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Introducing VAPOR Version 3

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VAPOR is an open source, desktop visualization and analysis package for geosciences simulation data. It is developed by the U.S. National Center for Atmospheric Research (NCAR) with support from the National Science Foundation (NSF), and the Korean Institute for Science and Technology Information (KISTI). Key components of VAPOR include: a specialized feature set designed to meet the needs of researchers in the ocean, atmosphere, and space sciences; advanced, highly interactive 3D visualization; and a unique wavelet based data model that enables interactive exploration of massive simulation data sets whose size would otherwise overwhelm commodity desktop computing resources.

VAPOR was first released in 2007, and now has a global community numbering over 10,000 users. In 2018 the third major version of VAPOR will be released. VAPOR3 represents a complete refactoring of the VAPOR codebase. The new software features a highly flexible data model, better suited for today's more exotic computational grids; a highly simplified Graphical User Interface GUI); and an architecture designed from the ground up to be extensible. This presentation will discuss the many new changes and capabilities in VAPOR3.