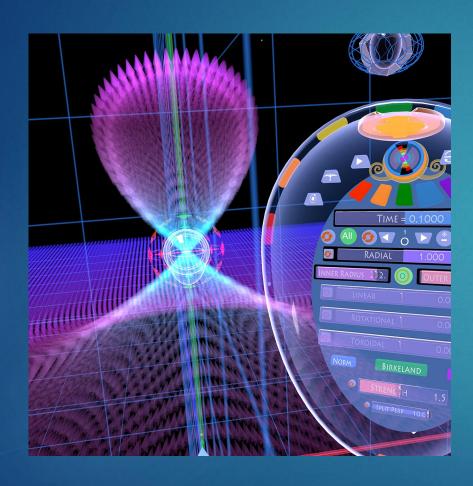


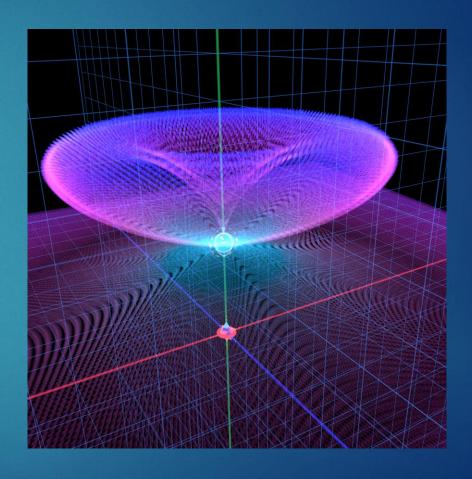
Attractors and Vector Fields





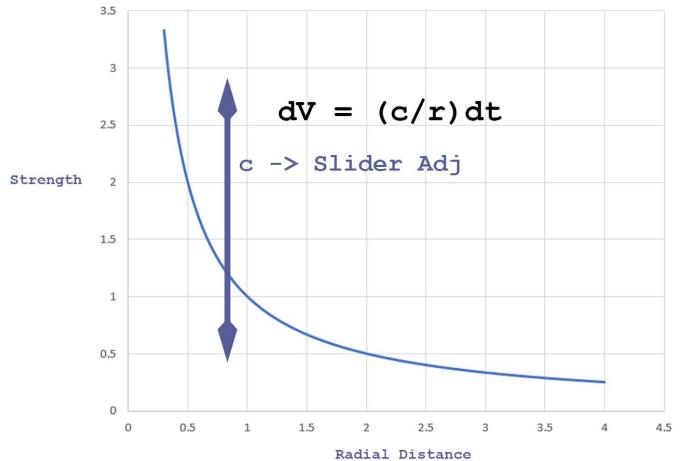
Radial – Examples









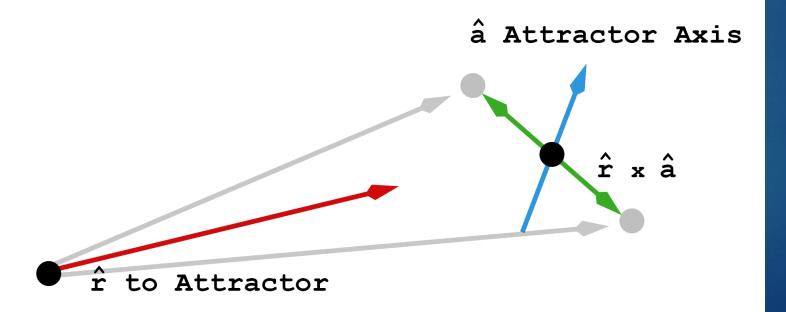




Approaching Zero

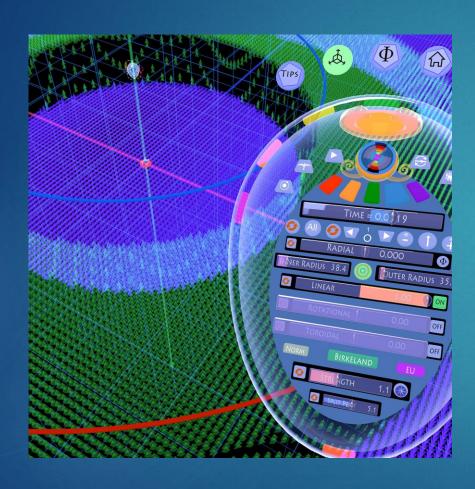
Split Perp – Radial

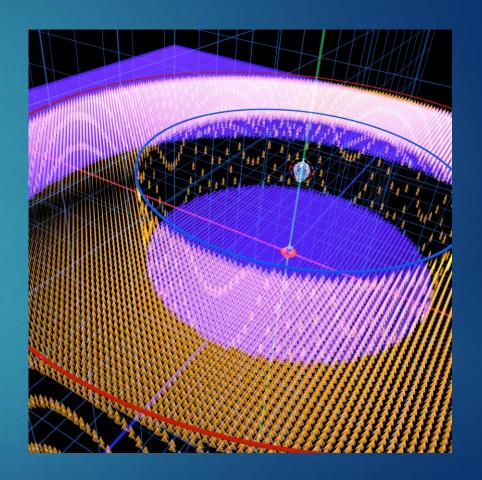
Split Perp allows points to pass within small distances of the attractor without the float 16 errors caused when the distance r approaches zero on the 1/r radial setting.



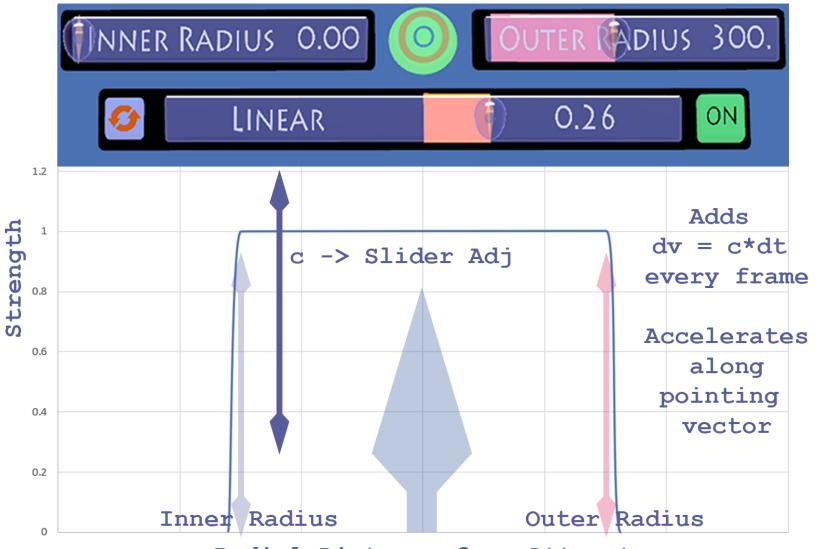


Linear - Examples





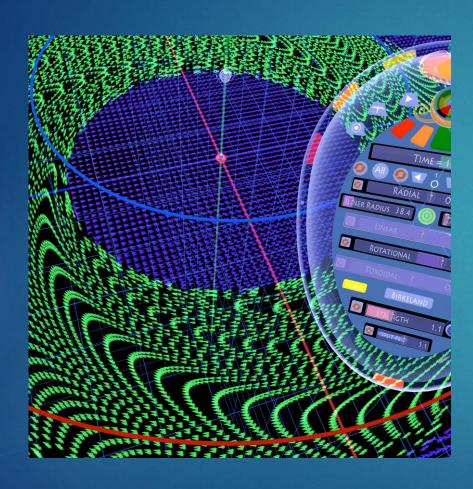


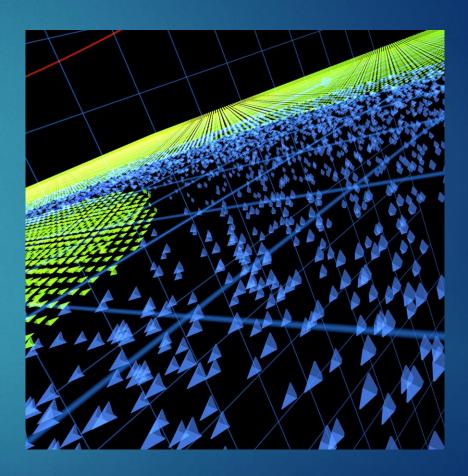




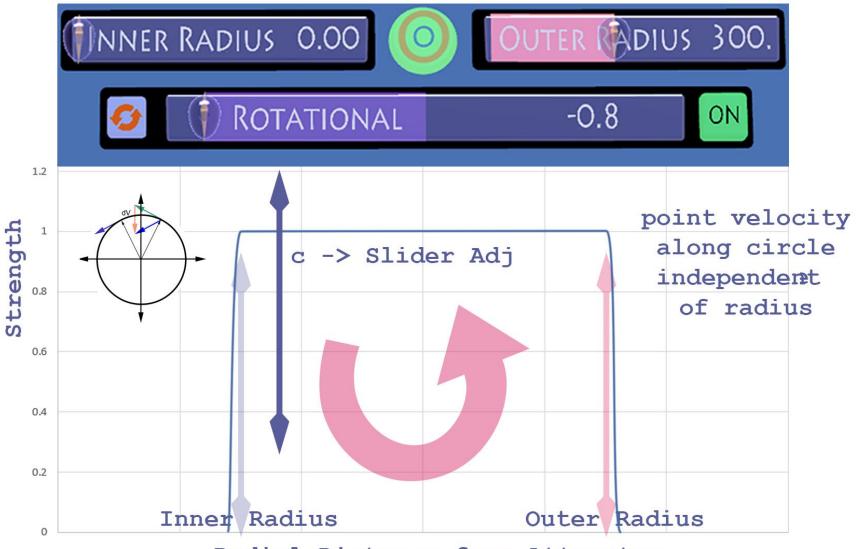


Rotational - Examples





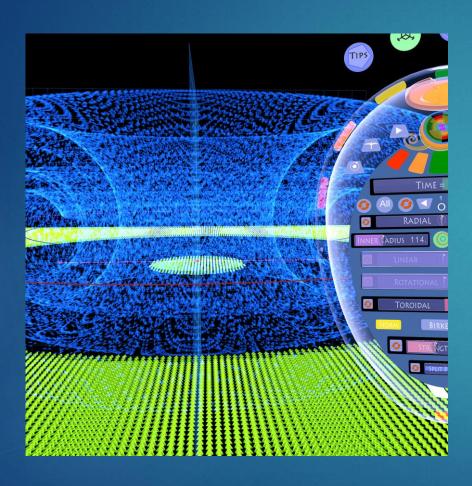






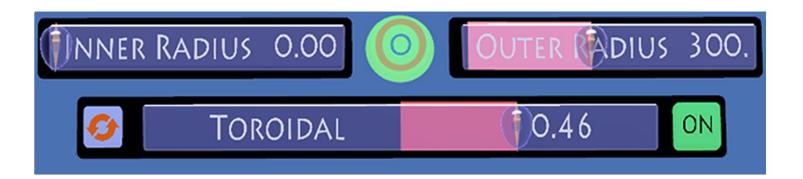


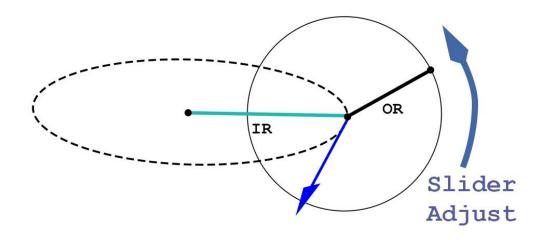
Toroidal - Examples











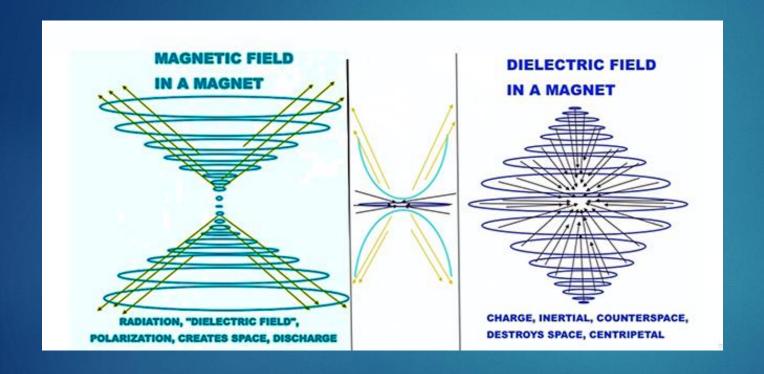
IR = Inner Radius

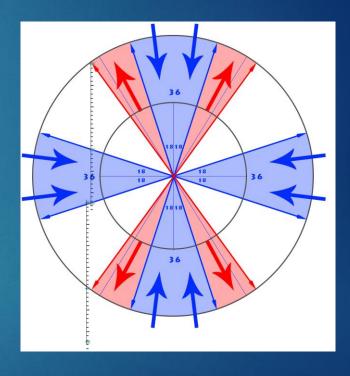
OR = Outer Radius



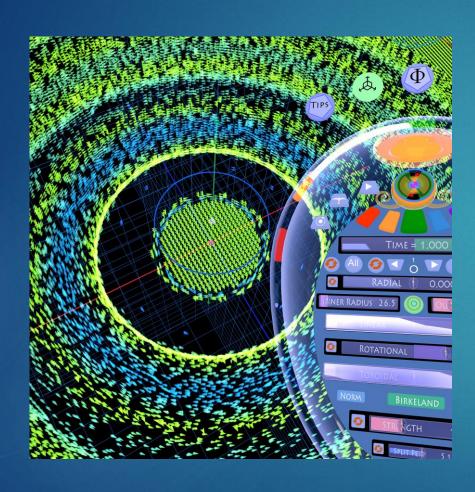
Toroidal – Field

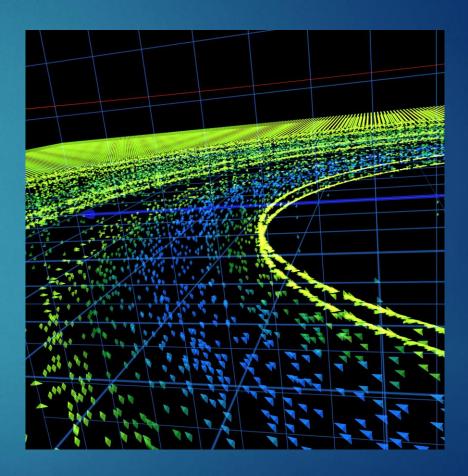
Phi Relationship



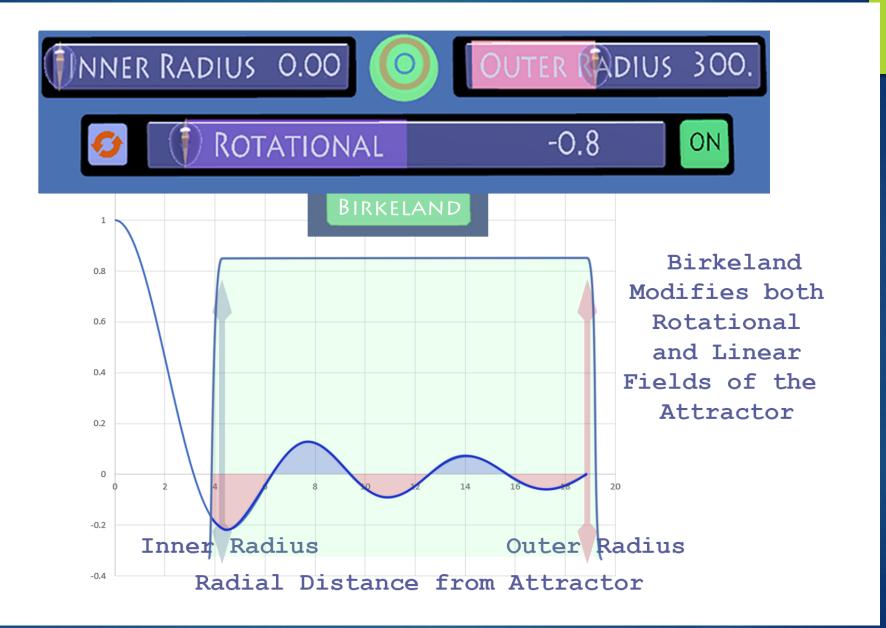


Birkeland Modifier - Examples



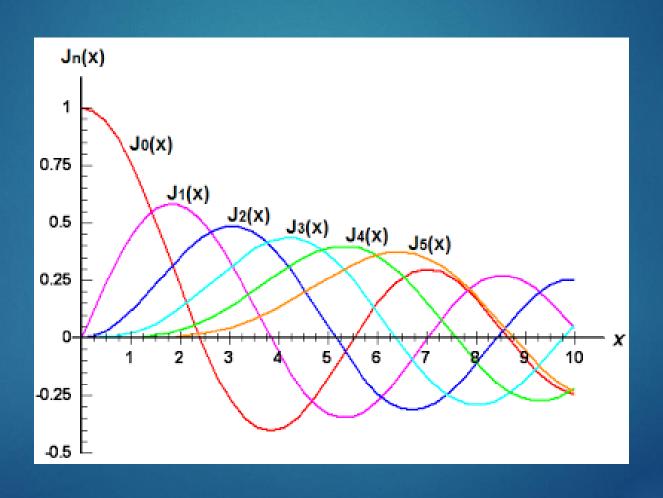






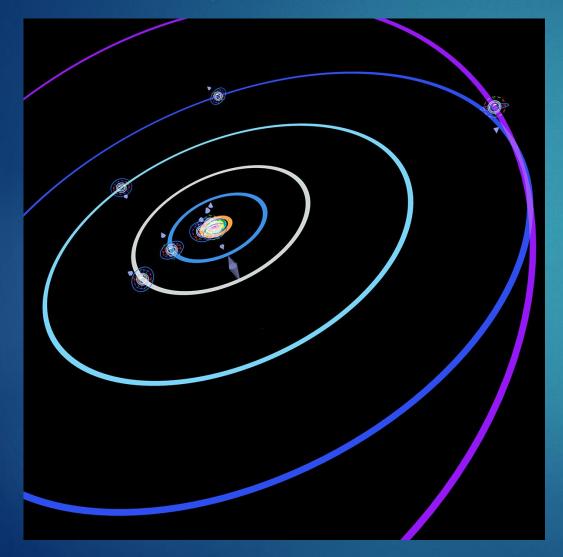


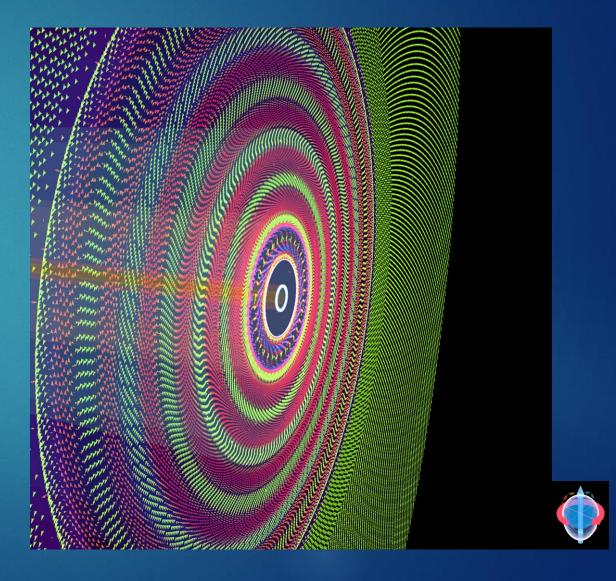
Birkeland Modifier - Bessel Function

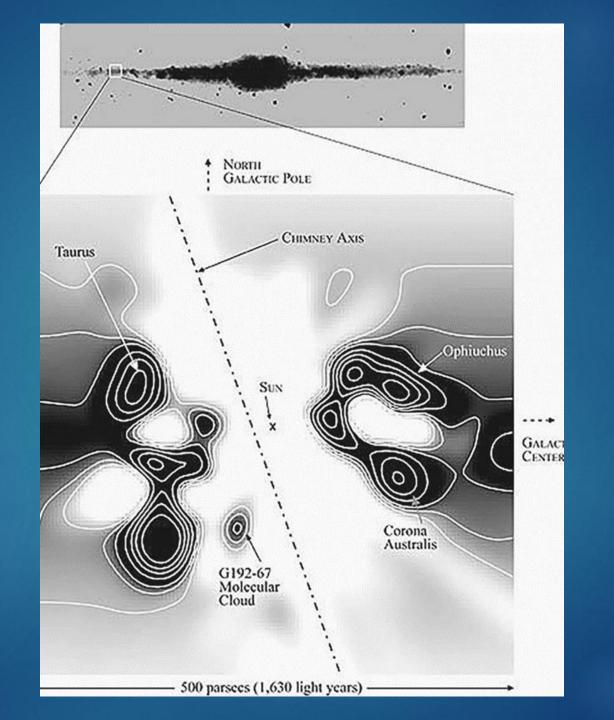


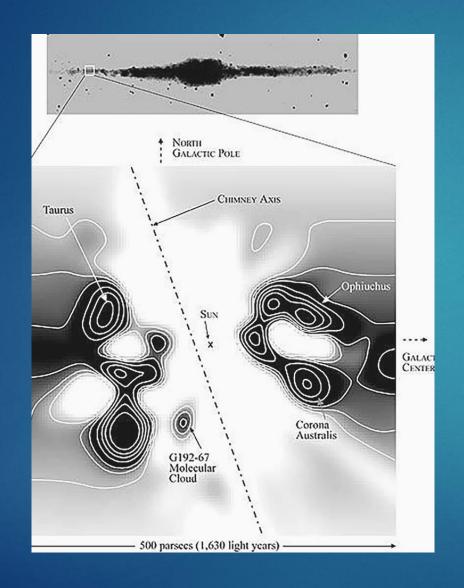
The Solar System

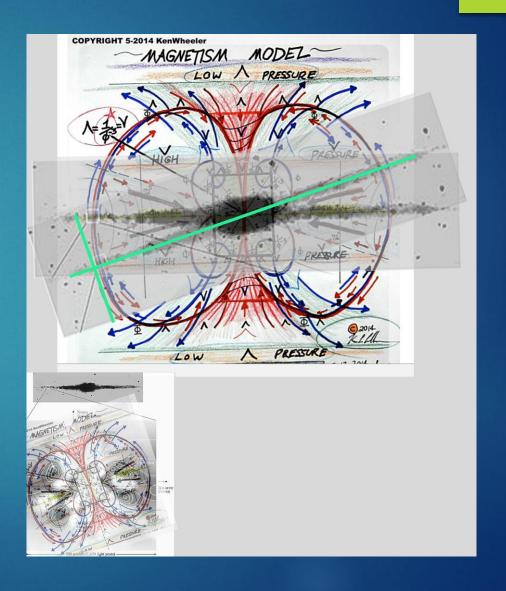
and Birkeland Currents

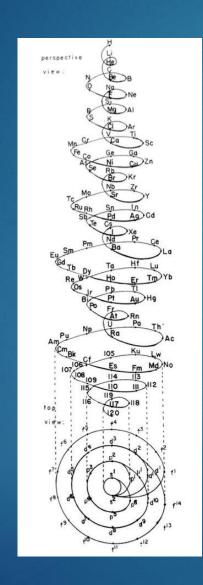


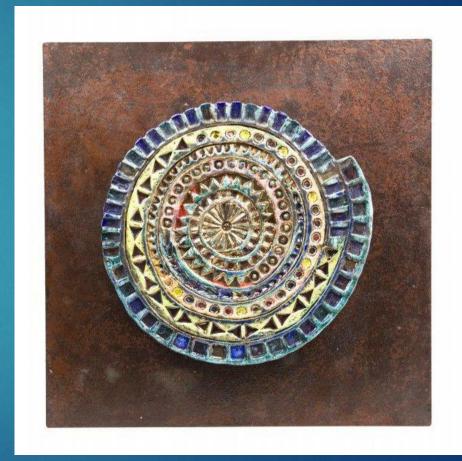


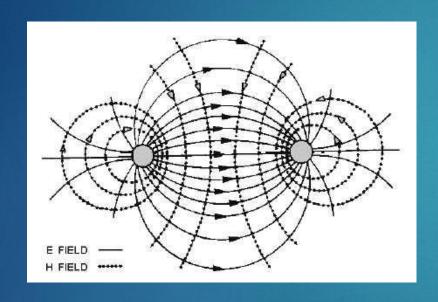


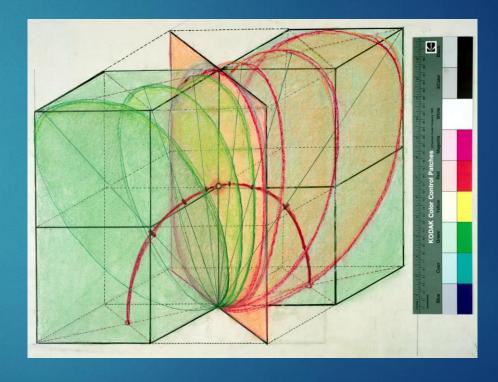






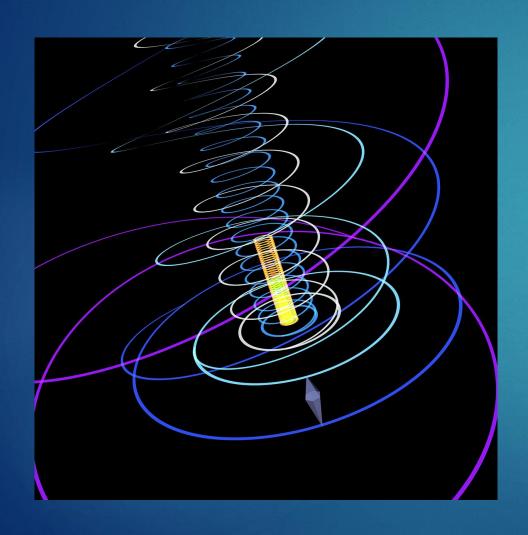


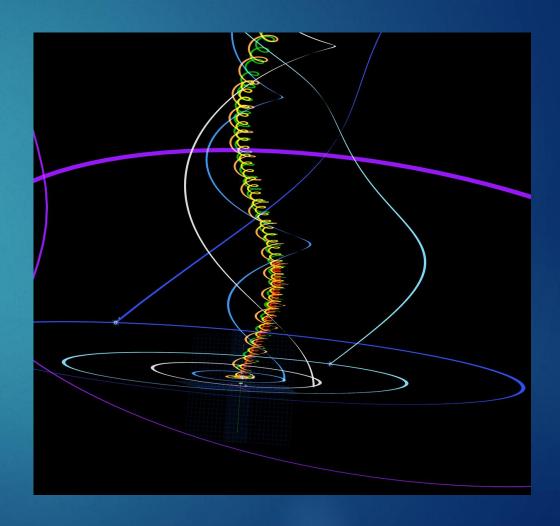


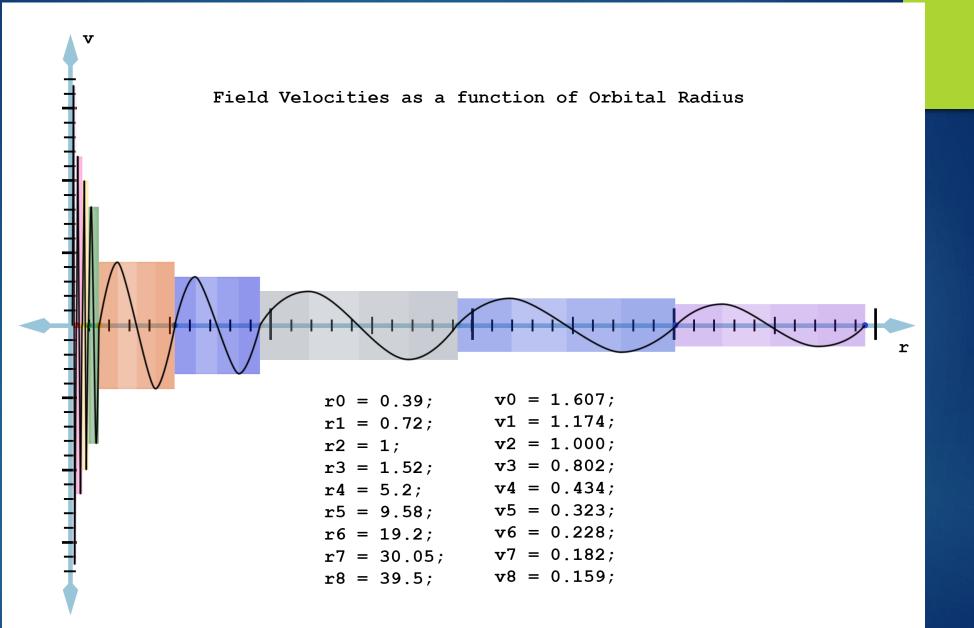


Birkeland Currents

Applied to Solar System Model





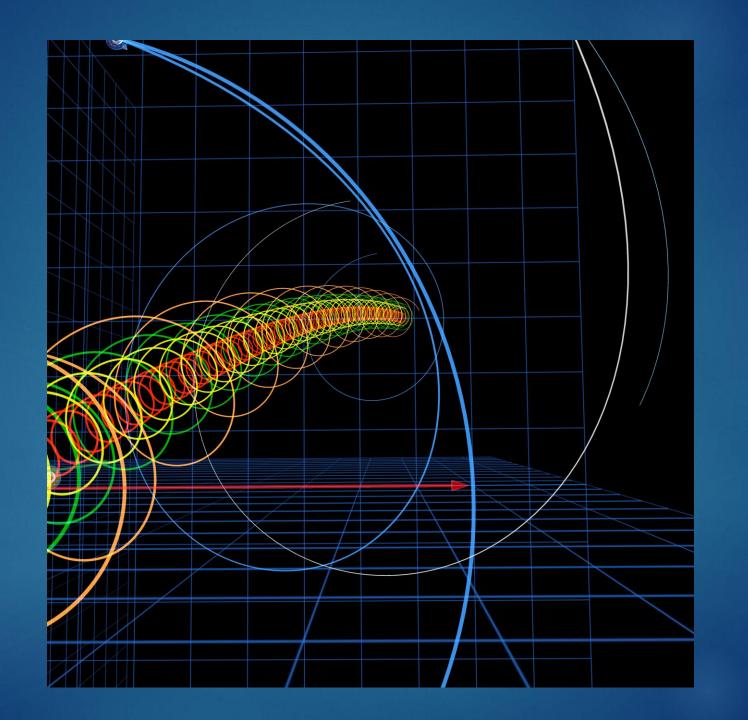


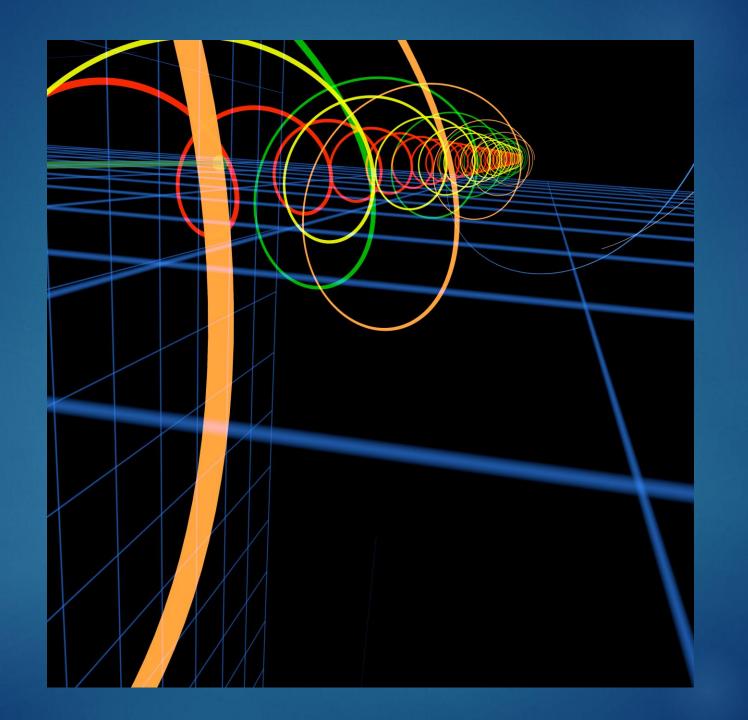


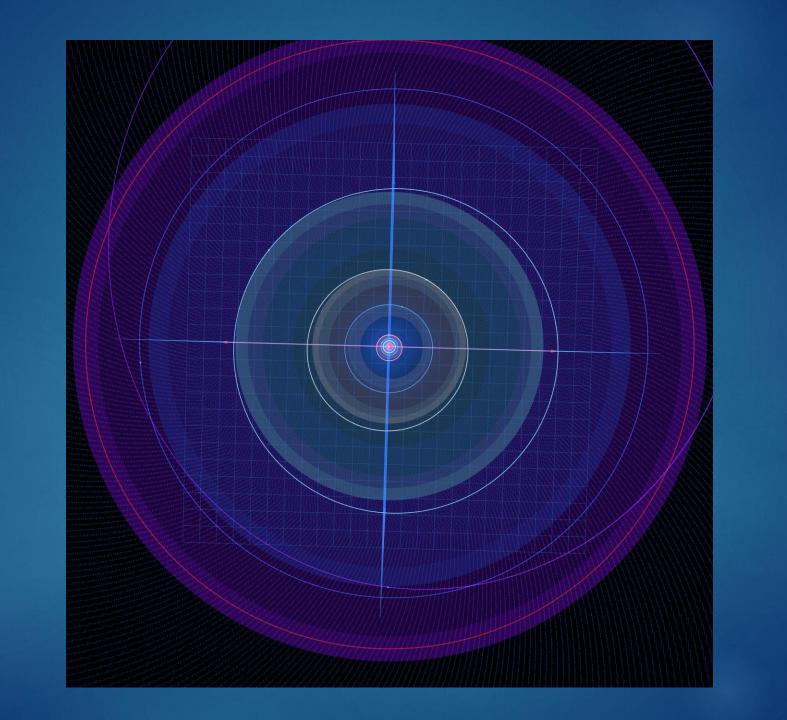
Solar System

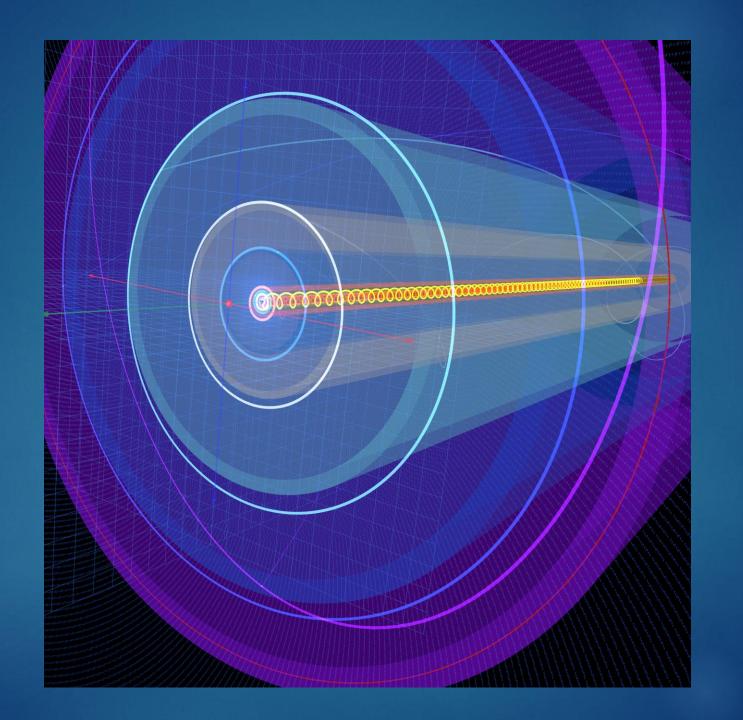


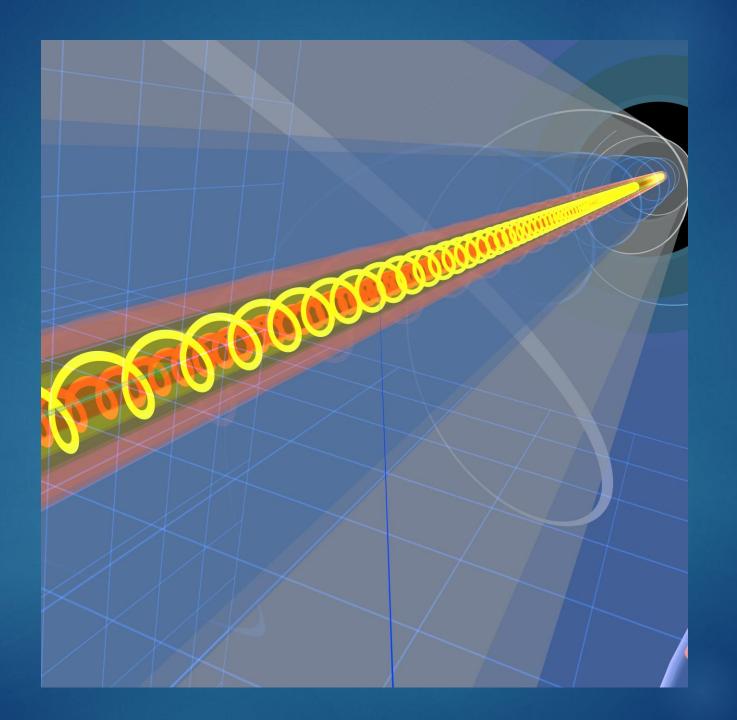


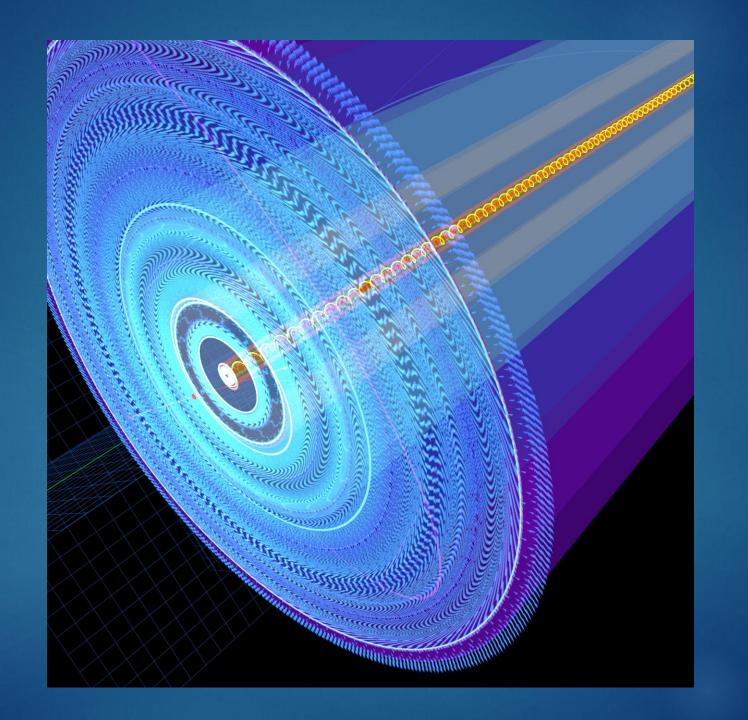


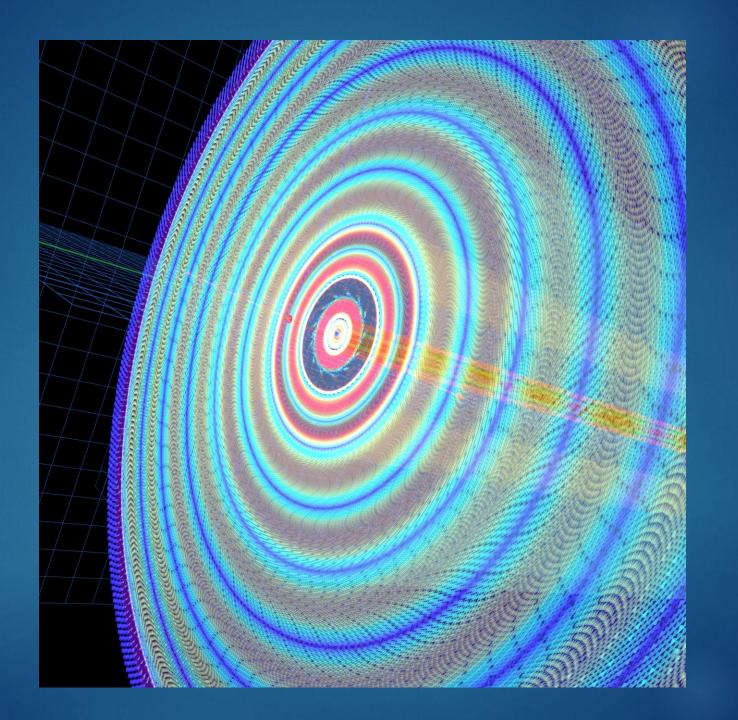




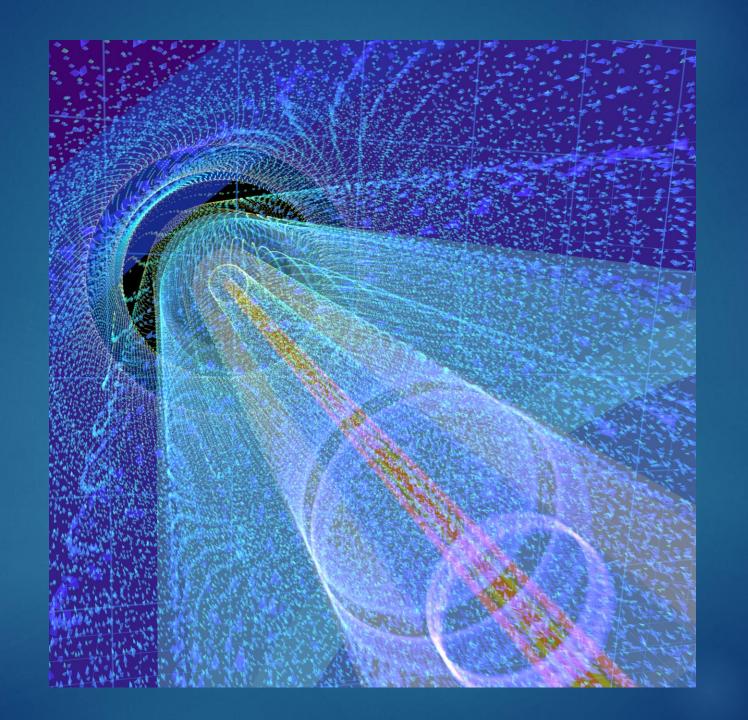










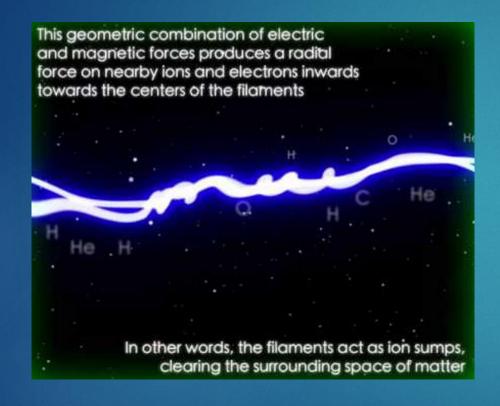


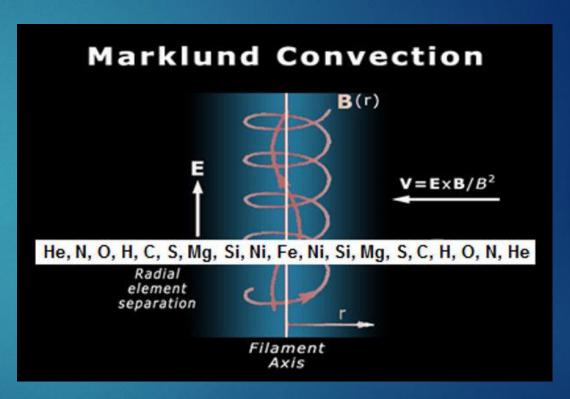
Enhancements/Extensions

- Ionic Charge/Mass Distributions
- Semiconductor Charge Carriers
- ▶ Fluid Dynamic Models

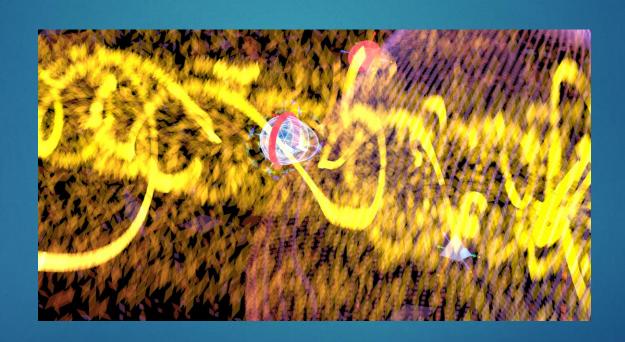
Questions/Discussion

Marklund Convection

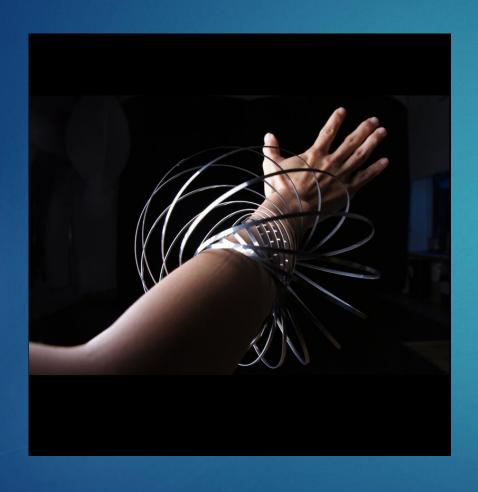




Experiment:



Toro Flex and Ferro Cell

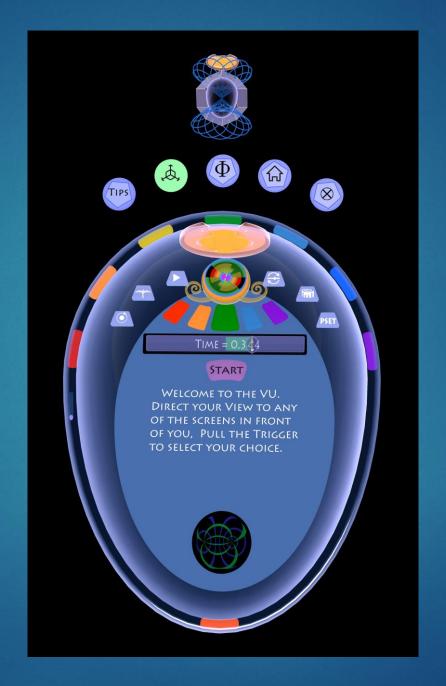




Platonics

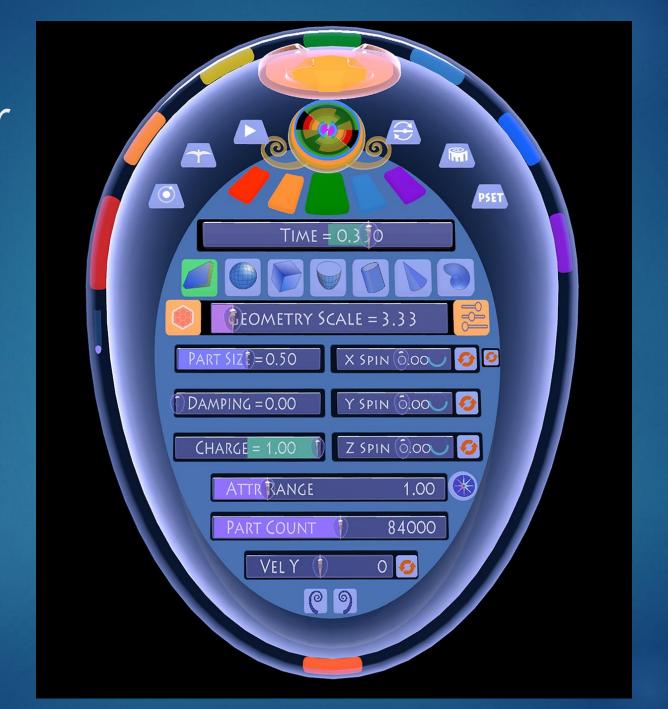
- Harmonic Resonances
- Minimum Energy Configuration
- Coherency





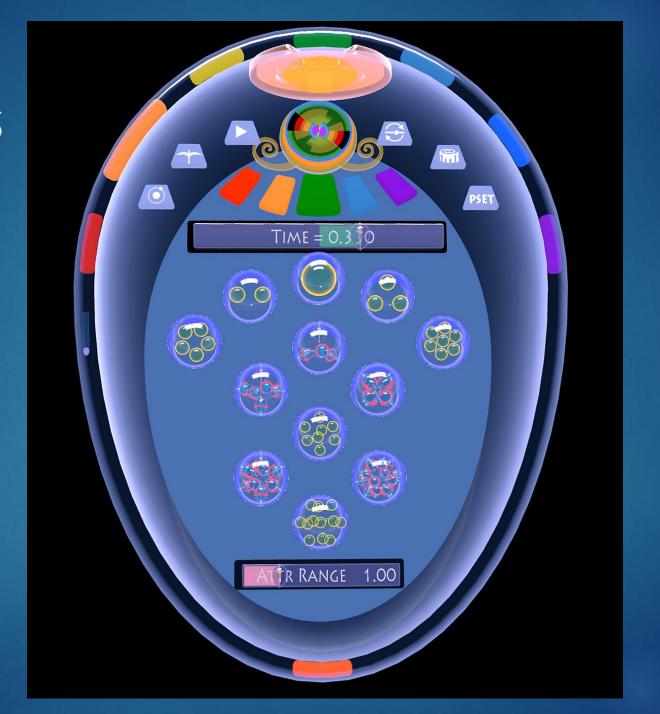


Panels Spawner



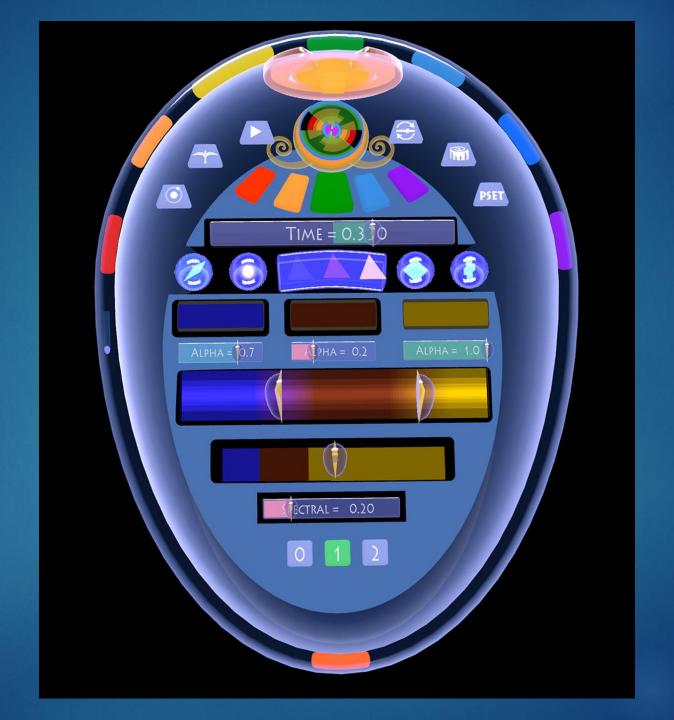


Platonics



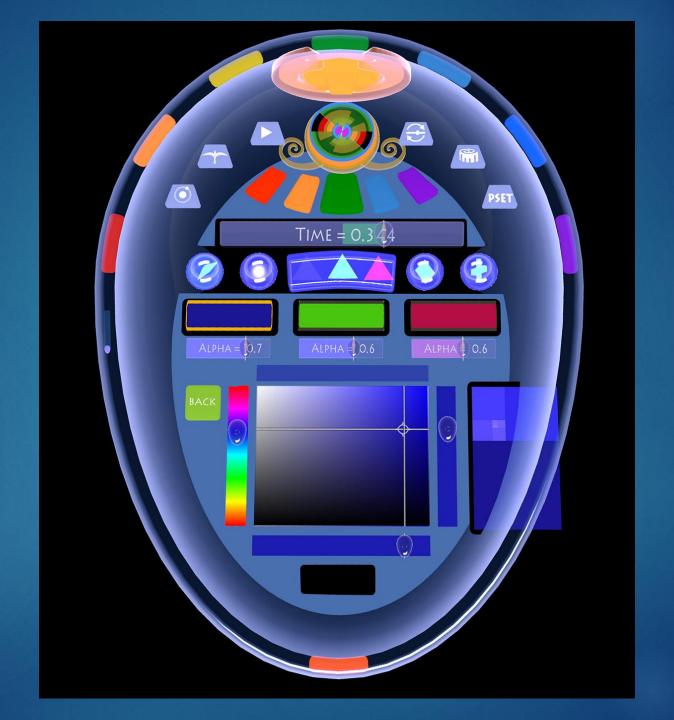


Color Blender





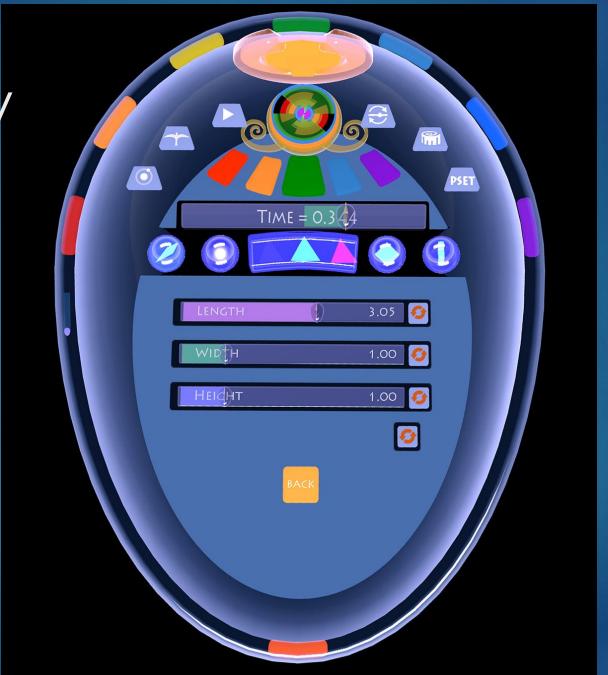
Color Picker





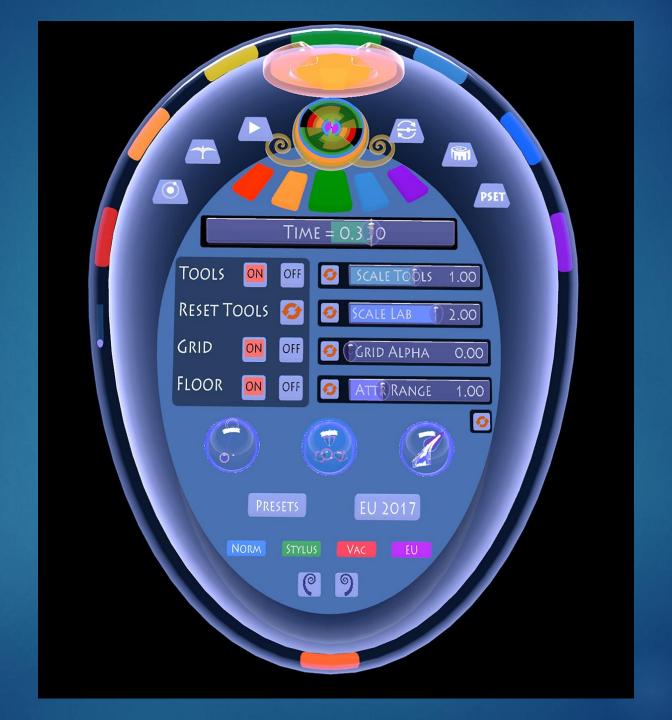
Geometry

Shader



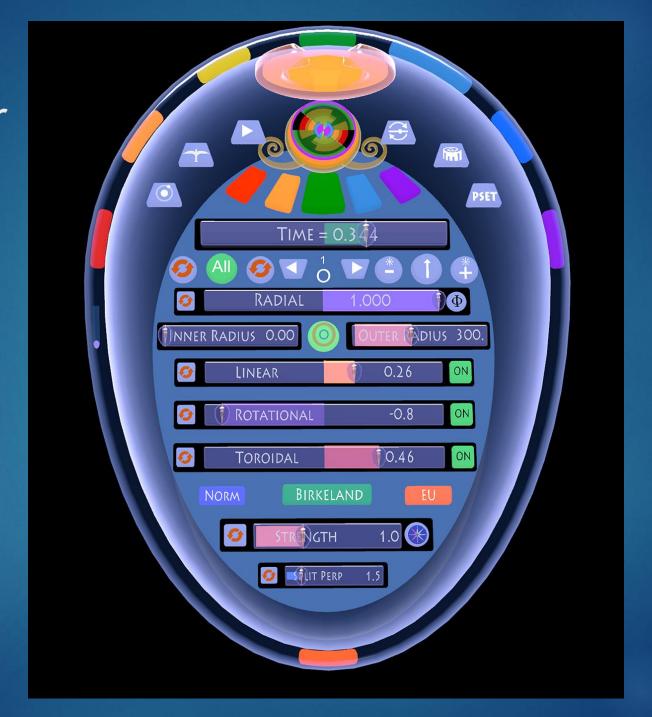


Panels Settings



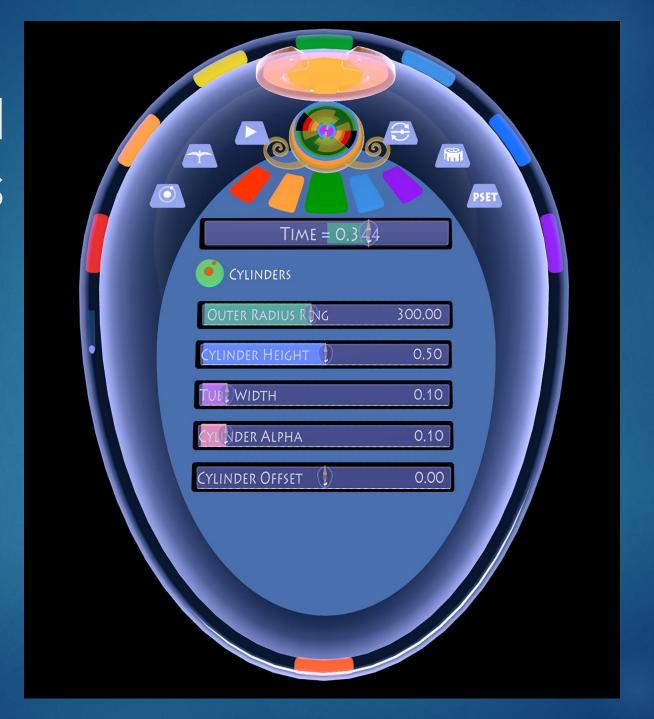


Panels Attractor Settings





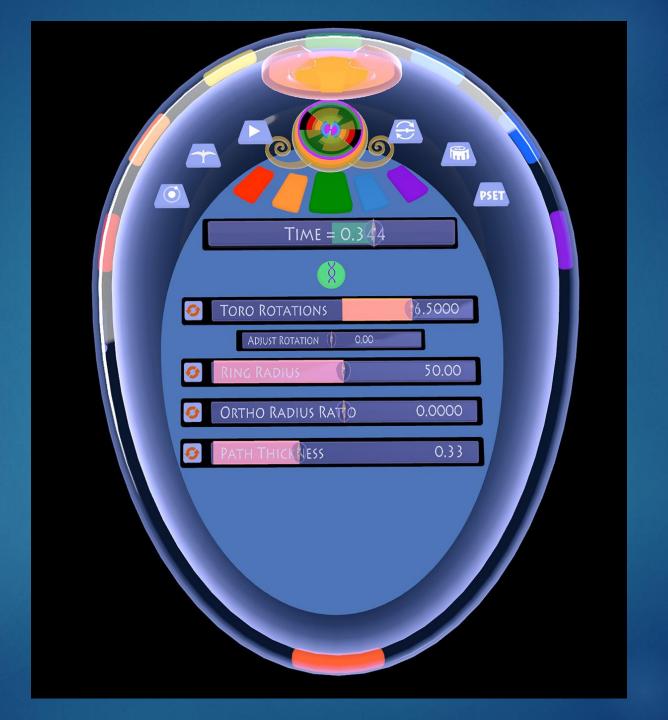
Birkeland Cylinders





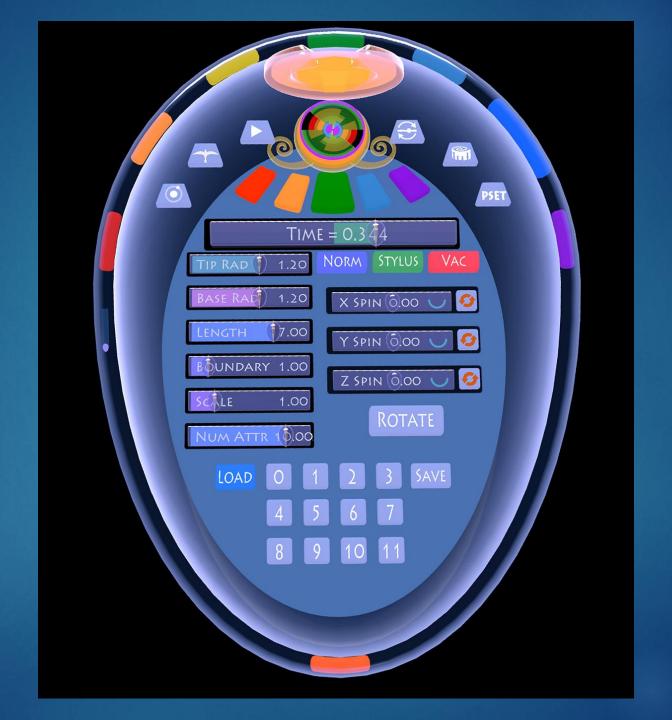
Toro Flex

Resonance



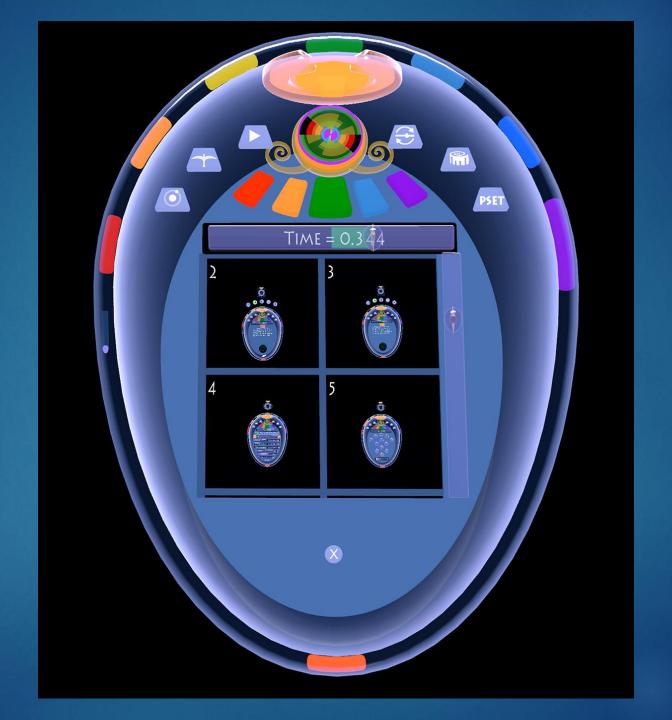


Panels Stylus Settings





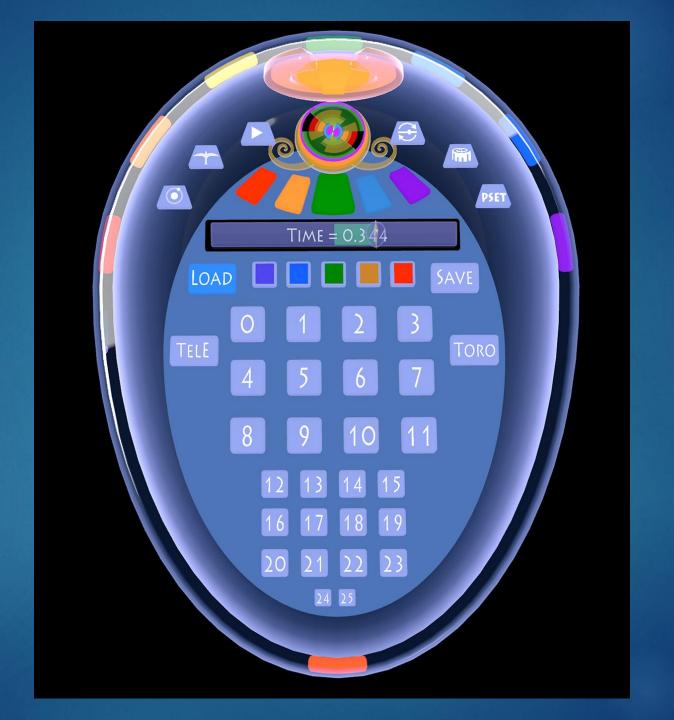
Panels File Save and Load





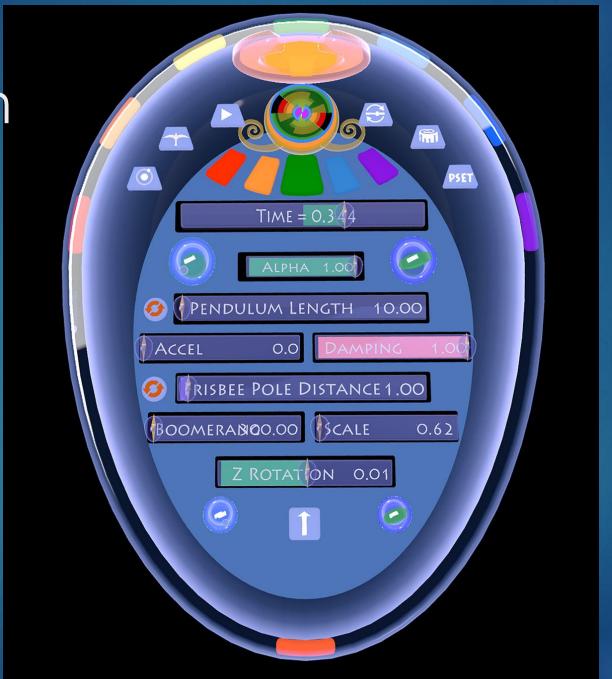
Presets

Load and Save

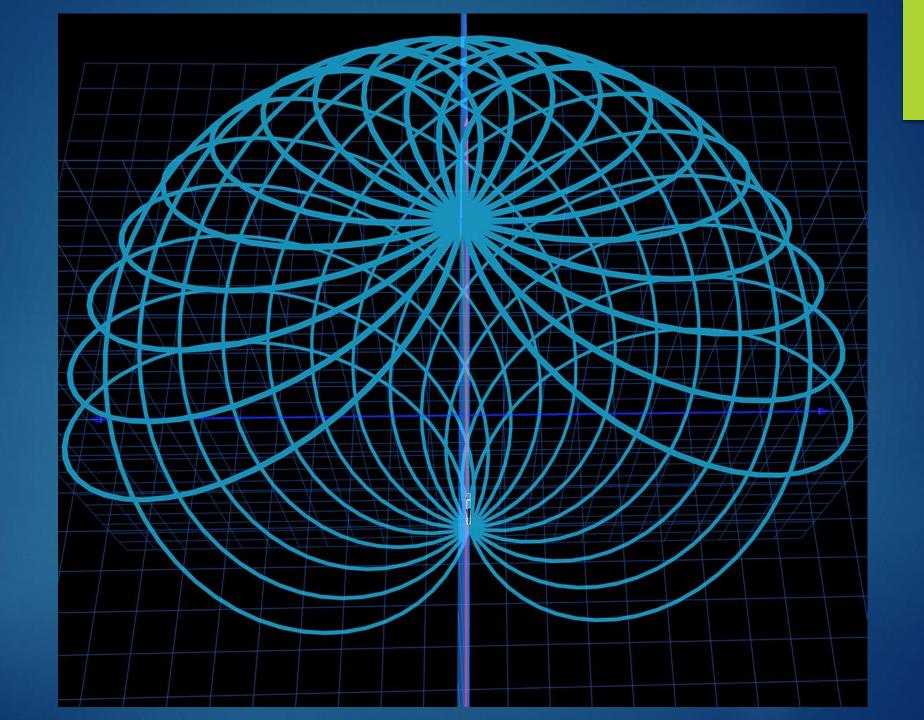


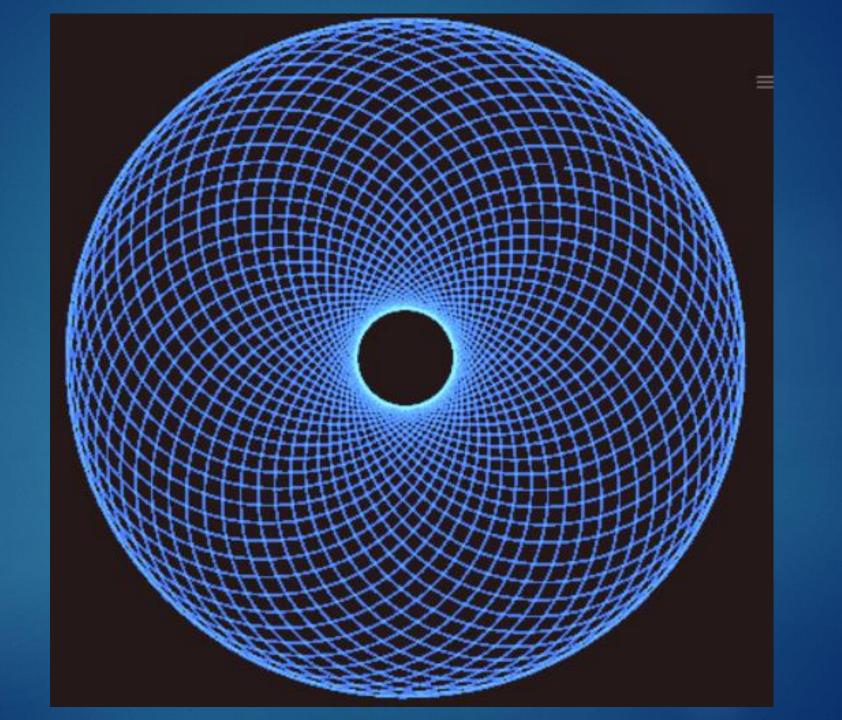


Pendulum Frisbee

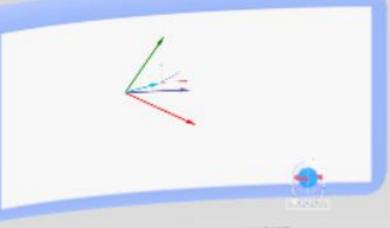


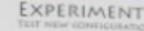






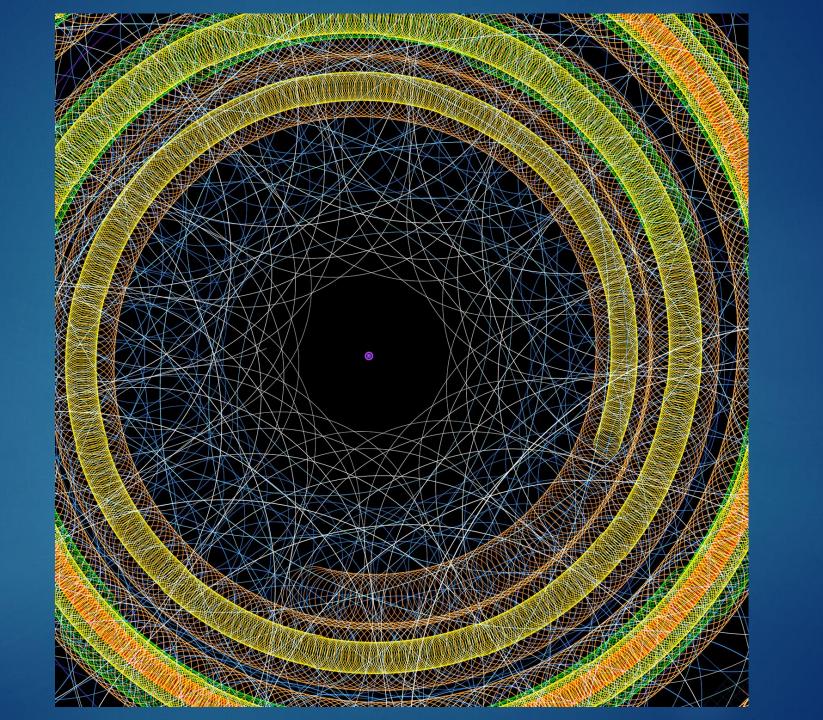






FLY OR SOUTHWEST MUSICIPALITY SET THOUSEN YOUR CHARGED AND COMP







Meteors and star trails during the Perseid meteor shower

