



## **Engaging community development in an established earth sciences visualization tool: VAPOR3**

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VAPOR is an open source, desktop visualization and analysis package for geoscience 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 numerical modelers working 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.

This presentation will cover major new features in the current release of VAPOR (version 3.1), planned upcoming development goals, and one of the most significant changes in VAPOR's history: the evolution from open source to open development.