3D Tree

An Alternative Visualization Approach for Complex Data



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How can we visualize the complex interaction between forest, soil, and atmosphere to the general public?

What level of detail can be implemented / what makes it get to complex?





Sketch by Jonas Gisler of the setup.











Step 1: Create Tree Model





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[1]: Andrew Hale et al. <u>Blender Documentation</u>



Branch Splitting:				
Levels	4			
Base Splits	0			
Split Height 0.20	Split Bias 0.00			
Start Length:	0.20			
	0.25			
Branch Distribution	3.00			
Whorls	50			
Branches:	Segment Splits:			
0	0.00			
50	0.30			
10	0.40			
10	0.00			
Split Angle:	Split Angle Variation:			
0.00	0.00			
44.00	5.00			
50.00	0.00			
0.00	0.00			
Rotate Angle:	Rotate Angle Variation:			
99.50	15.00			
137.50	0.00			
-90.00	0.00			
137.50	0.00			
Branch Attachment:	Branching Mode:			
Alternate Opposite	Rotate ~			
Split relative to le	Split Straigh 0.50			

Curve Resolution:

imes Sapling: Add Tree					
Settings: Branch Growth					
Branch Growth:					
Shape:		Custom S	hape 🗸		
		Tapered C	ylindrical 🗸		
Custom Sha	pe:				
0.10	0.60	0.70	0.40		
Length:		Length Variation:			
1.	00	0	.00		
0.	0.33		.15		
0.	75	0	.25		
0.45		0.00			
Down Angle:		Down Angle Variation:			
90.	90.00		0.00		
110.00		42.00			
45.00		10.00			
45.00		10.00			
Curvature:		Curvature Variation:			
0.	0.00		12.50		
40.00		20.00			
30.00		33.33			
0.	00	0.00			
Outward Att	Outward Attraction:		Vertical Attraction:		
0.	00	2	.00		
0.00		0.00			
0.00		0.50			
0.00		0.50			
Vise pare	nt angle				

Data Visualization Pfynwald

Step 1: Create Tree Model

Blender – "Sapling Tree Gen" Tool 1

∨ Sapling: Add Tree				
Settings:	Branch Radius			
Branch Radius:				
🗹 Bevel		Bevel Resolut	tio 2	
Ratio			0.01	
Minimum	n Radius	(0.002	
Close Tip				
Root Flar	e		1.25	
Split Rad	ius Ratio		0.00	
Other:				
🛃 Auto Tap	er	No branch at		
Radius So	al 1.00	Radius Scal	0.10	
Radius R	atio Power		1.00	
Taper:		Tweak Radius:		
1.0	00	1.00		
1.0	00	1.00		
1.0	00	1.00		
1.0	00	1.00		

✓ Sapling: A	Add Tree					
Settings:	Geome	etry				
Geometry:						
🛃 Bevel				Make Mesh		
Bevel R	esolutio	2		Curve Reso	lutio	4
Handle Ty.	Auto					
Materi	0	0		0	0	
Random	Seed					0
Tree Scale:						
Scale	17.0	0	5	Scale Varia	it 1.0	0
Prese				Export	Prese	:
				Overwrite		
Load Pres	et			Limit Impo		



Step 1: Create Tree Model

Blender – "Sapling Tree Gen" Tool 1







Step 1: Create Tree Model

Step 2: Extract Curves from Tree Object

>> Hierarchically structured bezeir curves

>> Extract points alonge the curve

>> Connect start point of branch to closest point in parent

>> Generate a graph network by connecting the neighbouring points





Step 1: Create Tree Model

Step 2: Extract Curves from Tree Object

Step 3: Find Endpoints of Curves

>> List all points at the end of a branch

>> Mark the point that connects the tree to the ground

>> Looping through the graph from endpoint to groundpoint or otherwise



Step 1: Create Tree Model

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Step 1: Create Tree Model

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Step 4: Connect to Real World Data

>> VPD values on three level with 4 - 5 sensors each

>> Interpolate between 3 nearest neighbours for each endpoint





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Step 5: Simulation of Photosynthesis, Respiration and Transpiration

>> Simulation for the visualization of stomatal gas exchange

>> Not to get numerical accurate consumtion or production values



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Real World Data

>> VPD – Vapour Pressure Deficit

> Temperatur (air & canopy), relative humidity

> VPD = saturated_vapour_pressure * (1-relative_humidity/100)

>> Day/Night



Frames / Timesteps



Step 5: Simulation of Photosynthesis, Respiration and Transpiration

>> Simulation for the **visualization** of stomatal gas exchange

>> Not to get numerical accurate consumtion or production values

Simulated Data

- >> Internal storage (CO2, O2, H2O, Glucose)
- >> Stomata Closure & Calvin cycle approximated based on VPD-readings and light
- >> Stomata Closure
 - > To what extend is gas exchange possible



Frames / Timesteps





Step 5: Simulation of Photosynthesis, Respiration and Transpiration

>> Simulation for the **visualization** of stomatal gas exchange

>> Not to get numerical accurate consumtion or production values

Photosynthesis or Photorespiration?

>> Each endnode gets assigned n – cores

> 10 "cores" for Photosynthesis or Photorespiration during the day

> 2 "cores" for Respiration during the night

--> Approximately 10'000 "decisions" each frame Photosynthesis | Photorespiration

>> "Speed" currently constant



Normalized VPD Fig 1: n (10000) normal distributed values (mean = 0.8, std = 0.2)





Step 5: Simulation of Photosynthesis, Respiration and Transpiration

>> Simulation for the **visualization** of stomatal gas exchange

>> Not to get numerical accurate consumtion or production values

>> Transpiration while the stomata is open

>> O2 & CO2 exchange rate based on opening level of stomate

>> surplus & shortage

>> H2O atm not limited --> Soil moisture values should be integrated in the future







Outlook

Integrate Soil Moisture - Additional Internal Flux Visualization

Refine Cycles - Make the Simulation adjust Parameters on the go

Close to Real Time Update on the Website