
ipyvolume Documentation

Release 0.6.0-alpha.8

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Jun 18, 2021

Contents

1	Quick intro	3
1.1	Volume	3
1.2	Scatter plot	3
1.3	Quiver plot	4
1.4	Mesh plot	4
1.5	Built on Ipywidgets	4
2	Quick installation	5
3	About	7
4	Contents	9
4.1	Installation	9
4.2	Examples	11
4.3	API docs	24
4.4	Virtual reality	41
4.5	Integration with pythreejs	41
4.6	Camera	42
5	Changelog	45
6	Indices and tables	49
	Python Module Index	51
	Index	53

IPyvolume is a Python library to visualize 3d volumes and glyphs (e.g. 3d scatter plots), in the Jupyter notebook, with minimal configuration and effort. It is currently pre-1.0, so use at own risk. IPyvolume's *volshow* is to 3d arrays what matplotlib's *imshow* is to 2d arrays.

Other (more mature but possibly more difficult to use) related packages are [yt](#), [VTK](#) and/or [Mayavi](#).

Feedback and contributions are welcome: [Github](#), [Email](#) or [Twitter](#).

1.1 Volume

For quick results, use `ipyvolume.widgets.quickvolshow`. From a numpy array, we create two boxes, using slicing, and visualize it.

```
import numpy as np
import ipyvolume as ipv
V = np.zeros((128,128,128)) # our 3d array
# outer box
V[30:-30,30:-30,30:-30] = 0.75
V[35:-35,35:-35,35:-35] = 0.0
# inner box
V[50:-50,50:-50,50:-50] = 0.25
V[55:-55,55:-55,55:-55] = 0.0
ipv.quickvolshow(V, level=[0.25, 0.75], opacity=0.03, level_width=0.1, data_min=0,
↳data_max=1)
```

[widget]

1.2 Scatter plot

Simple scatter plots are also supported.

```
import ipyvolume as ipv
import numpy as np
x, y, z = np.random.random((3, 10000))
ipv.quickscatter(x, y, z, size=1, marker="sphere")
```

[widget]

1.3 Quiver plot

Quiver plots are also supported, showing a vector at each point.

```
import ipyvolume as ipv
import numpy as np
x, y, z, u, v, w = np.random.random((6, 1000))*2-1
quiver = ipv.quickquiver(x, y, z, u, v, w, size=5)
```

[widget]

1.4 Mesh plot

And surface/mesh plots, showing surfaces or wireframes.

```
import ipyvolume as ipv
x, y, z, u, v = ipv.examples.klein_bottle(draw=False)
ipv.figure()
m = ipv.plot_mesh(x, y, z, wireframe=False)
ipv.squarelim()
ipv.show()
```

[widget]

1.5 Built on Ipywidgets

For anything more sophisticated, use *ipyvolume.pylab*, ipyvolume's copy of matplotlib's 3d plotting (+ volume rendering).

Since ipyvolume is built on *ipywidgets*, we can link widget's properties.

```
import ipyvolume as ipv
import numpy as np
x, y, z, u, v, w = np.random.random((6, 1000))*2-1
selected = np.random.randint(0, 1000, 100)
ipv.figure()
quiver = ipv.quiver(x, y, z, u, v, w, size=5, size_selected=8, selected=selected)

from ipywidgets import FloatSlider, ColorPicker, VBox, jslink
size = FloatSlider(min=0, max=30, step=0.1)
size_selected = FloatSlider(min=0, max=30, step=0.1)
color = ColorPicker()
color_selected = ColorPicker()
jslink((quiver, 'size'), (size, 'value'))
jslink((quiver, 'size_selected'), (size_selected, 'value'))
jslink((quiver, 'color'), (color, 'value'))
jslink((quiver, 'color_selected'), (color_selected, 'value'))
VBox([ipv.gcc(), size, size_selected, color, color_selected])
```

[widget] Try changing the slider to the change the size of the vectors, or the colors.

CHAPTER 2

Quick installation

This will most likely work, otherwise read install

```
pip install ipyvolum  
jupyter nbextension enable --py --sys-prefix ipyvolum  
jupyter nbextension enable --py --sys-prefix widgetsnbextension
```

For conda/anaconda, use:

```
conda install -c conda-forge ipyvolum
```


CHAPTER 3

About

Ipyvolume is an offspring project from [vaex](#). Ipyvolume makes use of [threejs](#), an excellent Javascript library for OpenGL/WebGL rendering.

4.1 Installation

4.1.1 Using pip

Advice: Make sure you use conda or virtualenv. If you are not a root user and want to use the `--user` argument for pip, you expose the installation to all python environments, which is a bad practice, make sure you know what you are doing.

```
$ pip install ipyvolum
```

4.1.2 Conda/Anaconda

```
$ conda install -c conda-forge ipyvolum
```

4.1.3 For Jupyter lab users

The Jupyter lab extension is not enabled by default (yet).

```
$ conda install -c conda-forge nodejs # or some other way to have a recent node
$ jupyter labextension install @jupyter-widgets/jupyterlab-manager
$ jupyter labextension install ipyvolum
$ jupyter labextension install jupyter-threejs
```

4.1.4 Pre-notebook 5.3

If you are still using an old notebook version, ipyvolum and its dependend extension (widgetsnbextension) need to be enabled manually. If unsure, check which extensions are enabled:

```
$ jupyter nbextension list
```

If not enabled, enable them:

```
$ jupyter nbextension enable --py --sys-prefix ipyvolume
$ jupyter nbextension enable --py --sys-prefix widgetsnbextension
```

4.1.5 Pip as user: (but really, do not do this)

You have been warned, do this only if you know what you are doing, this might hunt you in the future, and now is a good time to consider learning virtualenv or conda.

```
$ pip install ipyvolume --user
$ jupyter nbextension enable --py --user ipyvolume
$ jupyter nbextension enable --py --user widgetsnbextension
```

4.1.6 Developer installation

```
$ git clone https://github.com/maartenbreddels/ipyvolume.git
$ cd ipyvolume
$ pip install -e .
$ jupyter nbextension install --py --symlink --sys-prefix ipyvolume
$ jupyter nbextension enable --py --sys-prefix ipyvolume
```

For all cases make sure `ipywidgets` is enabled if you use Jupyter notebook version < 5.3 (using `--user` instead of `--sys-prefix` if doing a local install):

```
$ jupyter nbextension enable --py --sys-prefix widgetsnbextension
$ jupyter nbextension enable --py --sys-prefix pythreejs
$ jupyter nbextension enable --py --sys-prefix ipywebtrc
$ jupyter nbextension enable --py --sys-prefix ipyvolume
```

4.1.7 Developer workflow

Jupyter notebook (classical)

Note: There is never a need to restart the notebook server, nbextensions are picked up after a page reload.

Start this command:

```
$ (cd js; npm run watch)
```

It will

- Watch for changes in the sourcecode and run the typescript compiler for transpilation of the `src` dir to the `lib` dir.
- Watch the `lib` dir, and webpack will build (among other things), `ROOT/ipyvolume/static/index.js`.

Refresh the page.

4.2 Examples

4.2.1 Scatter plot

A simple scatter plot, plotting 1000 random points.

```
[1]: import ipyvolume as ipv
import numpy as np
N = 1000
x, y, z = np.random.normal(0, 1, (3, N))
```

```
[2]: fig = ipv.figure()
scatter = ipv.scatter(x, y, z)
ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0, ...
```

screenshot

```
[ ]: %matplotlib inline
```

4.2.2 Volshow

A simple volume rendering example

Using the pylab API

```
[1]: import numpy as np
import ipyvolume as ipv
V = np.zeros((128,128,128)) # our 3d array
# outer box
V[30:-30,30:-30,30:-30] = 0.75
V[35:-35,35:-35,35:-35] = 0.0
# inner box
V[50:-50,50:-50,50:-50] = 0.25
V[55:-55,55:-55,55:-55] = 0.0

ipv.figure()
ipv.volshow(V, level=[0.25, 0.75], opacity=0.03, level_width=0.1, data_min=0, data_
↪max=1)
ipv.view(-30, 40)
ipv.show()

/Users/maartenbreddels/src/ipyvolume/ipyvolume/serialize.py:92: RuntimeWarning:↪
↪invalid value encountered in true_divide
  gradient = gradient / np.sqrt(gradient[0] ** 2 + gradient[1] ** 2 + gradient[2] **↪
↪2)

VBox(children=(VBox(children=(HBox(children=(Label(value='levels:'),↪
↪FloatSlider(value=0.25, max=1.0, step=0.0...
```

4.2.3 Visualizing a scan of a male head

Included in ipyvolume, is a visualization of a scan of a human head, see [the sourcecode](#) for more details.

```
[ ]: import ipyvolume as ipv
fig = ipv.figure()
vol_head = ipv.examples.head(max_shape=128);
vol_head.ray_steps = 800
ipv.view(90, 0)
```

screenshot

4.2.4 Meshes / Surfaces

Meshes (or surfaces) in ipyvolume consist of triangles, and are defined by their coordinate (vertices) and faces/triangles, which refer to three vertices.

```
[1]: import ipyvolume as ipv
import numpy as np
```

Triangle meshes

Lets first construct a ‘solid’, a tetrahedron, consisting out of 4 vertices, and 4 faces (triangles) using `plot_trisurf`

```
[2]: s = 1/2**0.5
# 4 vertices for the tetrahedron
x = np.array([1., -1, 0, 0])
y = np.array([0, 0, 1., -1])
z = np.array([-s, -s, s, s])
# and 4 surfaces (triangles), where the number refer to the vertex index
triangles = [(0, 1, 2), (0, 1, 3), (0, 2, 3), (1,3,2)]
```

```
[3]: ipv.figure()
# we draw the tetrahedron
mesh = ipv.plot_trisurf(x, y, z, triangles=triangles, color='orange')
# and also mark the vertices
ipv.scatter(x, y, z, marker='sphere', color='blue')
ipv.xyzlim(-2, 2)
ipv.show()
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↳projectionMatrix=(1.0, 0.0,...
```

Surfaces

To draw [parametric surfaces](#), which go from $\mathbb{R}^2 \rightarrow \mathbb{R}^3$, it’s convenient to use `plot_surface`, which takes 2d numpy arrays as arguments, assuming they form a regular grid (meaning you do not need to provide the triangles, since they can be inferred from the shape of the arrays). Note that `plot_wireframe` has a similar api, as does `plot_mesh` which can do both the surface and wireframe at the same time.

```
[4]: # f(u, v) -> (u, v, u*v**2)
a = np.arange(-5, 5)
U, V = np.meshgrid(a, a)
```

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```
X = U
Y = V
Z = X*Y**2

ipv.figure()
ipv.plot_surface(X, Z, Y, color="orange")
ipv.plot_wireframe(X, Z, Y, color="red")
ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0, ...
```

Colors

Vertices can take colors as well, as the example below (adapted from matplotlib) shows.

```
[5]: X = np.arange(-5, 5, 0.25*1)
      Y = np.arange(-5, 5, 0.25*1)
      X, Y = np.meshgrid(X, Y)
      R = np.sqrt(X**2 + Y**2)
      Z = np.sin(R)
```

```
[6]: from matplotlib import cm
      colormap = cm.coolwarm
      znorm = Z - Z.min()
      znorm /= znorm.ptp()
      znorm.min(), znorm.max()
      color = colormap(znorm)
```

```
[7]: ipv.figure()
      mesh = ipv.plot_surface(X, Z, Y, color=color[:, :, 3])
      ipv.show()
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0, ...
```

Texture mapping

Texture mapping can be done by providing a [PIL](#) image, and UV coordiante (texture coordinates, between 0 and 1). Note that like almost anything in ipyvolumes, these u & v coordinates can be animated, as well as the textures.

```
[8]: # import PIL.Image
      # image = PIL.Image.open('data/jupyter.png')
```

```
[9]: # fig = p3.figure()
      # p3.style.use('dark')
      # # we create a sequence of 8 u v coordinates so that the texture moves across the_
      ↪surface.
      # u = np.array([X/5 +np.sin(k/8*np.pi)*4. for k in range(8)])
      # v = np.array([-Y/5*(1-k/7.) + Z*(k/7.) for k in range(8)])
      # mesh = p3.plot_mesh(X, Z, Y, u=u, v=v, texture=image, wireframe=False)
      # p3.animation_control(mesh, interval=800, sequence_length=8)
      # p3.show()
```

We now make a small movie / animated gif of 30 frames.

```
[10]: # frames = 30
      # p3.movie('movie.gif', frames=frames)
```

And play that movie on a square

```
[11]: # p3.figure()
      # x = np.array([-1., 1, 1, -1])
      # y = np.array([-1, -1, 1., 1])
      # z = np.array([0., 0, 0., 0])
      # u = x / 2 + 0.5
      # v = y / 2 + 0.5
      # # square
      # triangles = [(0, 1, 2), (0, 2, 3)]
      # m = p3.plot_trisurf(x, y, z, triangles=triangles, u=u, v=v, texture=PIL.Image.open(
      ↪ 'movie.gif'))
      # p3.animation_control(m, sequence_length=frames)
      # p3.show()
```

screenshot

4.2.5 Animation

All (or most of) the changes in scatter and quiver plots are (linearly) interpolated. On top top that, scatter plots and quiver plots can take a sequence of arrays (the first dimension), where only one array is visualized. Together this can make smooth animations with coarse timesteps. Lets see an example.

```
[1]: import ipyvolume as ipv
      import numpy as np
```

Basic animation

```
[2]: # only x is a sequence of arrays
      x = np.array([[ -1, -0.8], [ 1, -0.1], [ 0., 0.5]])
      y = np.array([0.0, 0.0])
      z = np.array([0.0, 0.0])
      ipv.figure()
      s = ipv.scatter(x, y, z, marker='sphere', size=10)
      ipv.xyzlim(-1, 1)
      ipv.animation_control(s) # shows controls for animation controls
      ipv.show()
```

```
VBox(children=(Figure(animation=200.0, camera=PerspectiveCamera(fov=45.0, position=(0.
↪0, 0.0, 2.0), projection...
```

You can control which array to visualize, using the `scatter.sequence_index` property. Actually, the `pylab.animate_glyphs` is connecting the `Slider` and `Play` button to that property, but you can also set it from Python.

```
[3]: s.sequence_index = 1
```

Animating color and size

We now demonstrate that you can also animate color and size

```
[4]: # create 2d grids: x, y, and r
u = np.linspace(-10, 10, 25)
x, y = np.meshgrid(u, u)
r = np.sqrt(x**2+y**2)
print("x,y and z are of shape", x.shape)
# and turn them into 1d
x = x.flatten()
y = y.flatten()
r = r.flatten()
print("and flattened of shape", x.shape)
```

```
x,y and z are of shape (25, 25)
and flattened of shape (625,)
```

Now we only animate the z component

```
[5]: # create a sequence of 15 time elements
time = np.linspace(0, np.pi*2, 15)
z = np.array([(np.cos(r + t) * np.exp(-r/5)) for t in time])
print("z is of shape", z.shape)
```

```
z is of shape (15, 625)
```

```
[6]: # draw the scatter plot, and add controls with animate_glyphs
ipv.figure()
s = ipv.scatter(x, z, y, marker="sphere")
ipv.animation_control(s, interval=200)
ipv.ylim(-3,3)
ipv.show()
```

```
VBox(children=(Figure(animation=200.0, camera=PerspectiveCamera(fov=45.0, position=(0.
↪0, 0.0, 2.0), projection...
```

```
[7]: # Now also include, color, which contains rgb values
color = np.array([(np.cos(r + t), 1-np.abs(z[i]), 0.1+z[i]*0) for i, t in_
↪enumerate(time)])
size = (z+1)
print("color is of shape", color.shape)
```

```
color is of shape (15, 3, 625)
```

color is of the wrong shape, the last dimension should contain the rgb value, i.e. the shape of should be (15, 2500, 3)

```
[8]: color = np.transpose(color, (0, 2, 1)) # flip the last axes
```

```
[9]: ipv.figure()
s = ipv.scatter(x, z, y, color=color, size=size, marker="sphere")
ipv.animation_control(s, interval=200)
ipv.ylim(-3,3)
ipv.show()
```

```
VBox(children=(Figure(animation=200.0, camera=PerspectiveCamera(fov=45.0, position=(0.
↪0, 0.0, 2.0), projection...
```

Creating movie files

We now make a movie, with a 2 second duration, where we rotate the camera, and change the size of the scatter points.

```
[10]: # This is commented out, otherwise it would run on readthedocs
# def set_view(figure, framernr, fraction):
#     ipv.view(fraction*360, (fraction - 0.5) * 180, distance=2 + fraction*2)
#     s.size = size * (2+0.5*np.sin(fraction * 6 * np.pi))
# ipv.movie('wave.gif', set_view, fps=20, frames=40)
```

Resulting gif file

Animated quiver

Not only scatter plots can be animated, quiver as well, so the direction vector (vx, vy, vz) can also be animated, as shown in the example below, which is a (subsample of) a simulation of a small galaxy orbiting a host galaxy (not visible).

```
[11]: import ipyvolume.datasets
stream = ipyvolume.datasets.animated_stream.fetch()
print("shape of steam data", stream.data.shape) # first dimension contains x, y, z,
↳ vx, vy, vz, then time, then particle
```

```
Downloading https://github.com/maartenbreddels/ipyvolume/raw/master/datasets/stream-
↳ animation.npy.bz2 to /home/docs/.ipyvolume/datasets/stream-animation.npy.bz2
shape of steam data (6, 200, 1250)
```

```
[12]: fig = ipv.figure()
# instead of doing x=stream.data[0], y=stream.data[1], ... vz=stream.data[5], use
↳ *stream.data
# limit to 50 timesteps to avoid having a huge notebook
q = ipv.quiver(*stream.data[:,0:50,:200], color="red", size=7)
ipv.style.use("dark") # looks better
ipv.animation_control(q, interval=200)
ipv.show()

VBox(children=(Figure(animation=200.0, camera=PerspectiveCamera(fov=45.0, position=(0.
↳ 0, 0.0, 2.0), projection...
```

```
[13]: # fig.animation = 0 # set to 0 for no interpolation
```

screenshot

4.2.6 ipyvolume & bqplot

This example shows how the selection from a ipyvolume quiver plot can be controlled with a bqplot scatter plot and it's selection tools. We first get a small dataset from vaex

```
[1]: import numpy as np
import vaex
```

```
[2]: ds = vaex.example()
N = 2000 # for performance reasons we only do a subset
x, y, z, vx, vy, vz, Lz, E = [ds.columns[k][:N] for k in "x y z vx vy vz Lz E".
↳ split()]
```

bqplot scatter plot

And create a scatter plot with bqplot

```
[3]: import bqplot.pyplot as plt

[4]: plt.figure(1, title="E Lz space")
scatter = plt.scatter(Lz, E,
                     selected_style={'opacity': 0.2, 'size':1, 'stroke': 'red'},
                     unselected_style={'opacity': 0.2, 'size':1, 'stroke': 'blue'},
                     default_size=1,
                     )
plt.brush_selector()
plt.show()

VBox(children=(Figure(axes=[Axis(scale=LinearScale()), Axis(orientation='vertical',
↪scale=LinearScale())], fig...
```

ipyvolume quiver plot

And use ipyvolume to create a quiver plot

```
[8]: import ipyvolume.pylab as ipv

[9]: ipv.clear()
quiver = ipv.quiver(x, y, z, vx, vy, vz, size=2, size_selected=5, color_selected="blue
↪")
ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪quaternion=(0.0, 0.0, 0.0, ...
```

Linking ipyvolume and bqplot

Using jslink, we link the selected properties of both widgets, and we display them next to eachother using a VBox.

```
[10]: from ipywidgets import jslink, VBox

[11]: jslink((scatter, 'selected'), (quiver, 'selected'))

Link(source=(Scatter(colors=['steelblue'], default_size=1, interactions={'hover':
↪'tooltip'}, scales={'x': Lin...

[12]: hbox = VBox([p3.current.container, plt.figure(1)])
hbox

VBox(children=(VBox(children=(Figure(camera=PerspectiveCamera(aspect=0.8, fov=45.0,
↪matrixWorldNeedsUpdate=Tru...
```

Embedding

We embed the two widgets in an html file, creating a standalone plot.

```
[13]: import ipyvolume.embed
# if we don't do this, the bqplot will be really tiny in the standalone html
bqplot_layout = hbox.children[1].layout
bqplot_layout.min_width = "400px"
```

```
[14]: ipyvolume.embed.embed_html("bqplot.html", hbox, offline=True, devmode=True)
Downloading https://cdnjs.cloudflare.com/ajax/libs/require.js/2.3.4/require.min.js:
↳ [=====] Finished
Downloading https://unpkg.com/@jupyter-widgets/html-manager@^0.18.0/dist/embed-amd.js:
↳ 1.24Mb/10 [=====] Finished
Downloading https://fontawesome.com/v4.7.0/assets/font-awesome-4.7.0.zip: 0.64Mb/10
↳ [=====] Finished
```

```
[15]: !open bqplot.html
```

screenshot

4.2.7 ipyvolume & bokeh

This example shows how the selection from a ipyvolume quiver plot can be controlled with a bokeh scatter plot and it's selection tools.

ipyvolume quiver plot

The 3d quiver plot is done using ipyvolume

```
[ ]: import ipyvolume
import ipyvolume as ipv
import vaex
```

We load some data from vaex, but only use the first 10 000 samples for performance reasons of Bokeh.

```
[ ]: ds = vaex.example()
N = 10000
```

We make a quiver plot using ipyvolume's matplotlib's style api.

```
[ ]: ipv.figure()
quiver = ipv.quiver(ds.data.x[:N], ds.data.y[:N], ds.data.z[:N],
                    ds.data.vx[:N], ds.data.vy[:N], ds.data.vz[:N],
                    size=1, size_selected=5, color_selected="grey")
ipv.xyzlim(-30, 30)
ipv.show()
```

Bokeh scatter part

The 2d scatter plot is done using Bokeh.

```
[ ]: from bokeh.io import output_notebook, show
from bokeh.plotting import figure
from bokeh.models import CustomJS, ColumnDataSource
```

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```
import ipyvolume.bokeh
output_notebook()
```

```
[ ]: data_source = ColumnDataSource(data=dict(x=ds.data.Lz[:N], y=ds.data.E[:N]))
```

```
[ ]: p = figure(title="E Lz space", tools='lasso_select', width=500, height=500)
r = p.circle('x', 'y', source=data_source, color="navy", alpha=0.2)
ipyvolume.bokeh.link_data_source_selection_to_widget(data_source, quiver, 'selected')
show(p)
```

Now try doing a selection and see how the above 3d quiver plot reflects this selection.

```
[ ]: # but them next to eachother
import ipywidgets
out = ipywidgets.Output()
with out:
    show(p)
ipywidgets.HBox([out, ipv.gcc()])
```

Embedding in html

A bit of a hack, but it is possible to embed the widget and the bokeh part into a single html file (use at own risk).

```
[ ]: from bokeh.resources import CDN
from bokeh.embed import components

script, div = components((p))
template_options = dict(extra_script_head=script + CDN.render_js() + CDN.render_css(),
                        body_pre="<h2>Do selections in 2d (bokeh)<h2>" + div + "<h2>
->And see the selection in ipyvolume<h2>")
ipyvolume.embed.embed_html("tmp/bokeh.html",
                           [ipv.gcc(), ipyvolume.bokeh.wmh], all_states=True,
                           template_options=template_options)
```

```
[1]: # uncomment the next line to open the html file
# !open tmp/bokeh.html
```

screenshot

4.2.8 Using scales

Instead of the (default) linear scales, ipyvolume also support bqplot's scales, for instance, the logarithmic scales.

```
[1]: import ipyvolume as ipv
import bqplot.scales
import numpy as np
import ipywidgets as widgets
N = 500
x, y, z = np.random.normal(0, 1, (3, N))
x = 10**x
r = np.sqrt(np.log10(x)**2 + y**2 + z**2)
```

```
[2]: scales = {
      'x': bqplot.scales.LogScale(min=10**-3, max=10**3),
      'y': bqplot.scales.LinearScale(min=-3, max=3),
      'z': bqplot.scales.LinearScale(min=-3, max=3),
    }
    color_scale = bqplot.scales.ColorScale(min=0, max=3, colors=["#f00", "#0f0", "#00f"])
```

```
[3]: fig = ipv.figure(scales=scales)
    scatter = ipv.scatter(x, y, z, color=r, color_scale=color_scale)
    ipv.view(150, 30, distance=2.5)
    ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(1.0825317547305482,
↪ 1.2499999999999998, -1....
```

Note that the x-axis is logarithmically spaced and labeled.

We also use the bqplot color scale, and instead of setting a list of colors, we can also set a famous color scheme:

```
[4]: scatter.color_scale.colors = []
    scatter.color_scale.scheme = 'viridis'
```

Linking a widget to the scale, allows us to easily change its properties

```
[5]: color_max_slider = widgets.FloatSlider(min=1, max=5, description='Color max')
    widgets.jslink((color_scale, 'max'), (color_max_slider, 'value'))
    color_max_slider

FloatSlider(value=1.0, description='Color max', max=5.0, min=1.0)
```

```
[6]: z_max_slider = widgets.FloatSlider(min=1, max=10, description='Z max')
    widgets.jslink((fig.scales['z'], 'max'), (z_max_slider, 'value'))
    z_max_slider

FloatSlider(value=1.0, description='Z max', max=10.0, min=1.0)
```

Using the same scales in bqplot

```
[7]: import bqplot.pyplot as plt
    fig2d = plt.figure(layout={'width': '500px'})
    scatter2d = plt.scatter(x=(x), y=y, color=scatter.color, scales={
        "x": fig.scales["x"],
        "y": fig.scales["y"],
        "color": scatter.color_scale
    })
    plt.show()

VBox(children=(Figure(axes=[Axis(scale=LogScale(max=1000.0, min=0.
↪ 000943134086315157)), Axis(orientation='vert...
```

Try zooming/panning in both bqplot and ipyvolume! For ipyvolume, keep the option key pressed, while using scroll or drag.

```
[8]: # Putting the 2 figures next to eachother.
    widgets.VBox([fig, fig2d])
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(1.0825317547305482,
↪ 1.2499999999999998, -1....
```

screenshot

4.2.9 Möbius strip

This is a solution for issue #249 and it is the result of contributions from [[@deeplok](https://github.com/deeplok)](https://github.com/deeplok) and [[@rpanai](https://github.com/rpanai)](https://github.com/rpanai).

```
[1]: from numpy import pi, cos, sin, linspace, meshgrid
import ipyvolume.pylab as p3

def möbius(draw=True, show=True, num=40, endpoint=True,
           uv=True, wireframe=False, texture=None):
    # http://paulbourke.net/geometry/toroidal
    u = linspace(0, 2 * pi, num=num, endpoint=endpoint)
    v = linspace(-0.4, 0.4, num=num, endpoint=endpoint)
    u, v = meshgrid(u, v)
    x = cos(u) + v * cos(u / 2) * cos(u)
    y = sin(u) + v * cos(u / 2) * sin(u)
    z = v * sin(u / 2)
    if draw:
        if texture:
            uv = True
            kwargs = dict(wrapx=not endpoint, wrapy=not endpoint,
                          wireframe=wireframe, texture=texture)

            if uv:
                kwargs.update(dict(u=u/(2*pi), v=v/(2*pi)))
            mesh = p3.plot_mesh(x, y, z, **kwargs)
        if show:
            p3.squarelim()
            p3.show()
        return mesh
    else:
        return x, y, z, u, v

mesh = möbius()
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪ projectionMatrix=(1.0, 0.0,...
```

screenshot

```
[ ]:
```

4.2.10 Bar charts

This is ‘abusing’ the scatter object to create a 3d bar chart

```
[1]: import ipyvolume as ipv
import numpy as np
```

```
[2]: # set up data similar to animation notebook

u_scale = 10
Nx, Ny = 30, 15
u = np.linspace(-u_scale, u_scale, Nx)
v = np.linspace(-u_scale, u_scale, Ny)
x, y = np.meshgrid(u, v, indexing='ij')
r = np.sqrt(x**2+y**2)
x = x.flatten()
y = y.flatten()
r = r.flatten()

time = np.linspace(0, np.pi*2, 15)
z = np.array([(np.cos(r + t) * np.exp(-r/5)) for t in time])
zz = z
```

```
[ ]:
```

```
[3]: fig = ipv.figure()
s = ipv.scatter(x, 0, y, aux=zz, marker="sphere")
dx = u[1] - u[0]
dy = v[1] - v[0]
# make the x and z lim half a 'box' larger
ipv.xlim(-u_scale-dx/2, u_scale+dx/2)
ipv.zlim(-u_scale-dx/2, u_scale+dx/2)
ipv.ylim(-1.2, 1.2)
ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0, ...
```

We now make boxes, that fit exactly in the volume, by giving them a size of 1, in domain coordinates (so 1 unit as read of by the x-axis etc)

```
[4]: # make the size 1, in domain coordinates (so 1 unit as read of by the x-axis etc)
s.geo = 'box'
s.size = 1
s.size_x_scale = fig.scales['x']
s.size_y_scale = fig.scales['y']
s.size_z_scale = fig.scales['z']
```

```
[5]: s.shader_snippets = {'size':
    'size_vector.y = SCALE_SIZE_Y(aux_current); '
}
```

Using a shader snippet (that runs on the GPU), we set the y size equal to the aux value. However, since the box has size 1 around the origin of (0,0,0), we need to translate it up in the y direction by 0.5.

```
[6]: s.shader_snippets = {'size':
    'size_vector.y = SCALE_SIZE_Y(aux_current) - SCALE_SIZE_Y(0.0) ; '
}

s.geo_matrix = [dx, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, dy, 0, 0.0, 0.5, 0, 1]
```

Since we see the boxes with negative sizes inside out, we made the material double sided

```
[7]: # since we see the boxes with negative sizes inside out, we made the material double_
↪sided
s.material.side = "DoubleSide"
```

```
[8]: # Now also include, color, which contains rgb values
color = np.array([[np.cos(r + t), 1-np.abs(z[i]), 0.1+z[i]*0] for i, t in_
↪enumerate(time)])
color = np.transpose(color, (0, 2, 1)) # flip the last axes
s.color = color
```

```
[9]: ipv.animation_control(s, interval=200)
```

4.2.11 Spherical bar charts

```
[10]: # Create spherical coordinates
u = np.linspace(0, 1, Nx)
v = np.linspace(0, 1, Ny)
u, v = np.meshgrid(u, v, indexing='ij')
phi = u * 2 * np.pi
theta = v * np.pi
radius = 1
xs = radius * np.cos(phi) * np.sin(theta)
ys = radius * np.sin(phi) * np.sin(theta)
zs = radius * np.cos(theta)
xs = xs.flatten()
ys = ys.flatten()
zs = zs.flatten()
```

```
[11]: fig = ipv.figure()
# we use the coordinates as the normals, and thus direction
s = ipv.scatter(xs, ys, zs, vx=xs, vy=ys, vz=zs, aux=zs, color=color, marker=
↪"cylinder_hr")
ipv.xyzlim(2)
ipv.show()

VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),_
↪projectionMatrix=(1.0, 0.0,...
```

```
[12]: ipv.animation_control(s, interval=200)
```

```
[13]: import bqplot
# the aux range is from -1 to 1, but if we put 0 as min, negative values will go_
↪inside
# the max determines the 'height' of the bars
aux_scale = bqplot.LinearScale(min=0, max=5)
s.aux_scale = aux_scale
```

```
[14]: s.shader_snippets = {'size':
'''float sc = (SCALE_AUX(aux_current) - SCALE_AUX(0.0)); size_vector.y = sc;
'''
}
s.material.side = "DoubleSide"
s.size = 2
s.geo_matrix = [1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0.0, 0.5, 0, 1]
```

```
[15]: ipv.style.box_off()
      ipv.style.axes_off()
```

screenshot

Feel free to contribute new examples:

- Add a notebook to *docs/source/examples*
- Take a screenshot (of screencapture) and put it at *docs/source/examples/screenshot*.
- Make a reference to the screenshot in the notebook, e.g. a markdown cell containing *[screenshot](screenshot/myexample.png)*
- Add an entry in *docs/source/conf.py*.
- Open a pull request at <https://github.com/maartenbreddels/ipyvolume>

4.3 API docs

Note that `ipyvolume.pylab` and `ipyvolume.widgets` are imported in the `ipyvolume` namespace, so you can access `ipyvolume.scatter` instead of `ipyvolume.pylab.scatter`.

4.3.1 Quick list for plotting.

<code>ipyvolume.pylab.volshow(data[, lighting, ...])</code>	Visualize a 3d array using volume rendering.
<code>ipyvolume.pylab.scatter(x, y, z[, color, ...])</code>	Plot many markers/symbols in 3d.
<code>ipyvolume.pylab.quiver(x, y, z, u, v, w[, ...])</code>	Create a quiver plot, which is like a scatter plot but with arrows pointing in the direction given by u, v and w.
<code>ipyvolume.pylab.plot(x, y, z[, color])</code>	Plot a line in 3d.
<code>ipyvolume.pylab.plot_surface(x, y, z[, ...])</code>	Draws a 2d surface in 3d, defined by the 2d ordered arrays x,y,z.
<code>ipyvolume.pylab.plot_trisurf(x, y, z[, ...])</code>	Draw a polygon/triangle mesh defined by a coordinate and triangle indices.
<code>ipyvolume.pylab.plot_wireframe(x, y, z[, ...])</code>	Draws a 2d wireframe in 3d, defines by the 2d ordered arrays x,y,z.
<code>ipyvolume.pylab.plot_mesh(x, y, z[, color, ...])</code>	Draws a 2d wireframe+surface in 3d: generalization of <code>plot_wireframe</code> and <code>plot_surface</code> .
<code>ipyvolume.pylab.plot_isosurface(data[, ...])</code>	Plot a surface at constant value (like a 2d contour).

4.3.2 Quick list for controlling the figure.

<code>ipyvolume.pylab.figure([key, width, height, ...])</code>	Create a new figure if no key is given, or return the figure associated with key.
<code>ipyvolume.pylab.gcf()</code>	Get current figure, or create a new one.
<code>ipyvolume.pylab.gcc()</code>	Return the current container, that is the widget holding the figure and all the control widgets, buttons etc.
<code>ipyvolume.pylab.clear()</code>	Remove current figure (and container).
<code>ipyvolume.pylab.show([extra_widgets])</code>	Display (like in <code>IPython.display.display(...)</code>) the current figure.

Continued on next page

Table 2 – continued from previous page

<code>ipyvolume.pylab.view([azimuth, elevation, ...])</code>	Set camera angles and distance and return the current.
<code>ipyvolume.pylab.xlim(xmin, xmax)</code>	Set limits of x axis.
<code>ipyvolume.pylab.ylim(ymin, ymax)</code>	Set limits of y axis.
<code>ipyvolume.pylab.zlim(zmin, zmax)</code>	Set limits of zaxis.
<code>ipyvolume.pylab.xyzlim(vmin[, vmax])</code>	Set limits or all axis the same, if vmax not given, use [-vmin, vmin].

4.3.3 Quick list for style and labels.

<code>ipyvolume.pylab.xlabel(label)</code>	Set the labels for the x-axis.
<code>ipyvolume.pylab.ylabel(label)</code>	Set the labels for the y-axis.
<code>ipyvolume.pylab.zlabel(label)</code>	Set the labels for the z-axis.
<code>ipyvolume.pylab.xyzlabel(labelx, labely, labelz)</code>	Set all labels at once.
<code>ipyvolume.pylab.style.use(style)</code>	Set the style of the current figure/visualization.
<code>ipyvolume.pylab.style.set_style_dark()</code>	Short for <code>style.use('dark')</code>
<code>ipyvolume.pylab.style.set_style_light()</code>	Short for <code>style.use('light')</code>
<code>ipyvolume.pylab.style.box_off()</code>	Do not draw the box around the visible volume.
<code>ipyvolume.pylab.style.box_on()</code>	Draw a box around the visible volume.
<code>ipyvolume.pylab.style.axes_off()</code>	Do not draw the axes.
<code>ipyvolume.pylab.style.axes_on()</code>	Draw the axes.
<code>ipyvolume.pylab.style.background_color(color)</code>	Set the background color.

4.3.4 Quick list for saving figures.

<code>ipyvolume.pylab.save(filepath[, makedirs, ...])</code>	Save the current container to a HTML file.
<code>ipyvolume.pylab.savefig(filename[, width, ...])</code>	Save the figure to an image file.
<code>ipyvolume.pylab.screenshot([width, height, ...])</code>	Save the figure to a PIL.Image object.

4.3.5 ipyvolume.pylab

The `pylab` module of `ipyvolume`.

`ipyvolume.pylab.scatter(x, y, z, color='red', size=2, size_selected=2.6, color_selected='white', marker='diamond', selection=None, grow_limits=True, **kwargs)`

Plot many markers/symbols in 3d.

Parameters

- **x** – numpy array of shape (N,) or (S, N) with x positions. If an (S, N) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z

- **color** – color for each point/vertex/symbol, can be string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0)', or rgb array of shape (N, 3 or 4) or (S, N, 3 or 4)
- **size** – float representing the size of the glyph in percentage of the viewport, where 100 is the full size of the viewport
- **size_selected** – like size, but for selected glyphs
- **color_selected** – like color, but for selected glyphs
- **marker** – name of the marker, options are: 'arrow', 'box', 'diamond', 'sphere', 'point_2d', 'square_2d', 'triangle_2d',
- **selection** – numpy array of shape (N,) or (S, N) with indices of x,y,z arrays of the selected markers, which can have a different size and color
- **kwargs** –

Returns *Scatter*

```
ipyvolume.pylab.quiver(x, y, z, u, v, w, size=20, size_selected=26.0, color='red',
                      color_selected='white', marker='arrow', **kwargs)
```

Create a quiver plot, which is like a scatter plot but with arrows pointing in the direction given by u, v and w.

Parameters

- **x** – numpy array of shape (N,) or (S, N) with x positions. If an (S, N) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z
- **u** – numpy array of shape (N,) or (S, N) indicating the x component of a vector. If an (S, N) array, the first dimension will be used for frames in an animation.
- **v** – idem for y
- **w** – idem for z
- **size** – float representing the size of the glyph in percentage of the viewport, where 100 is the full size of the viewport
- **size_selected** – like size, but for selected glyphs
- **color** – color for each point/vertex/symbol, can be string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0)', or rgb array of shape (N, 3 or 4) or (S, N, 3 or 4)
- **color_selected** – like color, but for selected glyphs
- **marker** – (currently only 'arrow' would make sense)
- **kwargs** – extra arguments passed on to the Scatter constructor

Returns *Scatter*

```
ipyvolume.pylab.plot(x, y, z, color='red', **kwargs)
```

Plot a line in 3d.

Parameters

- **x** – numpy array of shape (N,) or (S, N) with x positions. If an (S, N) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z

- **color** – color for each point/vertex/symbol, can be string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0)', or rgb array of shape (N, 3 or 4) or (S, N, 3 or 4)
- **kwargs** – extra arguments passed to the Scatter constructor

Returns *Scatter*

```
ipyvolume.pylab.volshow(data, lighting=False, data_min=None, data_max=None, max_shape=256,
                        tf=None, stereo=False, ambient_coefficient=0.5, diffuse_coefficient=0.8,
                        specular_coefficient=0.5, specular_exponent=5, downscale=1, level=[0.1,
                        0.5, 0.9], opacity=[0.01, 0.05, 0.1], level_width=0.1, controls=True,
                        max_opacity=0.2, memorder='C', extent=None)
```

Visualize a 3d array using volume rendering.

Currently only 1 volume can be rendered.

Parameters

- **data** – 3d numpy array
- **origin** – origin of the volume data, this is to match meshes which have a different origin
- **domain_size** – domain size is the size of the volume
- **lighting** (*bool*) – use lighting or not, if set to false, lighting parameters will be overridden
- **data_min** (*float*) – minimum value to consider for data, if None, computed using `np.nanmin`
- **data_max** (*float*) – maximum value to consider for data, if None, computed using `np.nanmax`
- **tf** – transfer function (or a default one)
- **stereo** (*bool*) – stereo view for virtual reality (cardboard and similar VR head mount)
- **ambient_coefficient** – lighting parameter
- **diffuse_coefficient** – lighting parameter
- **specular_coefficient** – lighting parameter
- **specular_exponent** – lighting parameter
- **downscale** (*float*) – downscale the rendering for better performance, for instance when set to 2, a 512x512 canvas will show a 256x256 rendering upscaled, but it will render twice as fast.
- **level** – level(s) for the where the opacity in the volume peaks, maximum sequence of length 3
- **opacity** – opacity(ies) for each level, scalar or sequence of max length 3
- **level_width** – width of the (gaussian) bumps where the opacity peaks, scalar or sequence of max length 3
- **controls** (*bool*) – add controls for lighting and transfer function or not
- **max_opacity** (*float*) – maximum opacity for transfer function controls
- **extent** – list of [[xmin, xmax], [ymin, ymax], [zmin, zmax]] values that define the bounds of the volume, otherwise the viewport is used

Parap int max_shape maximum shape for the 3d cube, if larger, the data is reduced by skipping/slicing (`data[:, :N]`), set to None to disable.

Returns

`ipyvolume.pylab.plot_surface(x, y, z, color='red', wrapx=False, wrapy=False)`

Draws a 2d surface in 3d, defined by the 2d ordered arrays x,y,z.

Parameters

- **x** – numpy array of shape (N,M) or (S, N, M) with x positions. If an (S, N, M) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z
- **color** – color for each point/vertex string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0), or rgb
- **wrapx** (*bool*) – when True, the x direction is assumed to wrap, and polygons are drawn between the end end begin points
- **wrapy** (*bool*) – similar for the y coordinate

Returns *Mesh*

`ipyvolume.pylab.plot_trisurf(x, y, z, triangles=None, lines=None, color='red', u=None, v=None, texture=None)`

Draw a polygon/triangle mesh defined by a coordinate and triangle indices.

The following example plots a rectangle in the z==2 plane, consisting of 2 triangles:

```
>>> plot_trisurf([0, 0, 3., 3.], [0, 4., 0, 4.], 2,
                 triangles=[[0, 2, 3], [0, 3, 1]])
```

Note that the z value is constant, and thus not a list/array. For guidance, the triangles refer to the vertices in this manner:

```
^ ydir
|
2 3
0 1 ---> x dir
```

Note that if you want per face/triangle colors, you need to duplicate each vertex.

Parameters

- **x** – numpy array of shape (N,) or (S, N) with x positions. If an (S, N) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z
- **triangles** – numpy array with indices referring to the vertices, defining the triangles, with shape (M, 3)
- **lines** – numpy array with indices referring to the vertices, defining the lines, with shape (K, 2)
- **color** – color for each point/vertex/symbol, can be string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0), or rgb array of shape (N, 3 or 4) or (S, N, 3 or 4)
- **u** – numpy array of shape (N,) or (S, N) indicating the u (x) coordinate for the texture. If an (S, N) array, the first dimension will be used for frames in an animation.
- **v** – numpy array of shape (N,) or (S, N) indicating the v (y) coordinate for the texture. If an (S, N) array, the first dimension will be used for frames in an animation.

- **texture** – PIL.Image object or ipywebtrc.MediaStream (can be a sequence)

Returns *Mesh*

`ipyvolume.pylab.plot_wireframe(x, y, z, color='red', wrapx=False, wrapy=False)`

Draws a 2d wireframe in 3d, defines by the 2d ordered arrays x,y,z.

See also `ipyvolume.pylab.plot_mesh`

Parameters

- **x** – numpy array of shape (N,M) or (S, N, M) with x positions. If an (S, N, M) array, the first dimension will be used for frames in an animation.
- **y** – idem for y
- **z** – idem for z
- **color** – color for each point/vertex string format, examples for red: 'red', '#f00', '#ff0000' or 'rgb(1,0,0), or rgb
- **wrapx** (*bool*) – when True, the x direction is assumed to wrap, and polygons are drawn between the begin and end points
- **wrapy** (*bool*) – idem for y

Returns *Mesh*

`ipyvolume.pylab.plot_mesh(x, y, z, color='red', wireframe=True, surface=True, wrapx=False, wrapy=False, u=None, v=None, texture=None)`

Draws a 2d wireframe+surface in 3d: generalization of `plot_wireframe` and `plot_surface`.

Parameters

- **x** – {x2d}
- **y** – {y2d}
- **z** – {z2d}
- **color** – {color2d}
- **wireframe** (*bool*) – draw lines between the vertices
- **surface** (*bool*) – draw faces/triangles between the vertices
- **wrapx** (*bool*) – when True, the x direction is assumed to wrap, and polygons are drawn between the begin and end points
- **wrapy** (*bool*) – idem for y
- **u** – {u}
- **v** – {v}
- **texture** – {texture}

Returns *Mesh*

`ipyvolume.pylab.plot_isosurface(data, level=None, color='red', wireframe=True, surface=True, controls=True, extent=None)`

Plot a surface at constant value (like a 2d contour).

Parameters

- **data** – 3d numpy array
- **level** (*float*) – value where the surface should lie

- **color** – color of the surface, although it can be an array, the length is difficult to predict beforehand, if per vertex color are needed, it is better to set them on the returned mesh afterwards.
- **wireframe** (*bool*) – draw lines between the vertices
- **surface** (*bool*) – draw faces/triangles between the vertices
- **controls** (*bool*) – add controls to change the isosurface
- **extent** – list of [[xmin, xmax], [ymin, ymax], [zmin, zmax]] values that define the bounding box of the mesh, otherwise the viewport is used

Returns *Mesh*

`ipyvolume.pylab.xlim(xmin, xmax)`

Set limits of x axis.

`ipyvolume.pylab.ylim(ymin, ymax)`

Set limits of y axis.

`ipyvolume.pylab.zlim(zmin, zmax)`

Set limits of zaxis.

`ipyvolume.pylab.xyzlim(vmin, vmax=None)`

Set limits or all axis the same, if vmax not given, use [-vmin, vmin].

`ipyvolume.pylab.xlabel(label)`

Set the labels for the x-axis.

`ipyvolume.pylab.ylabel(label)`

Set the labels for the y-axis.

`ipyvolume.pylab.zlabel(label)`

Set the labels for the z-axis.

`ipyvolume.pylab.xyzlabel(labelx, labely, labelz)`

Set all labels at once.

`ipyvolume.pylab.view(azimuth=None, elevation=None, distance=None)`

Set camera angles and distance and return the current.

Parameters

- **azimuth** (*float*) – rotation around the axis pointing up in degrees
- **elevation** (*float*) – rotation where +90 means ‘up’, -90 means ‘down’, in degrees
- **distance** (*float*) – radial distance from the center to the camera.

`ipyvolume.pylab.figure(key=None, width=400, height=500, lighting=True, controls=True, controls_vr=False, controls_light=False, debug=False, **kwargs)`

Create a new figure if no key is given, or return the figure associated with key.

Parameters

- **key** – Python object that identifies this figure
- **width** (*int*) – pixel width of WebGL canvas
- **height** (*int*) –
- **lighting** (*bool*) – use lighting or not
- **controls** (*bool*) – show controls or not
- **controls_vr** (*bool*) – show controls for VR or not

- **debug** (*bool*) – show debug buttons or not

Returns *Figure*

`ipyvolume.pylab.gcf()`

Get current figure, or create a new one.

Returns *Figure*

`ipyvolume.pylab.gcc()`

Return the current container, that is the widget holding the figure and all the control widgets, buttons etc.

`ipyvolume.pylab.clear()`

Remove current figure (and container).

`ipyvolume.pylab.show(extra_widgets=[])`

Display (like in IPython.display.display(...)) the current figure.

`ipyvolume.pylab.save(filepath, makedirs=True, title='IPyVolume Widget', all_states=False, offline=False, scripts_path='js', drop_defaults=False, template_options=(('extra_script_head', ''), ('body_pre', ''), ('body_post', '')), devmode=False, offline_cors=False)`

Save the current container to a HTML file.

By default the HTML file is not standalone and requires an internet connection to fetch a few javascript libraries. Use `offline=True` to download these and make the HTML file work without an internet connection.

Parameters

- **filepath** (*str*) – The file to write the HTML output to.
- **makedirs** (*bool*) – whether to make directories in the filename path, if they do not already exist
- **title** (*str*) – title for the html page
- **all_states** (*bool*) – if True, the state of all widgets known to the widget manager is included, else only those in widgets
- **offline** (*bool*) – if True, use local urls for required js/css packages and download all js/css required packages (if not already available), such that the html can be viewed with no internet connection
- **scripts_path** (*str*) – the folder to save required js/css packages to (relative to the filepath)
- **drop_defaults** (*bool*) – Whether to drop default values from the widget states
- **template_options** – list or dict of additional template options
- **devmode** (*bool*) – if True, attempt to get index.js from local js/dist folder
- **offline_cors** (*bool*) – if True, sets crossorigin attribute of script tags to anonymous

`ipyvolume.pylab.savefig(filename, width=None, height=None, fig=None, timeout_seconds=10, output_widget=None, headless=False, devmode=False)`

Save the figure to an image file.

Parameters

- **filename** (*str*) – must have extension .png, .jpeg or .svg
- **width** (*int*) – the width of the image in pixels
- **height** (*int*) – the height of the image in pixels
- **fig** (`ipyvolume.widgets.Figure` or `None`) – if None use the current figure

- **timeout_seconds** (*float*) – maximum time to wait for image data to return
- **output_widget** (*ipywidgets.Output*) – a widget to use as a context manager for capturing the data
- **headless** (*bool*) – if True, use headless chrome to save figure
- **devmode** (*bool*) – if True, attempt to get index.js from local js/dist folder

`ipyvolume.pylab.screenshot` (*width=None, height=None, format='png', fig=None, timeout_seconds=10, output_widget=None, headless=False, devmode=False*)

Save the figure to a PIL.Image object.

Parameters

- **width** (*int*) – the width of the image in pixels
- **height** (*int*) – the height of the image in pixels
- **format** – format of output data (png, jpeg or svg)
- **fig** (*ipyvolume.widgets.Figure or None*) – if None use the current figure
- **timeout_seconds** (*int*) – maximum time to wait for image data to return
- **output_widget** (*ipywidgets.Output*) – a widget to use as a context manager for capturing the data
- **headless** (*bool*) – if True, use headless chrome to take screenshot
- **devmode** (*bool*) – if True, attempt to get index.js from local js/dist folder

Returns PIL.Image

`ipyvolume.pylab.selector_default` (*output_widget=None*)

Capture selection events from the current figure, and apply the selections to Scatter objects.

Example:

```
>>> import ipyvolume as ipv
>>> ipv.figure()
>>> ipv.examples.gaussian()
>>> ipv.selector_default()
>>> ipv.show()
```

Now hold the control key to do selections, type

- 'C' for circle
- 'R' for rectangle
- 'L' for lasso
- '=' for replace mode
- '&' for logically and mode
- '|' for logically or mode
- '-' for subtract mode

```
ipyvolume.pylab.movie (f='movie.mp4', function=<function _change_azimuth_angle>, fps=30,
                      frames=30, endpoint=False, cmd_template_ffmpeg='ffmpeg -y -r {fps}
                      -i {tempdir}/frame-%5d.png -vcodec h264 -pix_fmt yuv420p {filename}',
                      cmd_template_gif='convert -delay {delay} {loop} {tempdir}/frame-*.png
                      {filename}', gif_loop=0)
```

Create a movie out of many frames in e.g. mp4 or gif format.

If the filename ends in `.gif`, `convert` is used to convert all frames to an animated gif using the `cmd_template_gif` template. Otherwise `ffmpeg` is assumed to know the file format.

Example:

```
>>> def set_angles(fig, i, fraction):
>>>     fig.angley = fraction*np.pi*2
>>>     # 4 second movie, that rotates around the y axis
>>> p3.movie('test2.gif', set_angles, fps=20, frames=20*4,
            endpoint=False)
```

Note that in the example above we use `endpoint=False` to avoid to first and last frame to be the same

Parameters

- **f** (*str*) – filename out output movie (e.g. ‘movie.mp4’ or ‘movie.gif’)
- **function** – function called before each frame with arguments (figure, framnr, fraction)
- **fps** – frames per seconds
- **frames** (*int*) – total number of frames
- **endpoint** (*bool*) – if fraction goes from [0, 1] (inclusive) or [0, 1) (endpoint=False is useful for loops/rotatations)
- **cmd_template_ffmpeg** (*str*) – template command when running ffmpeg (non-gif ending filenames)
- **cmd_template_gif** (*str*) – template command when running imagemagick’s convert (if filename ends in `.gif`)
- **gif_loop** – None for no loop, otherwise the framenummer to go to after the last frame

Returns the temp dir where the frames are stored

```
ipyvolume.pylab.animation_control (object, sequence_length=None, add=True, interval=200)
```

Animate scatter, quiver or mesh by adding a slider and play button.

Parameters

- **object** – *Scatter* or *Mesh* object (having an `sequence_index` property), or a list of these to control multiple.
- **sequence_length** – If `sequence_length` is None we try try our best to figure out, in case we do it badly, you can tell us what it should be. Should be equal to the S in the shape of the numpy arrays as for instance documented in *scatter* or *plot_mesh*.
- **add** – if True, add the widgets to the container, else return a HBox with the slider and play button. Useful when you want to customise the layout of the widgets yourself.
- **interval** – interval in msec between each frame

Returns If `add` is False, it returns the `ipywidgets.HBox` object containing the controls

```
ipyvolume.pylab.transfer_function (level=[0.1, 0.5, 0.9], opacity=[0.01, 0.05, 0.1],
                                   level_width=0.1, controls=True, max_opacity=0.2)
```

Create a transfer function, see volshow.

class ipyvolume.pylab.style

Bases: `object`

Static class that mimics a matplotlib module.

Example:

```
>>> import ipyvolume as ipv
>>> ipv.style.use('light')
>>> ipv.style.use('seaborn-darkgrid')
>>> ipv.style.use(['seaborn-darkgrid', {'axes.x.color':'orange'}])
```

Possible style values:

- `figure.facecolor`: background color
- `axes.color`: color of the box around the volume/viewport
- `axis.color`: color of xaxis
- `yaxis.color`: color of yaxis
- `zaxis.color`: color of zaxis

static `axes_off()`

Do not draw the axes.

static `axes_on()`

Draw the axes.

static `background_color(color)`

Set the background color.

static `box_off()`

Do not draw the box around the visible volume.

static `box_on()`

Draw a box around the visible volume.

static `set_style_dark()`

Short for `style.use('dark')`

static `set_style_demo()`

Short for `style.use('demo')`

static `set_style_light()`

Short for `style.use('light')`

static `set_style_nobox()`

Short for `style.use('nobox')`

static `use(style)`

Set the style of the current figure/visualization.

Parameters `style` – matplotlib style name, or dict with values, or a sequence of these, where the last value overrides previous

Returns

4.3.6 ipyvolume.widgets

Test `pythreejs.Camera`

The widgets module of ipyvolume.

```
ipyvolume.widgets.quickvolshow(data, lighting=False, data_min=None, data_max=None,
                                max_shape=256, level=[0.1, 0.5, 0.9], opacity=[0.01, 0.05,
                                0.1], level_width=0.1, extent=None, memorder='C', **kwargs)
```

Visualize a 3d array using volume rendering.

Parameters

- **data** – 3d numpy array
- **lighting** – boolean, to use lighting or not, if set to false, lighting parameters will be overridden
- **data_min** – minimum value to consider for data, if None, computed using `np.nanmin`
- **data_max** – maximum value to consider for data, if None, computed using `np.nanmax`
- **max_shape** (*int*) – maximum shape for the 3d cube, if larger, the data is reduced by skipping/slicing (`data[:, :N]`), set to None to disable.
- **extent** – list of `[[xmin, xmax], [ymin, ymax], [zmin, zmax]]` values that define the bounds of the volume, otherwise the viewport is used
- **level** – level(s) for the where the opacity in the volume peaks, maximum sequence of length 3
- **opacity** – opacity(ies) for each level, scalar or sequence of max length 3
- **level_width** – width of the (gaussian) bumps where the opacity peaks, scalar or sequence of max length 3
- **kwargs** – extra argument passed to Volume and default transfer function

Returns

```
ipyvolume.widgets.quickscatter(x, y, z, **kwargs)
```

```
ipyvolume.widgets.quickquiver(x, y, z, u, v, w, **kwargs)
```

```
ipyvolume.widgets.volshow(*args, **kwargs)
```

Deprecated: please use `ipyvolume.quickvolshow` or use the `ipyvolume.pylab` interface.

```
class ipyvolume.widgets.Figure(**kwargs)
```

Bases: `ipywebbrtc.webrtc.MediaStream`

Widget class representing a volume (rendering) using three.js.

ambient_coefficient

A float trait.

animation

A float trait.

animation_exponent

A float trait.

camera

A `pythreejs.Camera` instance to control the camera

camera_center

An instance of a Python list.

camera_control

A trait for unicode strings.

camera_fov

A casting version of the float trait.

capture_fps

A casting version of the float trait.

controls

A `pythreejs.Controls` instance to control the camera

cube_resolution

A casting version of the int trait.

diffuse_coefficient

A float trait.

displayscale

A casting version of the float trait.

eye_separation

A casting version of the float trait.

height

A casting version of the int trait.

matrix_projection

An instance of a Python list.

matrix_world

An instance of a Python list.

meshes

An instance of a Python list.

mouse_mode

A trait for unicode strings.

on_screenshot (*callback, remove=False*)

on_selection (*callback, remove=False*)

panorama_mode

An enum whose value must be in a given sequence.

pixel_ratio

Pixel ratio of the WebGL canvas (2 on retina screens). Set to 1 for better performance, but less crisp edges. If set to None it will use the browser's `window.devicePixelRatio`.

project (*x, y, z*)

render_continuous

A boolean (True, False) trait.

scales

An instance of a Python dict.

One or more traits can be passed to the constructor to validate the keys and/or values of the dict. If you need more detailed validation, you may use a custom validator method.

Changed in version 5.0: Added `key_trait` for validating dict keys.

Changed in version 5.0: Deprecated ambiguous `trait`, `traits` args in favor of `value_trait`, `per_key_traits`.

scatters

An instance of a Python list.

scene

A trait whose value must be an instance of a specified class.

The value can also be an instance of a subclass of the specified class.

Subclasses can declare default classes by overriding the class attribute

screenshot (*width=None, height=None, mime_type='image/png'*)

selection_mode

A trait for unicode strings.

selector

A trait for unicode strings.

show

A trait for unicode strings.

specular_coefficient

A float trait.

specular_exponent

A float trait.

stereo

A boolean (True, False) trait.

style

An instance of a Python dict.

One or more traits can be passed to the constructor to validate the keys and/or values of the dict. If you need more detailed validation, you may use a custom validator method.

Changed in version 5.0: Added `key_trait` for validating dict keys.

Changed in version 5.0: Deprecated ambiguous trait, `traits` args in favor of `value_trait`, `per_key_traits`.

volumes

An instance of a Python list.

width

A casting version of the int trait.

xlabel

A trait for unicode strings.

xlim**ylabel**

A trait for unicode strings.

ylim**zlabel**

A trait for unicode strings.

zlim

```
class ipyvolume.widgets.Volume (**kwargs)
    Bases: ipywidgets.widgets.widget.Widget
    Widget class representing a volume (rendering) using three.js.
```

brightness

A casting version of the float trait.

clamp_max

A casting version of the boolean trait.

clamp_min

A casting version of the boolean trait.

data

A numpy array trait type.

data_max

A casting version of the float trait.

data_max_shape

A casting version of the int trait.

data_min

A casting version of the float trait.

data_original

A numpy array trait type.

extent

A trait which allows any value.

extent_original

A trait which allows any value.

lighting

A boolean (True, False) trait.

opacity_scale

A casting version of the float trait.

ray_steps

defines the length of the ray ($1/\text{ray_steps}$) for each step, in normalized coordintes.

rendering_method

An enum whose value must be in a given sequence.

show_max

A casting version of the float trait.

show_min

A casting version of the float trait.

tf

A trait whose value must be an instance of a specified class.

The value can also be an instance of a subclass of the specified class.

Subclasses can declare default classes by overriding the klass attribute

update_data (*change=None*)

class ipyvolume.widgets.Scatter (**kwargs)

Bases: ipywidgets.widgets.widget.Widget

color

A numpy array trait type.

color_scale

A trait whose value must be an instance of a specified class.

The value can also be an instance of a subclass of the specified class.

Subclasses can declare default classes by overriding the class attribute

color_selected

A trait type representing a Union type.

connected

A casting version of the boolean trait.

geo

A trait for unicode strings.

line_material

A `pythreejs.ShaderMaterial` that is used for the lines/wireframe

material

A `pythreejs.ShaderMaterial` that is used for the mesh

selected

A numpy array trait type.

sequence_index

An int trait.

size

A trait type representing a Union type.

size_selected

A trait type representing a Union type.

texture

A trait type representing a Union type.

visible

A casting version of the boolean trait.

vx

A numpy array trait type.

vy

A numpy array trait type.

vz

A numpy array trait type.

x

A numpy array trait type.

y

A numpy array trait type.

z

A numpy array trait type.

```
class ipyvolume.widgets.Mesh(**kwargs)
    Bases: ipywidgets.widgets.widget.Widget
```

color

A numpy array trait type.

color_scale

A trait whose value must be an instance of a specified class.

The value can also be an instance of a subclass of the specified class.

Subclasses can declare default classes by overriding the class attribute

line_material

A `pythreejs.ShaderMaterial` that is used for the lines/wireframe

lines

A numpy array trait type.

material

A `pythreejs.ShaderMaterial` that is used for the mesh

sequence_index

An int trait.

texture

A trait type representing a Union type.

triangles

A numpy array trait type.

u

A numpy array trait type.

v

A numpy array trait type.

visible

A casting version of the boolean trait.

x

A numpy array trait type.

y

A numpy array trait type.

z

A numpy array trait type.

4.3.7 ipyvolume.examples

Some examples for quick testing/demonstrations.

All function accept *show* and *draw* arguments

- If *draw* is *True* it will return the widgets (Scatter, Volume, Mesh)
- If *draw* is *False*, it will return the data
- if *show* is *False*, *ipv.show()* will not be called.

```
ipyvolume.examples.ball(rmax=3, rmin=0, shape=128, limits=[-4, 4], draw=True, show=True,
                        **kwargs)
```

Show a ball.

```
ipyvolume.examples.brain(draw=True, show=True, fiducial=True, flat=True, inflated=True, sub-
                        ject='S1', interval=1000, uv=True, color=None)
```

Show a human brain model.

Requirement:

```
$ pip install https://github.com/gallantlab/pycortex
```

```
ipyvolume.examples.example_ylm (m=0, n=2, shape=128, limits=[-4, 4], draw=True, show=True,
                                  **kwargs)
```

Show a spherical harmonic.

```
ipyvolume.examples.gaussian (N=1000, draw=True, show=True, seed=42, color=None,
                               marker='sphere')
```

Show N random gaussian distributed points using a scatter plot.

```
ipyvolume.examples.head (draw=True, show=True, max_shape=256)
```

Show a volumetric rendering of a human male head.

```
ipyvolume.examples.klein_bottle (draw=True, show=True, figure8=False, endpoint=True,
                                   uv=True, wireframe=False, texture=None, both=False,
                                   interval=1000)
```

Show one or two Klein bottles.

```
ipyvolume.examples.xyz (shape=128, limits=[-3, 3], spherical=False, sparse=True, centers=False)
```

4.3.8 ipyvolume.headless

4.4 Virtual reality

Ipyvolume can render in stereo, and go fullscreen (not supported for iOS). Together with [Google Cardboard](#) or other VR glasses (I am using VR Box 2) this enables virtual reality visualisation. Since mobile devices are usually less powerful, the example below is rendered at low resolution to enable a reasonable framerate on all devices.

Open this page on your mobile device, enter fullscreen mode and put on your glasses, looking around will rotate the object to improve depth perception.

```
import ipyvolume as ipv
aqa2 = ipv.datasets.aquariusA2.fetch()
ipv.quickvolshow(aqa2.data.T, lighting=True, level=[0.16, 0.25, 0.46], width=256,
↳height=256, stereo=True, opacity=0.06)
```

[widget]

4.5 Integration with pythreejs

ipyvolume uses parts of pythreejs, giving a lot of flexibility to tweak the visualizations or behaviour. **## Materials** The Scatter object has a material and line_material object, which both are a ShaderMaterial pythreejs object: https://pythreejs.readthedocs.io/en/stable/api/materials/ShaderMaterial_autogen.html.

```
[1]: import ipywidgets as widgets
import numpy as np
import ipyvolume as ipv
```

```
[2]: # a scatter plot
x, y, z = np.random.normal(size=(3, 100))
fig = ipv.figure()
scatter = ipv.scatter(x, y, z, marker='box')
scatter.connected = True # draw connecting lines
ipv.show()
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0,...
```

Using `scatter.material` we can tweak the material setting:

```
[3]: scatter.material.visible = False
```

Or even connect a toggle button to a `line_material` property.

```
[4]: toggle_lines = widgets.ToggleButton(description="Show lines")
widgets.jslink((scatter.line_material, 'visible'), (toggle_lines, 'value'))
toggle_lines
```

```
ToggleButton(value=False, description='Show lines')
```

4.5.1 Controls

ipyvolume has builtin controls. For more flexibility, a Controls class from <https://pythreejs.readthedocs.io/en/stable/api/controls/index.html> can be constructed.

```
[5]: import pythreejs
import ipyvolume as ipv
import numpy as np
fig = ipv.figure()
scatter = ipv.scatter(x, y, z, marker='box')
ipv.show()

control = pythreejs.OrbitControls(controlling=fig.camera)
# assigning to fig.controls will overwrite the builtin controls
fig.controls = control
control.autoRotate = True
# the controls does not update itself, but if we toggle this setting, ipyvolume will
↪update the controls
fig.render_continuous = True
```

```
VBox(children=(Figure(camera=PerspectiveCamera(fov=45.0, position=(0.0, 0.0, 2.0),
↪projectionMatrix=(1.0, 0.0,...
```

```
[6]: control.autoRotate = True
toggle_rotate = widgets.ToggleButton(description="Rotate")
widgets.jslink((control, 'autoRotate'), (toggle_rotate, 'value'))
toggle_rotate
```

```
ToggleButton(value=False, description='Rotate')
```

4.6 Camera

The camera property of ipyvolume is by default a `PerspectiveCamera`, but other cameras should also work: <https://pythreejs.readthedocs.io/en/stable/api/cameras/index.html>

```
[7]: text = widgets.Text()
      widgets.jslink((fig.camera, 'position'), (text, 'value'))
      text
      Text(value='')
```


- 0.5

- New

- * Volume is now its own widget, allowing multivolume rendering
- * Depth aware zooming (Hold Alt key, or toggle in menu) and zoom into any object or volume rendering
- * double click centers that point
- * Configurable ray steps for volume rendering (`Volume.ray_steps`)
- * Better transparency support, premultiplied colors used consistently, colors can now be of shape (... , 3 or 4) to allow alpha channel (note: no proper rendering yet, this is a difficult problem).
- * Panoramic modes: 180 and 360 degrees for dome projection or VR video creations.
- * Maximum intensity volume rendering.
- * Progressive loading of large volumetric cubes.
- * `ipyvolume.moviemaker`: simple UI for making movies, and keyframes settings for the camera.
- * `ipyvolume.astro`: (experiment) as domain specific module for astronomy.
- * New example male head volume rendering `ipyvolume.examples.head`

- Changes

- * 100x faster mesh generation
- * Fixes/improvements for headless rendering
- * Selection method in the kernel, see `ipyvolume.pylab.selector_default`.
- * Fixed memory leak issues in the browser
- * Scatter supports 2d sprites, see `ipyvolume.pylab.scatter`.
- * Pythreejs integration, Camera, Scene and ShaderMaterial are now exposed.
- * 'sphere' marker was double the size as the others, now halved in size/

- * `ipyvolume.pylab.view` can control distance, and returns currents values.
- New contributors
 - * Casper van Leeuwen
 - * Oleh Kozynets
 - * Oliver Evans
 - * Jean-Rémi KING
 - * Mathieu Carette
 - * Saul (saulthu)
 - * Timo Friedri
 - * WANG Aiyong
 - * mpu-creare
 - * xavArtley
 - * Eric Larson
 - * Hans Moritz Günther
 - * Jackie Leng
- 0.4
 - plotting
 - * lines
 - * wireframes
 - * meshes/surfaces
 - * isosurfaces
 - * texture (animated) support, gif image and MediaStream (movie, camera, canvas)
 - camera control (angles from the python side), FoV
 - movie creation
 - eye separation for VR
 - better screenshot support (can be to a PIL Image), and higher resolution possible
 - mouse lasso (a bit rough), selections can be made from the Python side.
 - icon bar for common operations (fullscreen, stereo, screenshot, reset etc)
 - offline support for embedding/saving to html
 - Jupyter lab support
 - New contributors
 - * Chris Sewell
 - * Satrajit Ghosh
 - * Sylvain Corlay
 - * stonebig
 - * Matt McCormick

- * Jean Michel Arbona
- 0.3
 - new
 - * axis with labels and ticklabels
 - * styling
 - * animation (credits also to <https://github.com/jeammimi>)
 - * binary transfers
 - * default camera control is trackball
 - changed
 - * s and ss are now spelled out, size and size_selected

CHAPTER 6

Indices and tables

- `genindex`
- `modindex`
- `search`

i

`ipyvolume.examples`, 40
`ipyvolume.pylab`, 25
`ipyvolume.widgets`, 35

A

ambient_coefficient (*ipyvolume.widgets.Figure attribute*), 35
 animation (*ipyvolume.widgets.Figure attribute*), 35
 animation_control() (*in module ipyvolume.pylab*), 33
 animation_exponent (*ipyvolume.widgets.Figure attribute*), 35
 axes_off() (*ipyvolume.pylab.style static method*), 34
 axes_on() (*ipyvolume.pylab.style static method*), 34

B

background_color() (*ipyvolume.pylab.style static method*), 34
 ball() (*in module ipyvolume.examples*), 40
 box_off() (*ipyvolume.pylab.style static method*), 34
 box_on() (*ipyvolume.pylab.style static method*), 34
 brain() (*in module ipyvolume.examples*), 40
 brightness (*ipyvolume.widgets.Volume attribute*), 37

C

camera (*ipyvolume.widgets.Figure attribute*), 35
 camera_center (*ipyvolume.widgets.Figure attribute*), 35
 camera_control (*ipyvolume.widgets.Figure attribute*), 35
 camera_fov (*ipyvolume.widgets.Figure attribute*), 36
 capture_fps (*ipyvolume.widgets.Figure attribute*), 36
 clamp_max (*ipyvolume.widgets.Volume attribute*), 38
 clamp_min (*ipyvolume.widgets.Volume attribute*), 38
 clear() (*in module ipyvolume.pylab*), 31
 color (*ipyvolume.widgets.Mesh attribute*), 39
 color (*ipyvolume.widgets.Scatter attribute*), 38
 color_scale (*ipyvolume.widgets.Mesh attribute*), 39
 color_scale (*ipyvolume.widgets.Scatter attribute*), 38
 color_selected (*ipyvolume.widgets.Scatter attribute*), 39
 connected (*ipyvolume.widgets.Scatter attribute*), 39

controls (*ipyvolume.widgets.Figure attribute*), 36
 cube_resolution (*ipyvolume.widgets.Figure attribute*), 36

D

data (*ipyvolume.widgets.Volume attribute*), 38
 data_max (*ipyvolume.widgets.Volume attribute*), 38
 data_max_shape (*ipyvolume.widgets.Volume attribute*), 38
 data_min (*ipyvolume.widgets.Volume attribute*), 38
 data_original (*ipyvolume.widgets.Volume attribute*), 38
 diffuse_coefficient (*ipyvolume.widgets.Figure attribute*), 36
 displayscale (*ipyvolume.widgets.Figure attribute*), 36

E

example_ylm() (*in module ipyvolume.examples*), 41
 extent (*ipyvolume.widgets.Volume attribute*), 38
 extent_original (*ipyvolume.widgets.Volume attribute*), 38
 eye_separation (*ipyvolume.widgets.Figure attribute*), 36

F

Figure (*class in ipyvolume.widgets*), 35
 figure() (*in module ipyvolume.pylab*), 30

G

gaussian() (*in module ipyvolume.examples*), 41
 gcc() (*in module ipyvolume.pylab*), 31
 gcf() (*in module ipyvolume.pylab*), 31
 geo (*ipyvolume.widgets.Scatter attribute*), 39

H

head() (*in module ipyvolume.examples*), 41
 height (*ipyvolume.widgets.Figure attribute*), 36

I

ipyvolume.examples (module), 40
 ipyvolume.pylab (module), 25
 ipyvolume.widgets (module), 35

K

klein_bottle() (in module ipyvolume.examples), 41

L

lighting (ipyvolume.widgets.Volume attribute), 38
 line_material (ipyvolume.widgets.Mesh attribute), 40
 line_material (ipyvolume.widgets.Scatter attribute), 39
 lines (ipyvolume.widgets.Mesh attribute), 40

M

material (ipyvolume.widgets.Mesh attribute), 40
 material (ipyvolume.widgets.Scatter attribute), 39
 matrix_projection (ipyvolume.widgets.Figure attribute), 36
 matrix_world (ipyvolume.widgets.Figure attribute), 36
 Mesh (class in ipyvolume.widgets), 39
 meshes (ipyvolume.widgets.Figure attribute), 36
 mouse_mode (ipyvolume.widgets.Figure attribute), 36
 movie() (in module ipyvolume.pylab), 32

O

on_screenshot() (ipyvolume.widgets.Figure method), 36
 on_selection() (ipyvolume.widgets.Figure method), 36
 opacity_scale (ipyvolume.widgets.Volume attribute), 38

P

panorama_mode (ipyvolume.widgets.Figure attribute), 36
 pixel_ratio (ipyvolume.widgets.Figure attribute), 36
 plot() (in module ipyvolume.pylab), 26
 plot_isosurface() (in module ipyvolume.pylab), 29
 plot_mesh() (in module ipyvolume.pylab), 29
 plot_surface() (in module ipyvolume.pylab), 27
 plot_trisurf() (in module ipyvolume.pylab), 28
 plot_wireframe() (in module ipyvolume.pylab), 29
 project() (ipyvolume.widgets.Figure method), 36

Q

quickquiver() (in module ipyvolume.widgets), 35
 quickscatter() (in module ipyvolume.widgets), 35
 quickvolshow() (in module ipyvolume.widgets), 35

quiver() (in module ipyvolume.pylab), 26

R

ray_steps (ipyvolume.widgets.Volume attribute), 38
 render_continuous (ipyvolume.widgets.Figure attribute), 36
 rendering_method (ipyvolume.widgets.Volume attribute), 38

S

save() (in module ipyvolume.pylab), 31
 savefig() (in module ipyvolume.pylab), 31
 scales (ipyvolume.widgets.Figure attribute), 36
 Scatter (class in ipyvolume.widgets), 38
 scatter() (in module ipyvolume.pylab), 25
 scatters (ipyvolume.widgets.Figure attribute), 36
 scene (ipyvolume.widgets.Figure attribute), 37
 screenshot() (in module ipyvolume.pylab), 32
 screenshot() (ipyvolume.widgets.Figure method), 37
 selected (ipyvolume.widgets.Scatter attribute), 39
 selection_mode (ipyvolume.widgets.Figure attribute), 37
 selector (ipyvolume.widgets.Figure attribute), 37
 selector_default() (in module ipyvolume.pylab), 32
 sequence_index (ipyvolume.widgets.Mesh attribute), 40
 sequence_index (ipyvolume.widgets.Scatter attribute), 39
 set_style_dark() (ipyvolume.pylab.style static method), 34
 set_style_demo() (ipyvolume.pylab.style static method), 34
 set_style_light() (ipyvolume.pylab.style static method), 34
 set_style_nobox() (ipyvolume.pylab.style static method), 34
 show (ipyvolume.widgets.Figure attribute), 37
 show() (in module ipyvolume.pylab), 31
 show_max (ipyvolume.widgets.Volume attribute), 38
 show_min (ipyvolume.widgets.Volume attribute), 38
 size (ipyvolume.widgets.Scatter attribute), 39
 size_selected (ipyvolume.widgets.Scatter attribute), 39
 specular_coefficient (ipyvolume.widgets.Figure attribute), 37
 specular_exponent (ipyvolume.widgets.Figure attribute), 37
 stereo (ipyvolume.widgets.Figure attribute), 37
 style (class in ipyvolume.pylab), 33
 style (ipyvolume.widgets.Figure attribute), 37

T

texture (ipyvolume.widgets.Mesh attribute), 40

texture (*ipyvolume.widgets.Scatter attribute*), 39
 tf (*ipyvolume.widgets.Volume attribute*), 38
 transfer_function() (in module *ipyvolume.pylab*), 33
 triangles (*ipyvolume.widgets.Mesh attribute*), 40

U

u (*ipyvolume.widgets.Mesh attribute*), 40
 update_data() (*ipyvolume.widgets.Volume method*), 38
 use() (*ipyvolume.pylab.style static method*), 34

V

v (*ipyvolume.widgets.Mesh attribute*), 40
 view() (in module *ipyvolume.pylab*), 30
 visible (*ipyvolume.widgets.Mesh attribute*), 40
 visible (*ipyvolume.widgets.Scatter attribute*), 39
 volshow() (in module *ipyvolume.pylab*), 27
 volshow() (in module *ipyvolume.widgets*), 35
 Volume (class in *ipyvolume.widgets*), 37
 volumes (*ipyvolume.widgets.Figure attribute*), 37
 vx (*ipyvolume.widgets.Scatter attribute*), 39
 vy (*ipyvolume.widgets.Scatter attribute*), 39
 vz (*ipyvolume.widgets.Scatter attribute*), 39

W

width (*ipyvolume.widgets.Figure attribute*), 37

X

x (*ipyvolume.widgets.Mesh attribute*), 40
 x (*ipyvolume.widgets.Scatter attribute*), 39
 xlabel (*ipyvolume.widgets.Figure attribute*), 37
 xlabel() (in module *ipyvolume.pylab*), 30
 xlim (*ipyvolume.widgets.Figure attribute*), 37
 xlim() (in module *ipyvolume.pylab*), 30
 xyz() (in module *ipyvolume.examples*), 41
 xyzlabel() (in module *ipyvolume.pylab*), 30
 xyzlim() (in module *ipyvolume.pylab*), 30

Y

y (*ipyvolume.widgets.Mesh attribute*), 40
 y (*ipyvolume.widgets.Scatter attribute*), 39
 ylabel (*ipyvolume.widgets.Figure attribute*), 37
 ylabel() (in module *ipyvolume.pylab*), 30
 ylim (*ipyvolume.widgets.Figure attribute*), 37
 ylim() (in module *ipyvolume.pylab*), 30

Z

z (*ipyvolume.widgets.Mesh attribute*), 40
 z (*ipyvolume.widgets.Scatter attribute*), 39
 zlabel (*ipyvolume.widgets.Figure attribute*), 37
 zlabel() (in module *ipyvolume.pylab*), 30
 zlim (*ipyvolume.widgets.Figure attribute*), 37
 zlim() (in module *ipyvolume.pylab*), 30