# DREAM3D

Digital Representation Environment for Analysis of Microstructure in 3 D

### dream3d.bluequartz.net

2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

Monday, August 26, 13

Mr. Michael A. Jackson Owner BlueQuartz Software

# Acknowledgements Mike Groeber (AFRL)

• Funding (AFRL & NRL) Contract FA8650-07-D-5800 Contract FA8650-10-D-5210 • Contract N00173-07-C-2068 Code, Ideas, Vision The Ohio State University Carnegie Mellon University

 Anyone who has Tested Provided Feedback Bug Reports Data Corrections Discussions



### Dr. Mike Groeber

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### Dr. Mike Groeber

### Algorithms

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### Mr. Mike Jackson



### Dr. Mike Groeber

### Algorithms

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### Mr. Mike Jackson

### GUI, Design, "CS" Stuff



### Dr. Mike Groeber

### Algorithms

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### Mr. Mike Jackson

### GUI, Design, "CS" Stuff



### Dr. Mike Groeber

Algorithms

Mushy Zone

Algorithms

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## Topics

•What is DREAM3D?

•What DREAM3D is NOT

• Examples

•2D/3D reconstruction & analysis

• Surface Meshing Algorithms

Synthetic Microstructure Generation

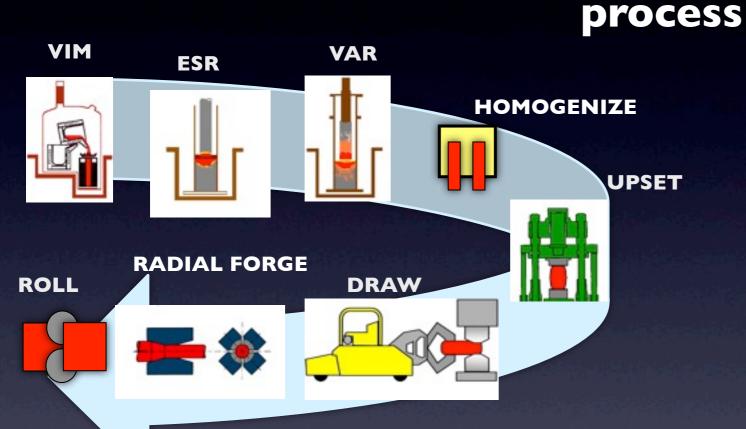
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# What is it?

Environment that integrates algorithms in such a way as to allow those algorithms to communicate inputs and outputs between them.

### The Motivation for DREAM.3D

# Understanding, accounting for and/or utilizing anisotropy and inhomogeneity in materials is critical in the engineering design



Adapted from Semiatin & Woodward, 2011

### **Hierarchy of Microstructural Features** Probability of Occurance Favorably Oriented a grain **Critical scale** Hard $\alpha$ grain Soft neighborhood $N_i = 0 \rightarrow$ 00 Favorably oriented apgrains Favorably oriented ap grains & a platelets Atomic scale Continuum > Size of Heterogeniety

Adapted from Larsen & Woodward, 2011

## Each processing step affects µ/s, properties & performance

### Must control processing & predict microstructure across scale of component

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### Monday, August 26, 13

## Each μ/s feature contributes to properties & performance

Must understand microstructure effects & predict response for gambit of microstructures

### The Evolution to DREAM.3D

Significant, isolated work completed by multiple researchers on different programming platforms and with different data formats





Initial "MBuilder" Created

Various MBuilder "SIRI-3D" **Advances** Created



General 2D-3D Demonstrated



Surface Meshing Code Developed



Twin Insertion

Code **Extreme Values** Developed Addressed

DREAM3D

2012

2003

### 2005

**Reconstruction Code** Developed 5-Parameter GBCD

Serial Sectioning Code Developed





2007

Demonstration

of Data

Fusion for

Microstructure



Beginning of

Integration & First

**GUI-based Microstructure** Tool 2011

### Microstructure **Design Tool**





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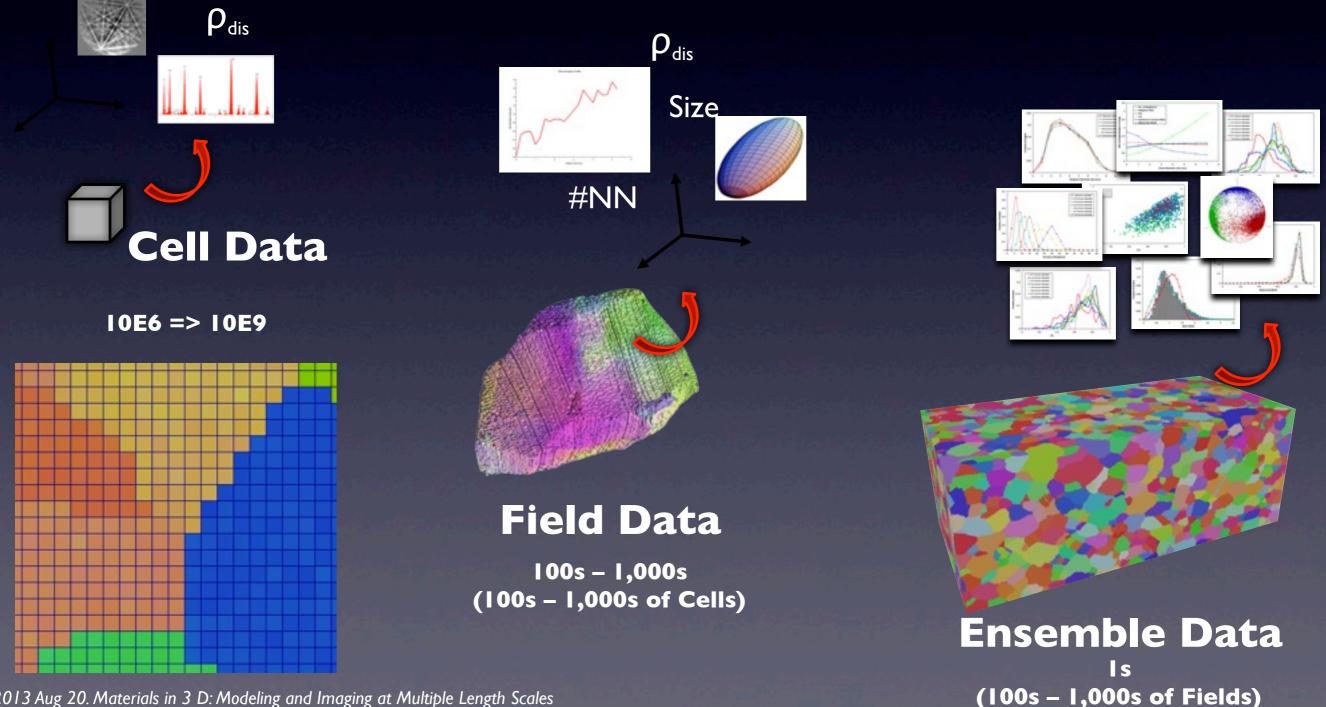
# What DREAM3D is NOT?

- Direct Visualization
  - Use another more capable package
    - ParaView
    - Avizo Fire
    - MATLAB
    - IDL

# Data Representation

### The Backbone of DREAM.3D

Hierarchy of microstructure features/gradients accounted for in extensible digital data structure



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## Getting Data Into DREAM3D

- Input Data
  - TSL, HKL, HEDM for Orientation Data
  - Raw Binary Files
    - You describe it, DREAM3D can read it
  - H5Ebsd for archived Orientation Data
  - Ph, Dx with Grain Ids
  - Pre-Segmented Images \*\*\*

# Getting Data Out of DREAM3D

- Voxel Based Export Formats
  - VTK Rectilinear Grids and Polydata (.vtk)
  - Xdmf file wrappers (.xdmf)
  - Avizo Rectilinear Grids (.am)
  - CSV File for Statistical data
  - Ph and Dx\* files (CMU Legacy)
- FFT Simulation Codes (Los Alamos)
- Tif, Bmp, Png for Misc Images (IPF Color Maps)

- Triangle Based Exports
  - STL
  - VTK PolyData
  - XDMF
  - Nodes/Triangles/Edges Ascii Files
  - Abaqus File (Experimental)

# HDF5

- Open Source & Free
- Built for LARGE quantities of data
  - 100s GB to TB sizes
  - Fully self describing
  - Rich meta data attachment
  - User selects how to organize the data
- Free HDFView to visualize and export data



# XDMF

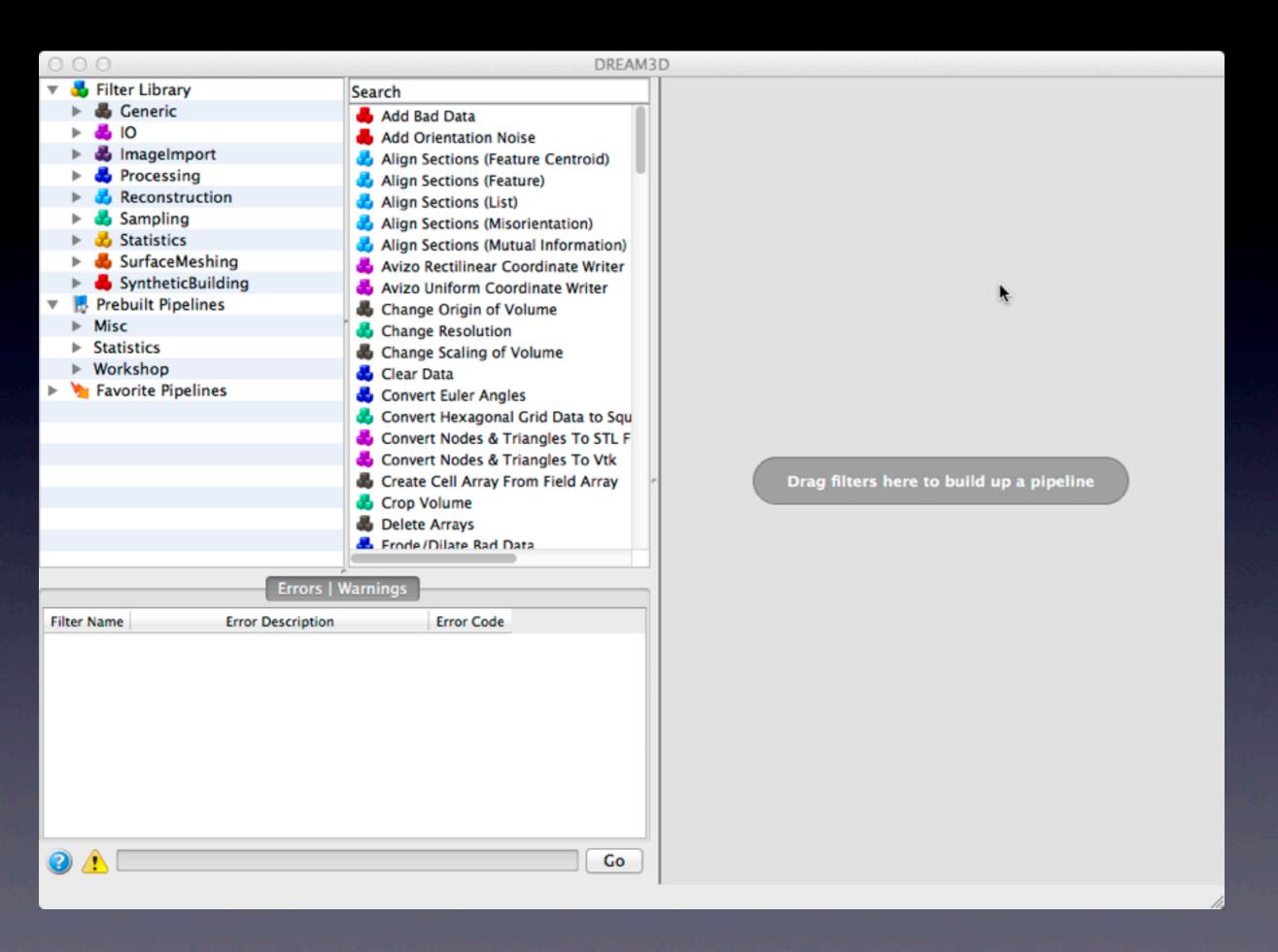
- Small XML wrapper file
- Describes the grids used in DREAM3D
- ParaView has native support
- User can selectively load data
- Store BOTH Voxel and Triangle based representations
- HIGHLY recommended to use this file type instead of the .vtk files

# Caution !!

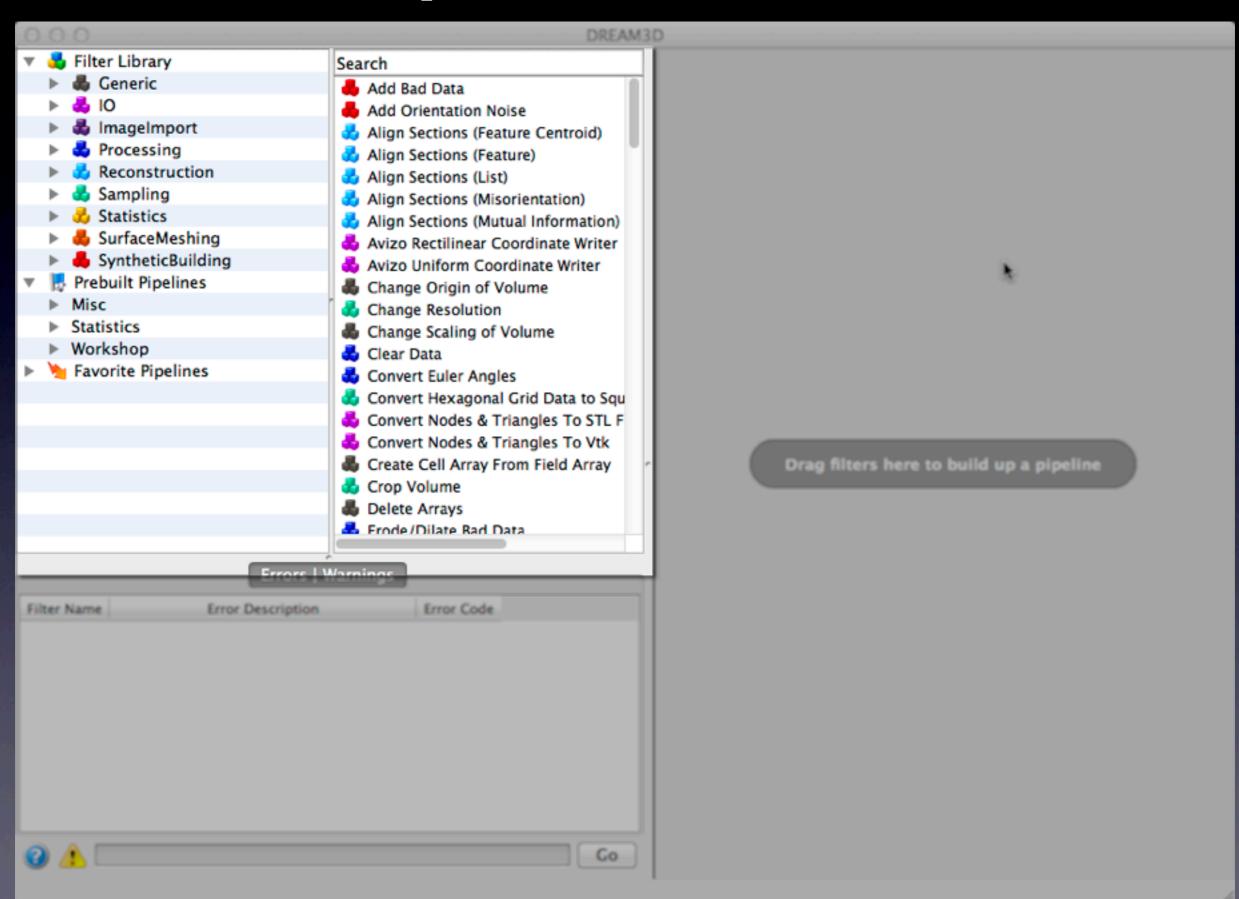
- DREAM3D is just a Tool
- Understand your data
  - Degrees or Radians?
  - Phases? Crystal Symmetry?
- Understand the algorithms
  - Is it appropriate for my data?
- GIGO:



# So, what does it look like?

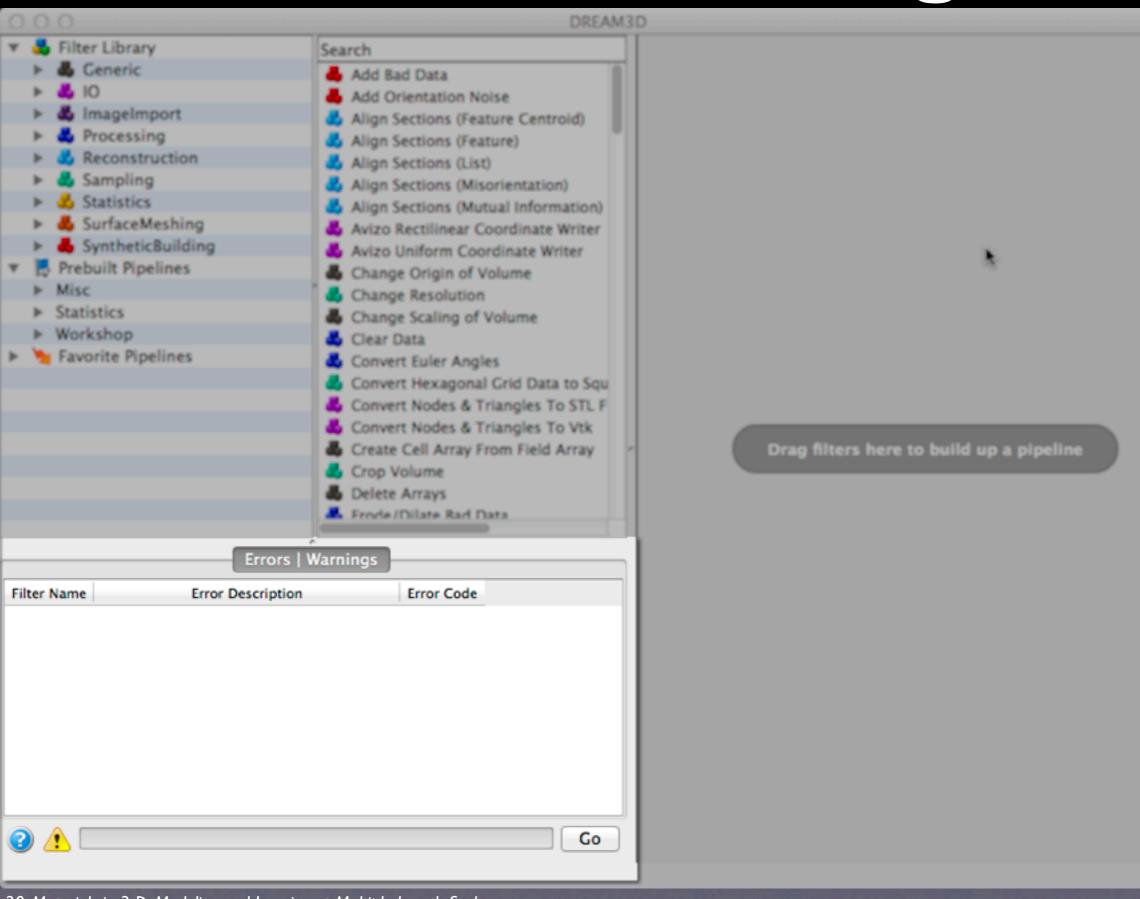


### Filter Groups, Prebuilt & Favorites



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## Errors & Warnings



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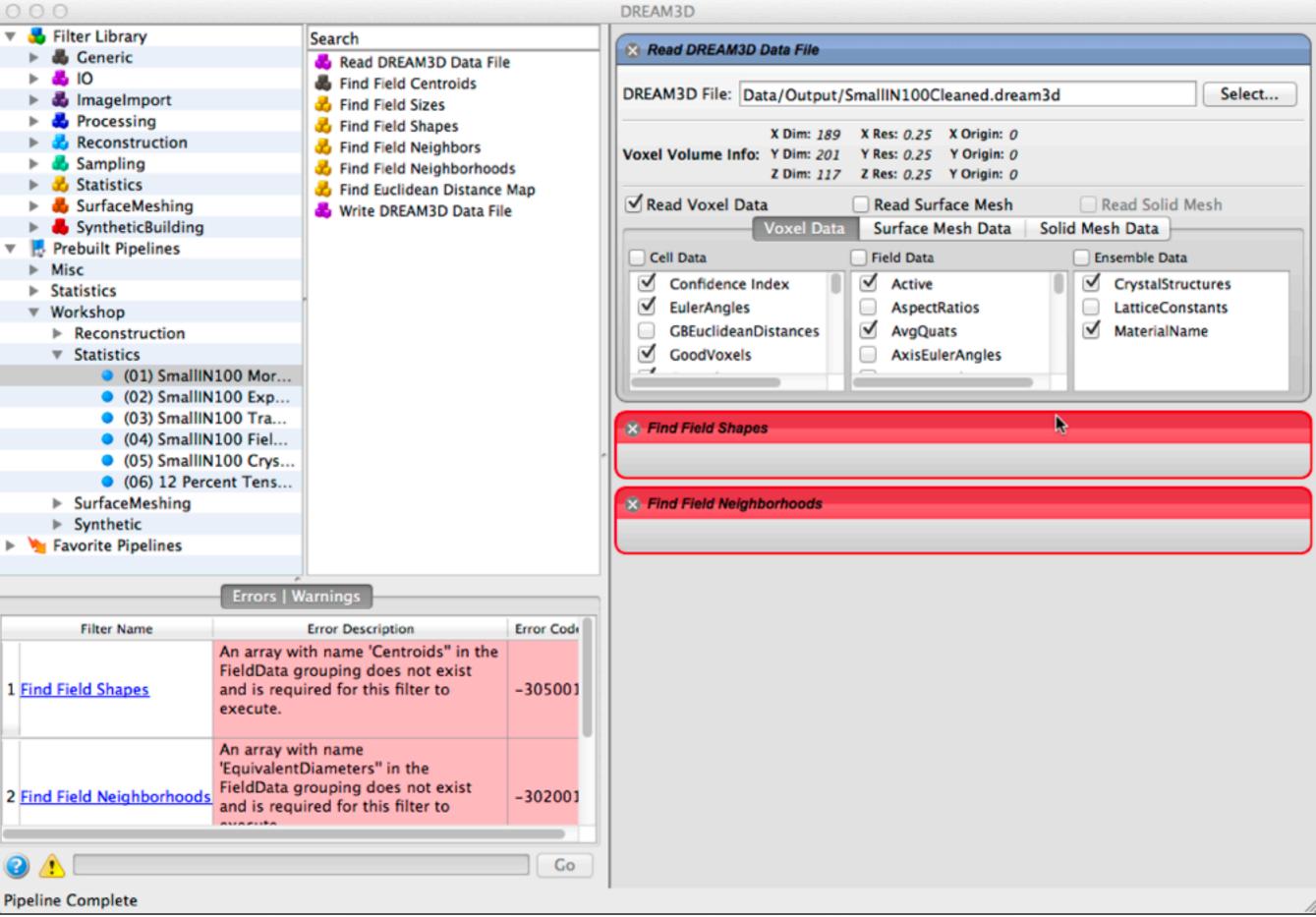
## **Pipeline Area**

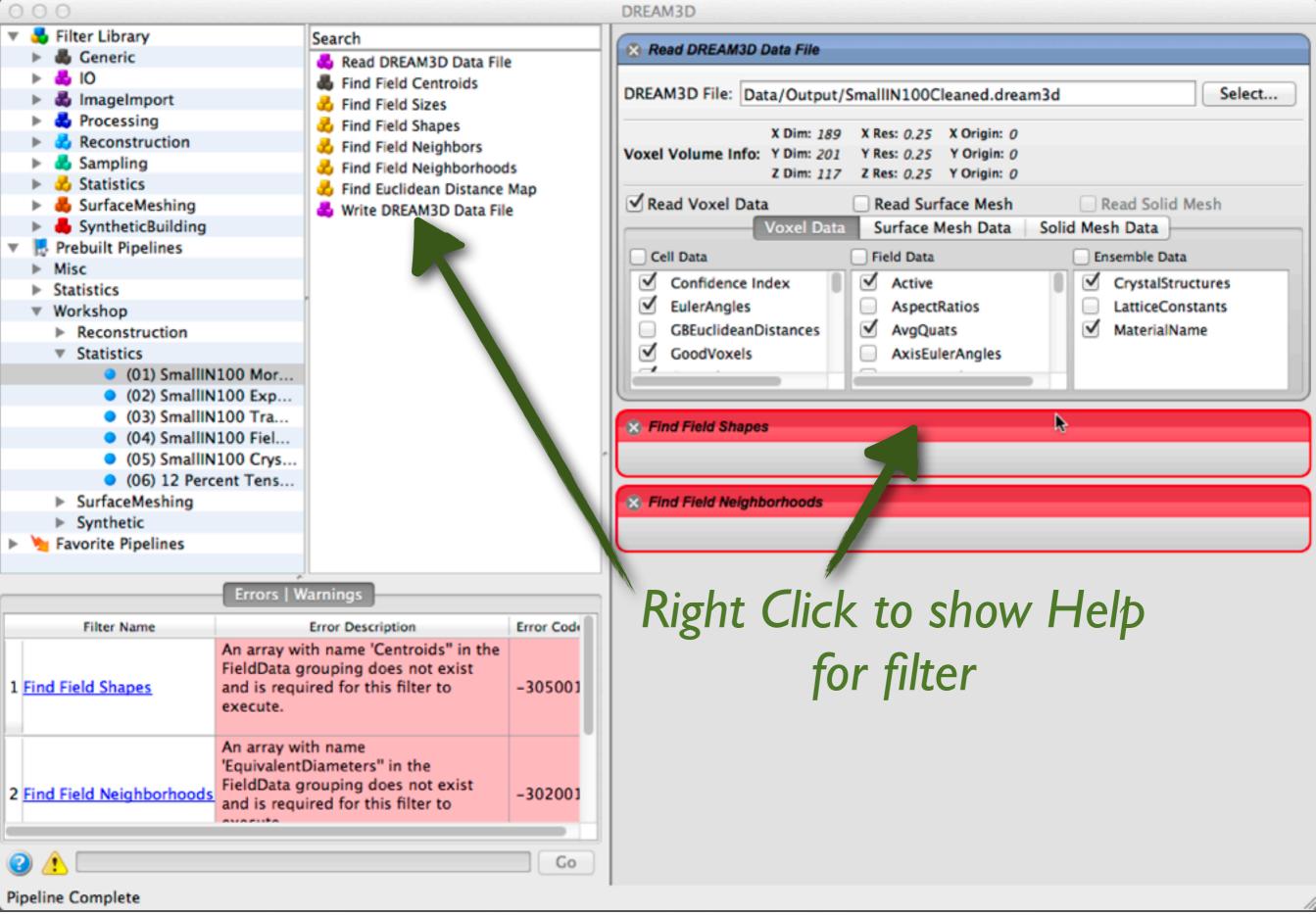
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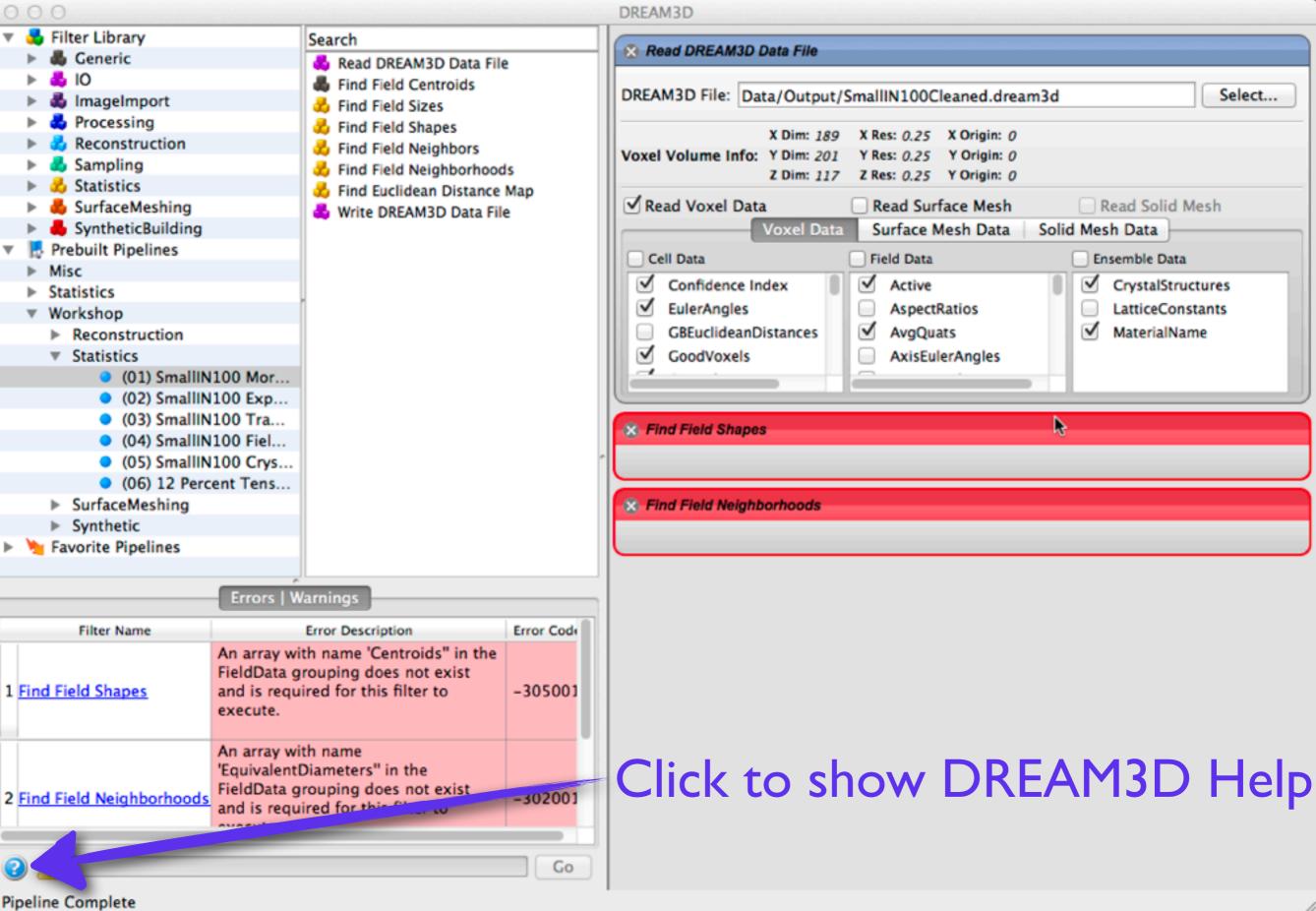
up a pipeline

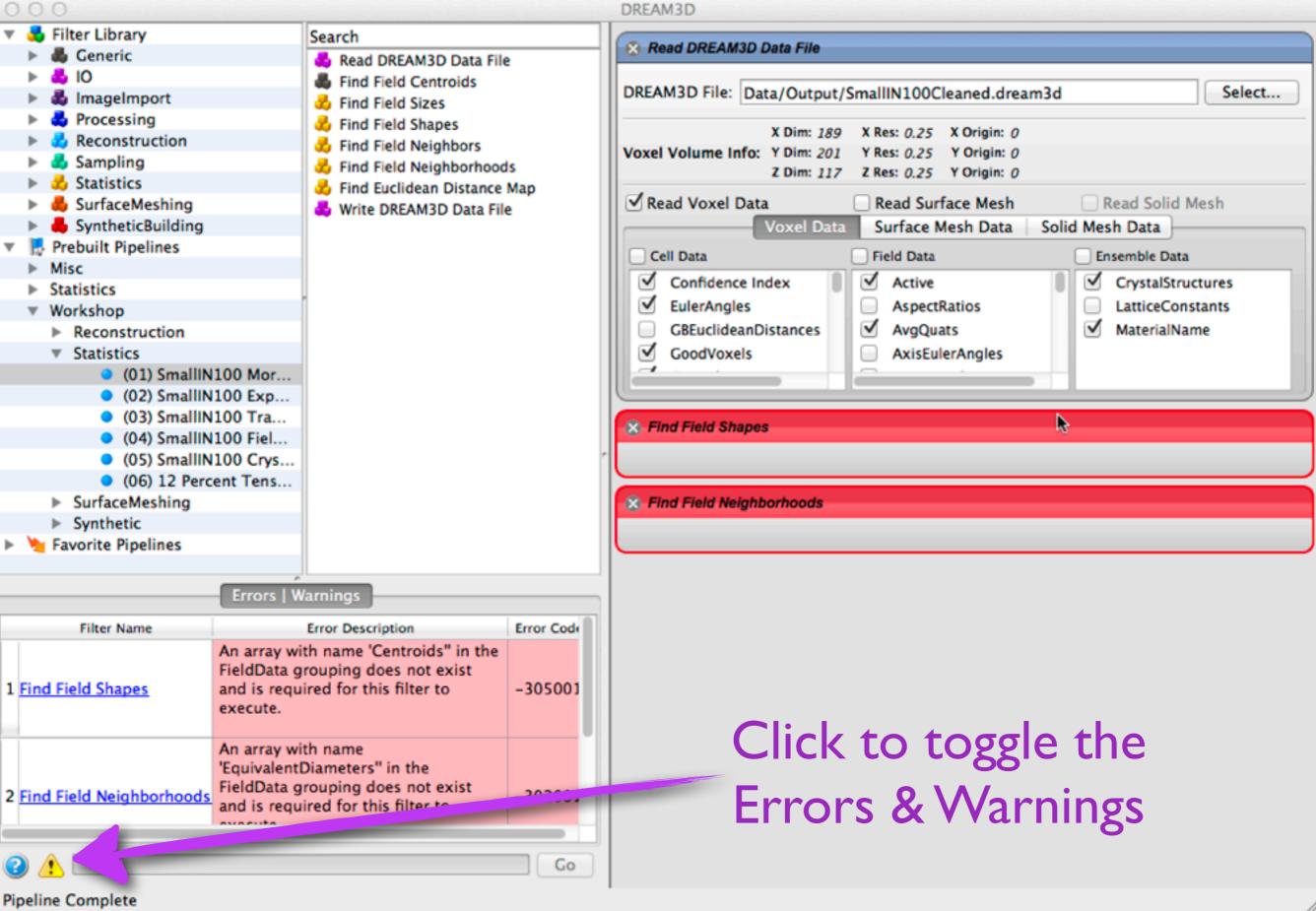
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<ul> <li>Filter Library</li> <li>Generic</li> <li>ImageImport</li> <li>Processing</li> <li>Reconstruction</li> <li>Sampling</li> <li>Statistics</li> <li>SurfaceMeshing</li> <li>SyntheticBuilding</li> <li>SyntheticBuilding</li> <li>Statistics</li> <li>Misc</li> <li>Statistics</li> <li>Workshop</li> <li>Favorite Pipelines</li> </ul>	Search Add Bad Data Add Orientation Noise Align Sections (Feature Centroid) Align Sections (Feature) Align Sections (List) Align Sections (Misorientation) Align Sections (Mutual Information) Avizo Rectilinear Coordinate Writer Avizo Uniform Coordinate Writer Avizo Uniform Coordinate Writer Change Origin of Volume Change Resolution Change Scaling of Volume Clear Data Convert Euler Angles Convert Hexagonal Grid Data to Squ Convert Nodes & Triangles To STL F Convert Nodes & Triangles To Vtk Create Cell Array From Field Array Crop Volume Delete Arrays Frovie/Dilate Rard Data	Drag filters here to build t
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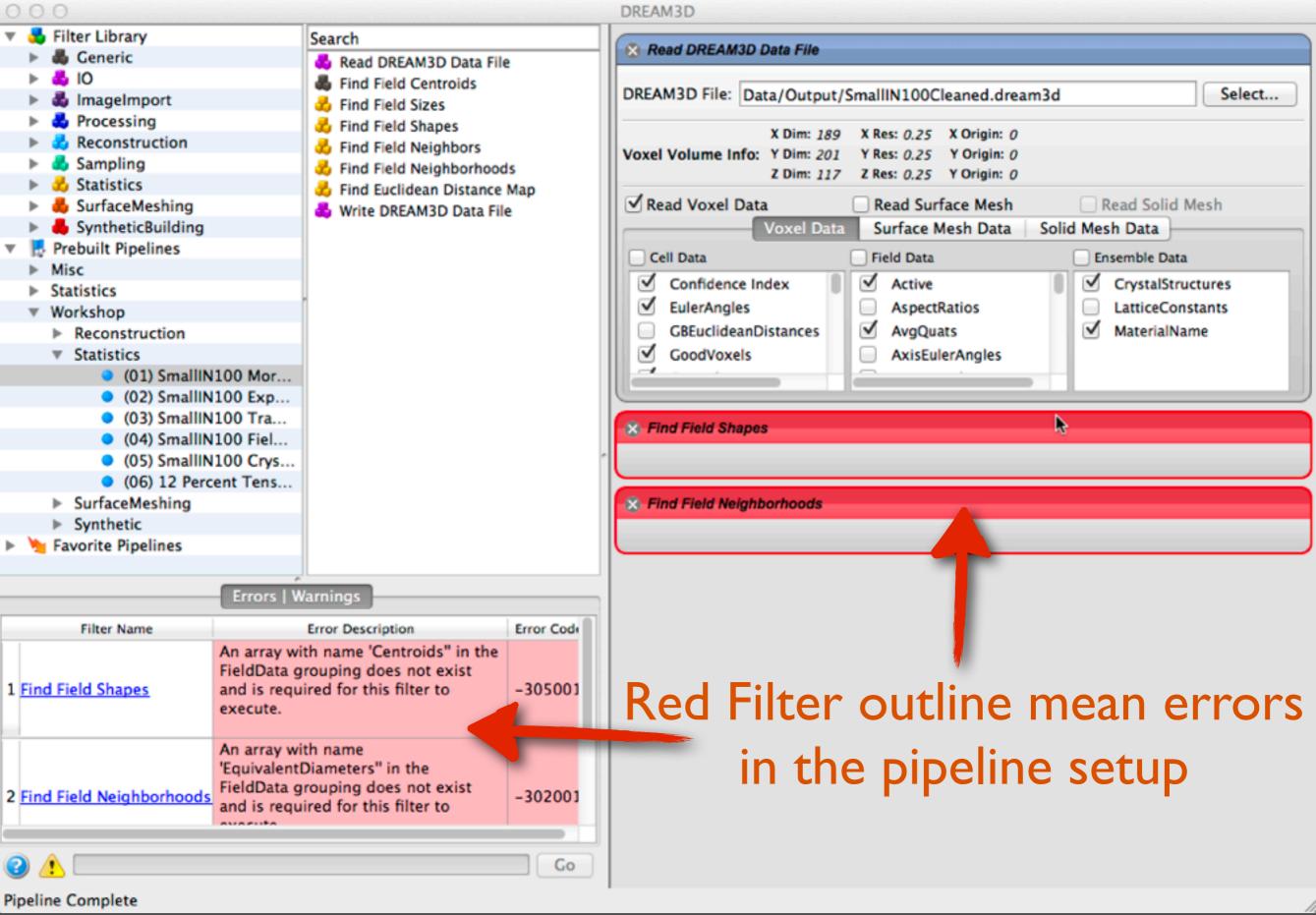
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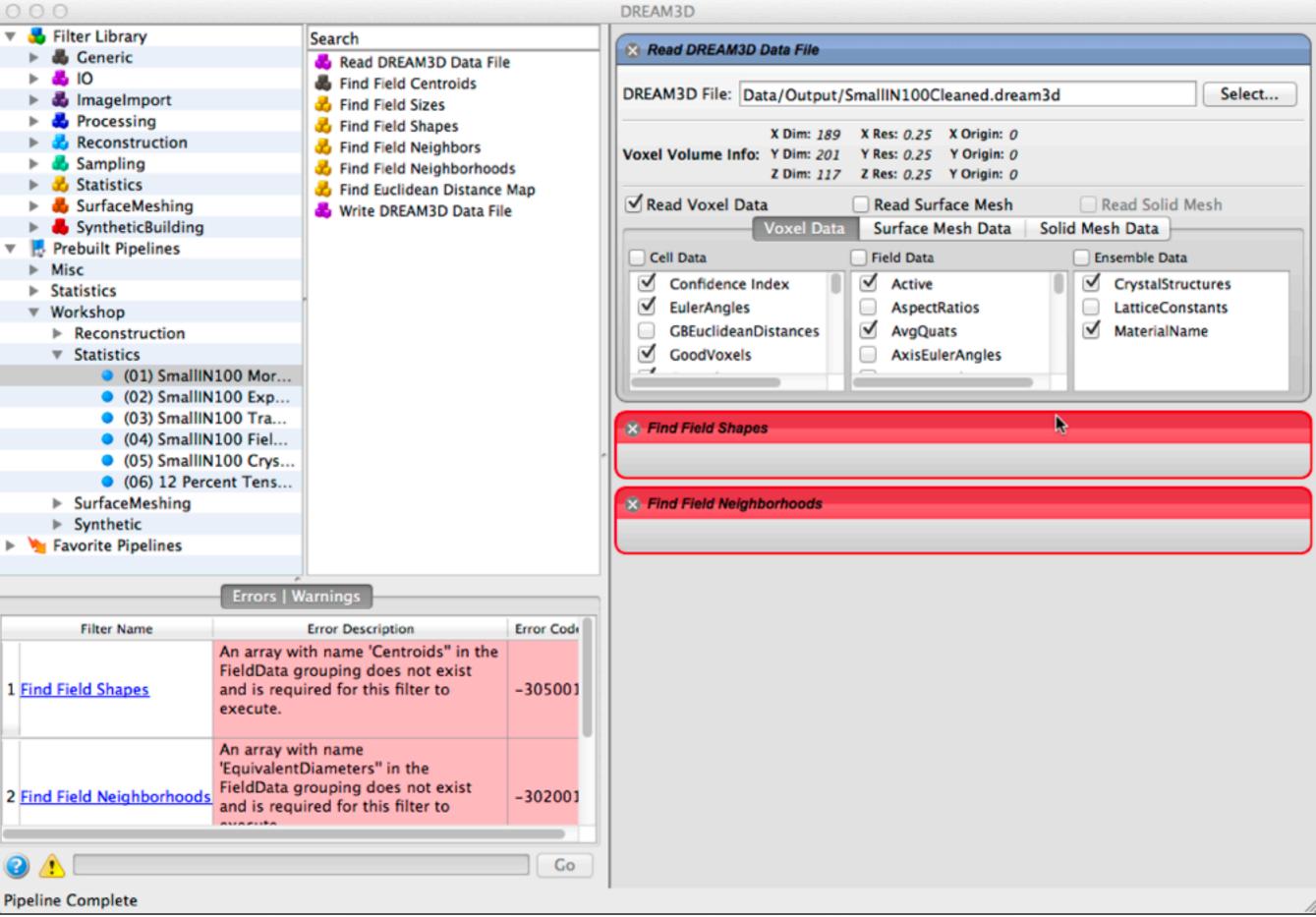




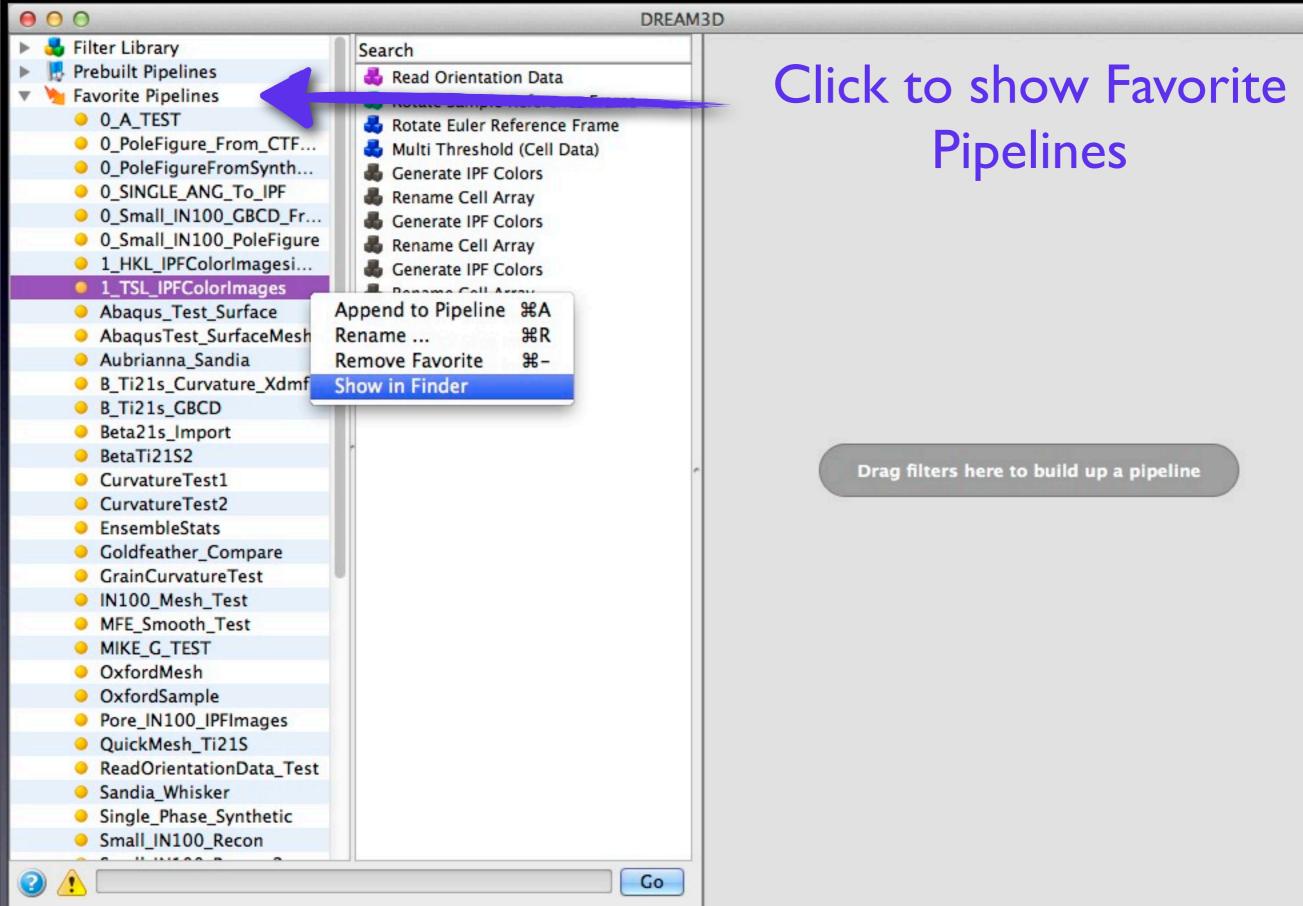


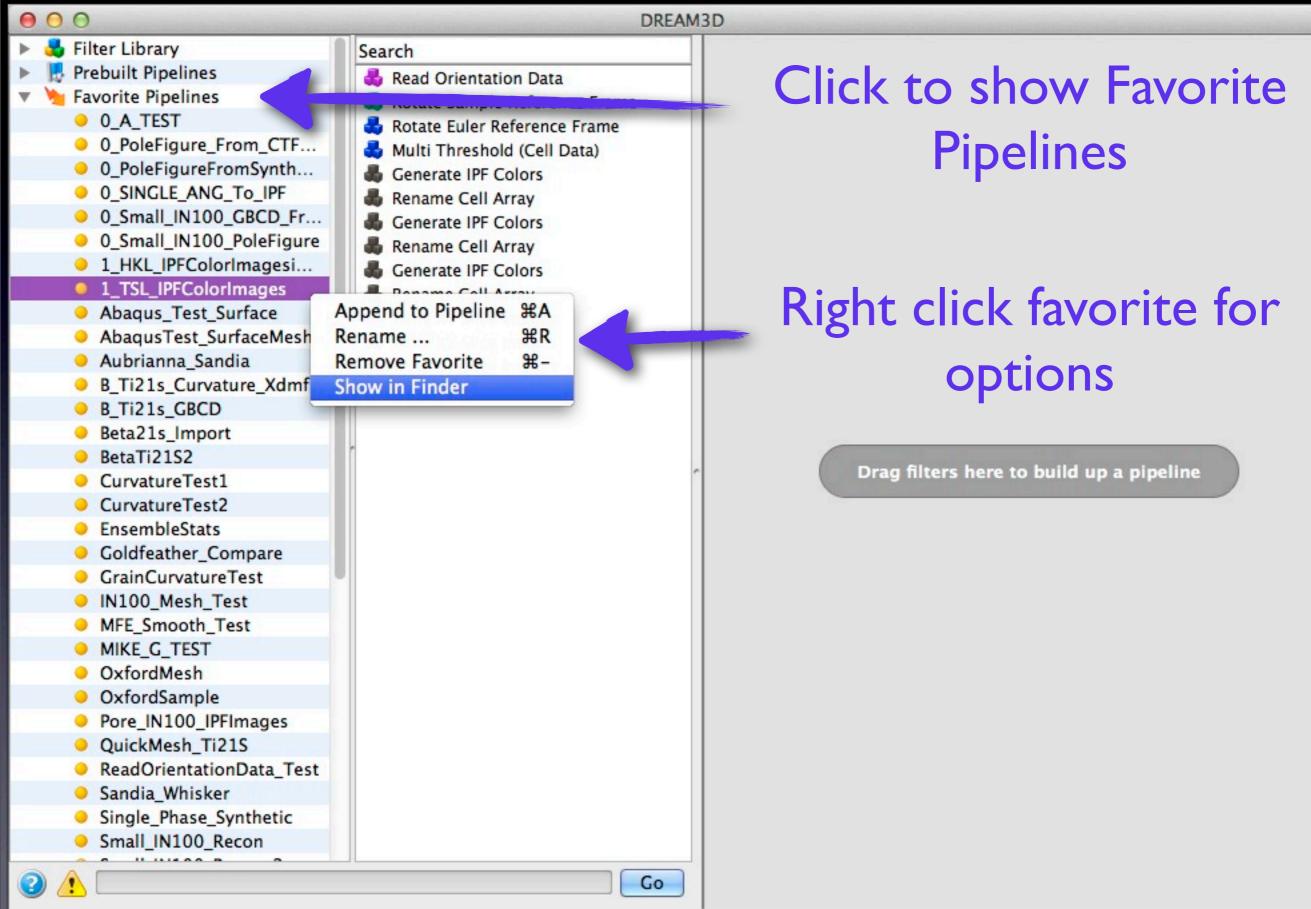


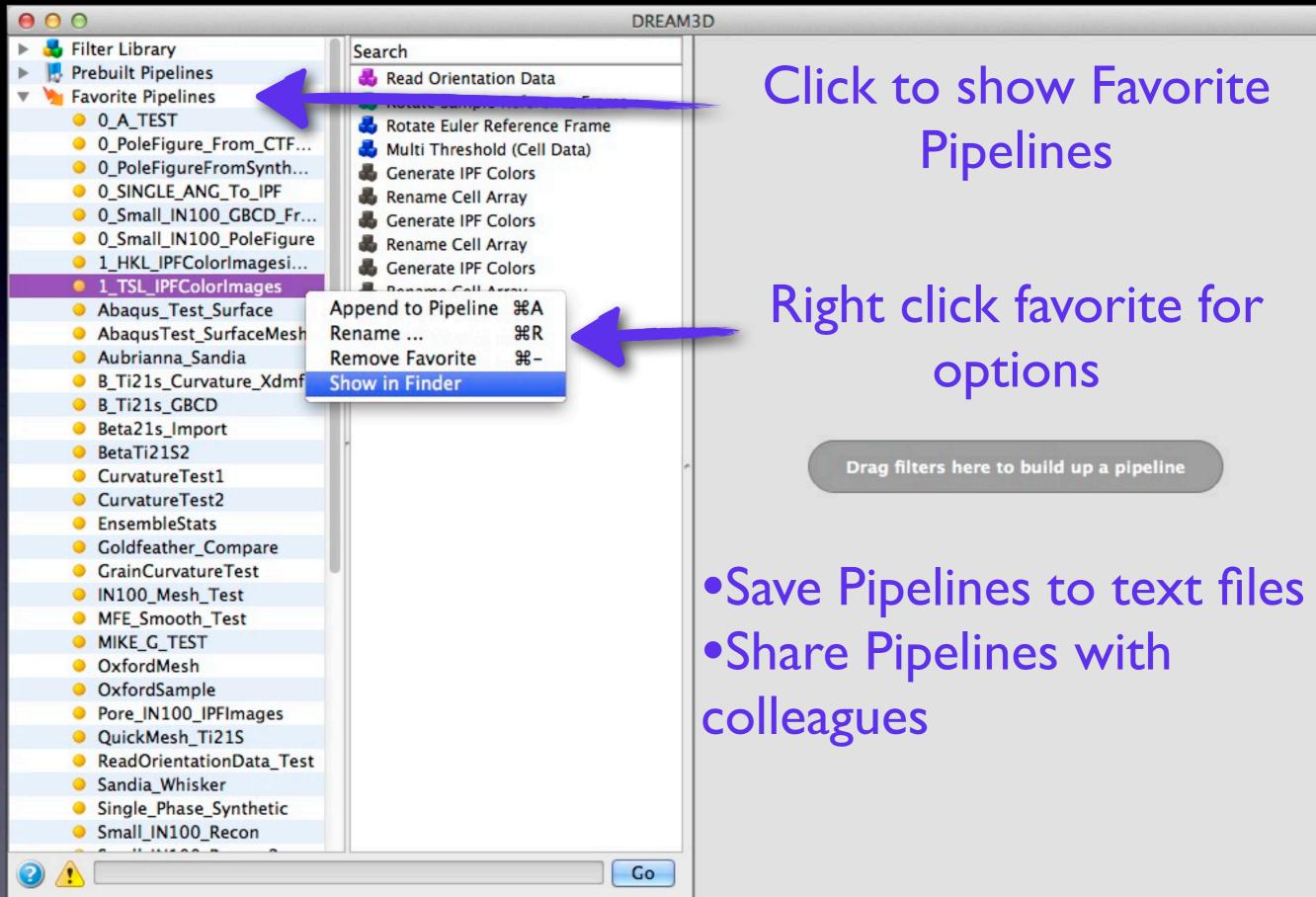




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2 🔔		Go	







# User Manual/Filter Ref.

### **DREAM3D User Manual**

Ge C Mac Sites ▼ Qt/KDE Stuff ▼ Stuff ▼ Boost ▼

#### Main Page

e Related Pages

- P DREAM3D User Manual
- Table of Contents
  - Brief History and Acknowledgement DREAM.3D Data Structure
- Supported File Formats
   Overview of the User Interface
   Creating a Pipeline
   Import, Export & Favorite Pipelines
- Filter Documentation
- ▶ GenericFilters
- ► IOFilters
- ProcessingFilters
- ReconstructionFilters
- SamplingFilters
- StatisticsFilters
- SurfaceMeshingFilters
- SyntheticBuildingFilters
- ImageImportPluginFilters
   Created Array Index
- ▶ Tutorials
- Auxiliary Tools

### **Read H5Ebsd File**

### Group (Subgroup)

I/O Filters (Input)

### Description

This Filter reads from the \*\*.h5ebsd\*\* file that was generated with the Import Orientation File(s) to H5Ebsd filter. The user can use the checkboxes under the \_\*\*Voxel Data\*\*\_ tab to select which specific data arrays they are interested in processing. Different pipelines may require different arrays to be read and this advanced interface allows the user to be selective in the data that is read into memory for processing. The user can select a subset of the slices if they do not wish to process the entire volume of data. The type of transformations that are recommended based on the manufacturer of the data are also listed with a checkbox that the user can check to make sure the data is transformed into the proper *Euler* and *Spatial* reference frame.

BlueQuartz.net T Kitware Taxes Closing issu...GitHub Help

+

If the processing pipeline is going to process phase based data for crystallographic information the user should enable the reading of the CrystalStructure \_\*\*Ensemble Data\*\*\_ array.

BSD HDF5	File	ers/	Shared	I/Data/Ang_Data/Small_I	N100_Output/Small_IN100.h5ebsc	Select
X Dim: 189	x	Res:	0.25	Minimum Slice: 1	EBSD Manufacturer:	TSL
Y Dim: 201	Y	Res:	0.25	Maximum Slice: 117	Sample Transformation(Recommended):	180 @ <010
Z Dim: 117	z	Res:	0.25	Stacking Order: Low To High	Euler Transformation (Recommended):	270 @ <001

### **Example Pipelines**

Archiving Data

EBSD Reconstruction

Microstructure Statistics

Synthetic Microstructure Generation

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# Archiving Data

- 3D Data has multiple files
- Meta data scattered throughout extra files
- Keep all the data in a single location
- DREAM3D archives the raw data into HDF5 based files
- EBSD: Watch your Reference Frames!!!!

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🔻 💑 IO	Orientation Source Data	
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Sampling	Output File: Data/Output/SmallIN100.h5ebsd	Select
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SurfaceMeshing		
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<ul> <li>Reconstruction</li> </ul>	Advanced File Name Options (You generally should NOT have to change	je these values)
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<ul> <li>(05) SmallIN100 Alignme</li> </ul>	File List (Green=File Exists Red=File Does NOT Exist)	
<ul> <li>(06) SmallIN100 CleanUp</li> </ul>	Data/SmallIN100/Small_IN100_117.ang	
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**Pipeline Complete** 2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

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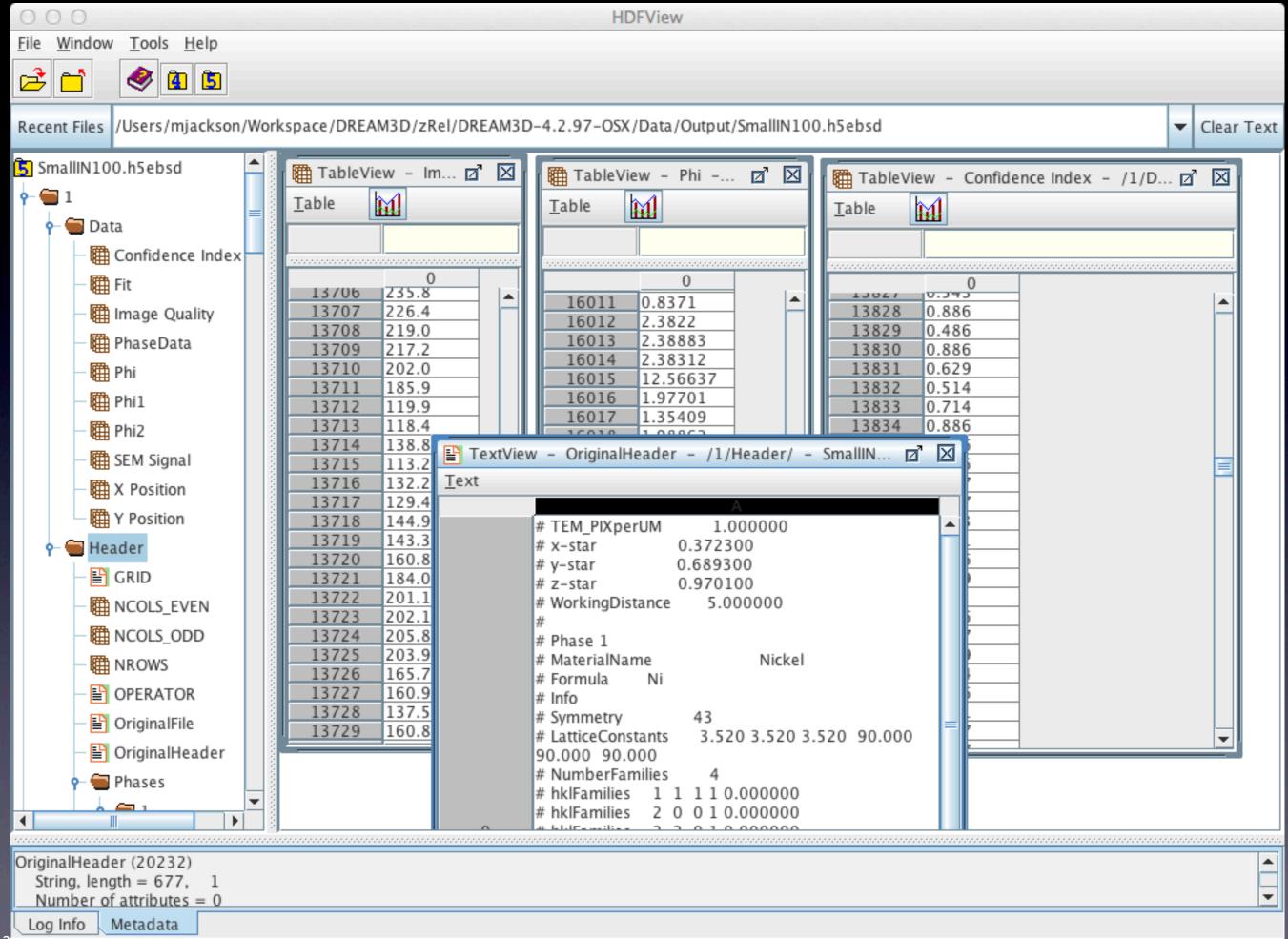
**Pipeline Complete** 2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

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<ul> <li>Workshop</li> </ul>		
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🔻 💑 IO	Orientation Source Data	
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Statistics	Conversion Parameters	
SurfaceMeshing		
SyntheticBuilding	Stacking Order Z Spacing (Microns) Reference Frame Options	
Prebuilt Pipelines	Low To High 0.25 Set Reference Frame	Have you set the Reference Frame?
<ul> <li>Misc</li> <li>Statistics</li> </ul>	High To Low	
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<ul> <li>Reconstruction</li> </ul>	Advanced File Name Options (You generally should NOT have to change	je these values)
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<ul> <li>(03) SmallIN100 Threshold</li> </ul>	Generated Input Filename: Small_IN100_1.ang	
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11.

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## 3D Reconstruction

### Overview - EBSD

- Import the data
- Align slices
- Segment the grains
- Cleanup the data

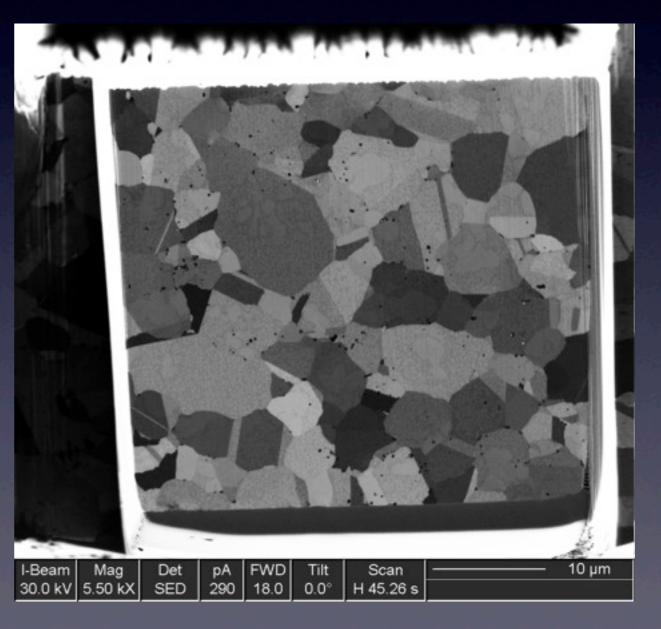
### ParaView Visualizataion

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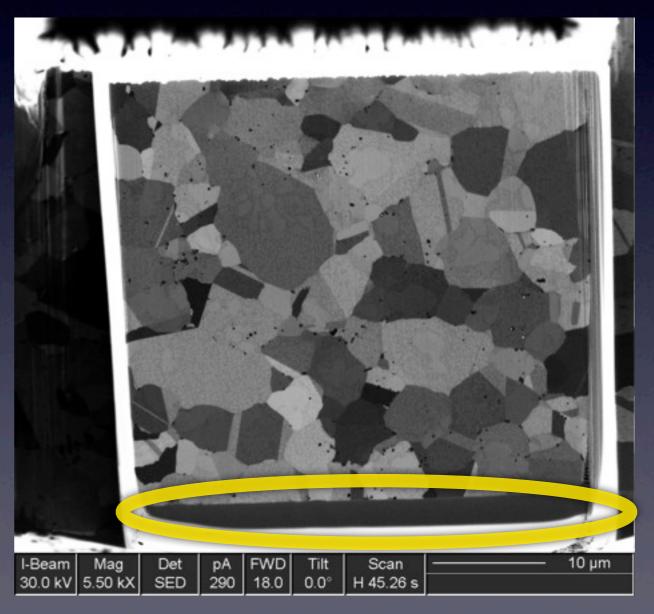
# Small IN 100

- "The" IN100 3D data (Uchic et. al.)
- 117 Slices
  - EBSD, IISE, 4x SE Tilts
- Pt Cap on sample
- Available on DREAM3D
   Web Site



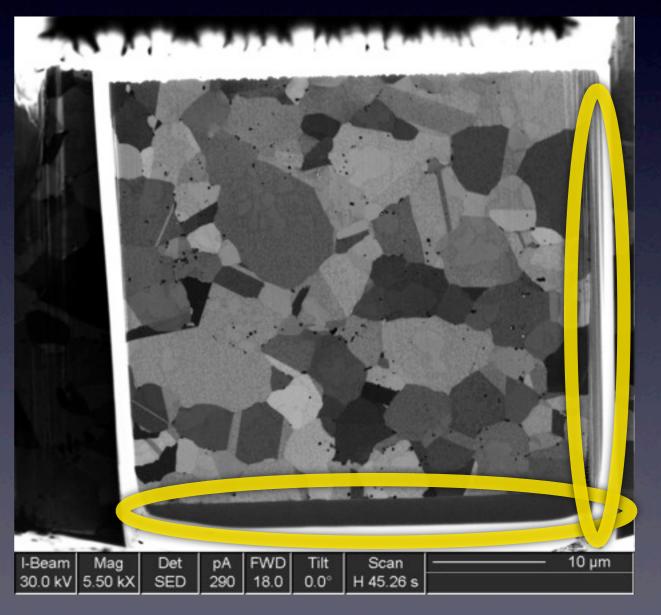
# Small IN 100

- "The" IN100 3D data (Uchic et. al.)
- 117 Slices
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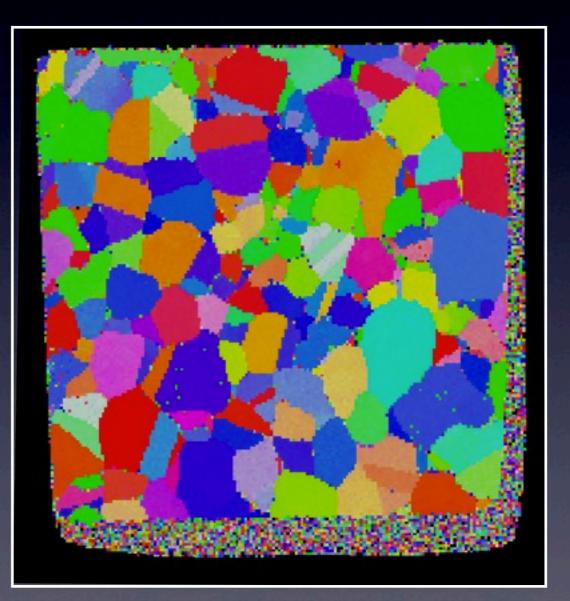
# Small IN 100

- "The" IN100 3D data (Uchic et. al.)
- 117 Slices
  - EBSD, IISE, 4x SE Tilts
- Pt Cap on sample
- Available on DREAM3D
   Web Site



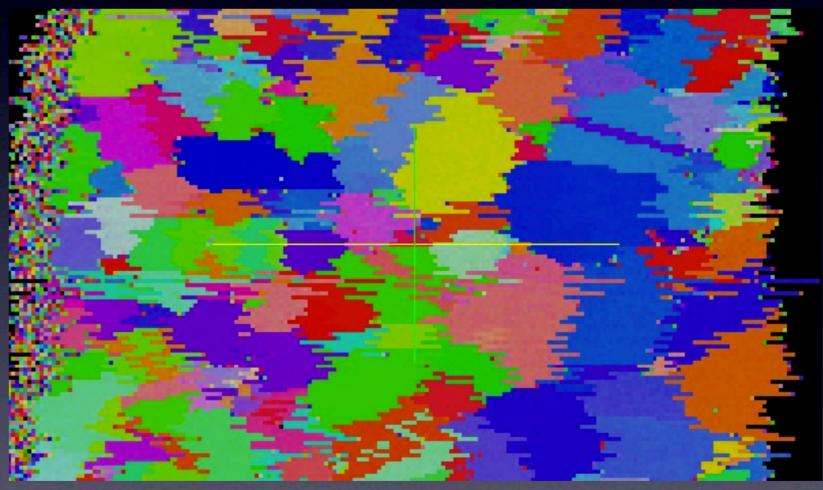
# As Imported

- Doesn't look too bad?
- What could be wrong?

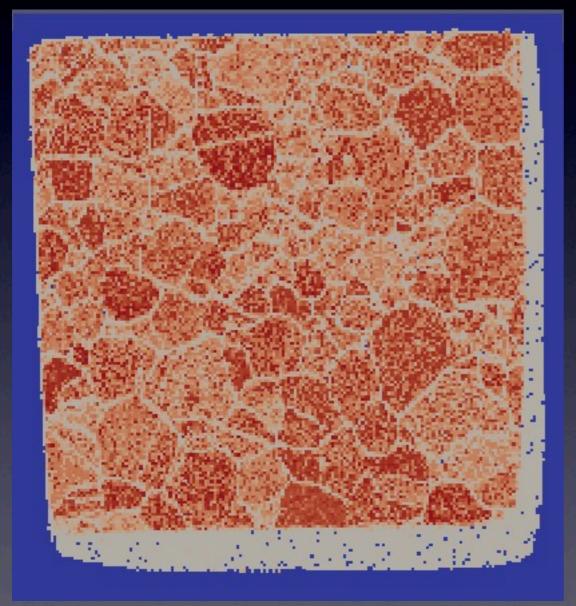


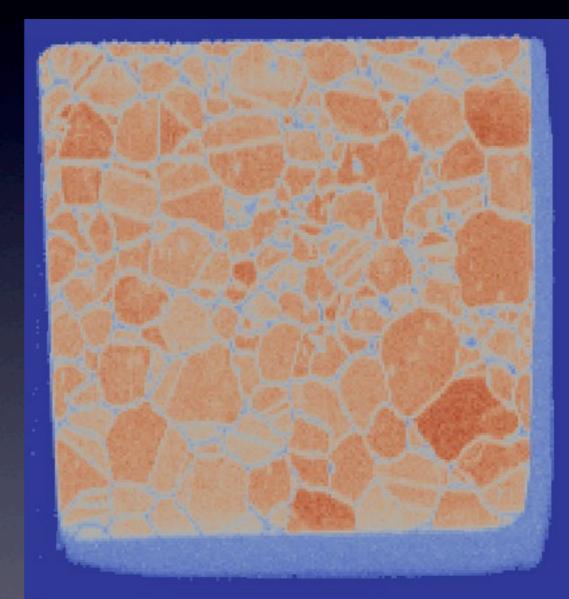
# Slice Volume (XAxis)

 Several Slices badly out of alignment



### What are Good Voxels?



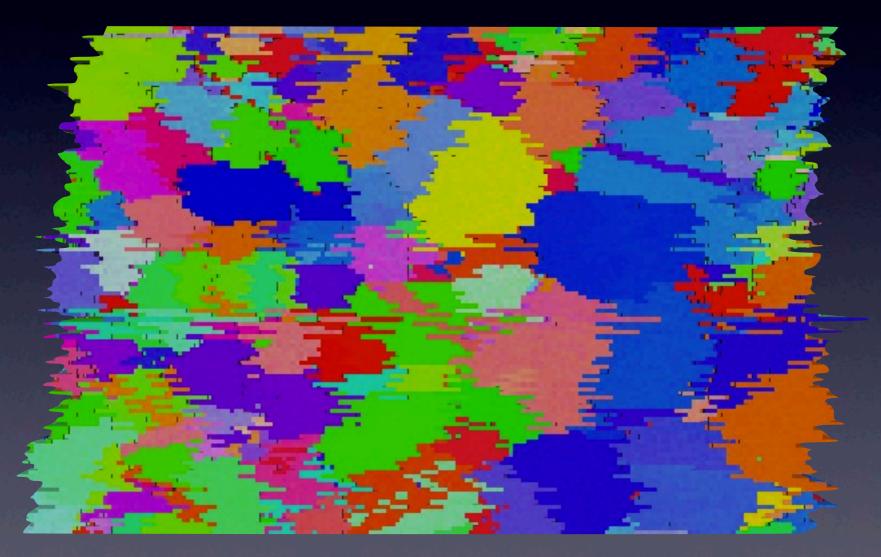


#### Confidence Index

#### Image Quality

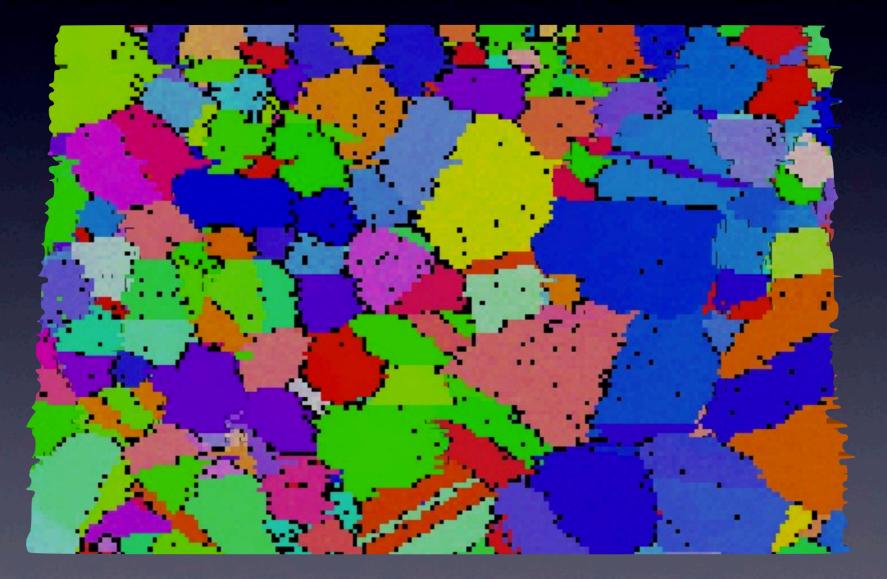
2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

# After Defining Good Voxels



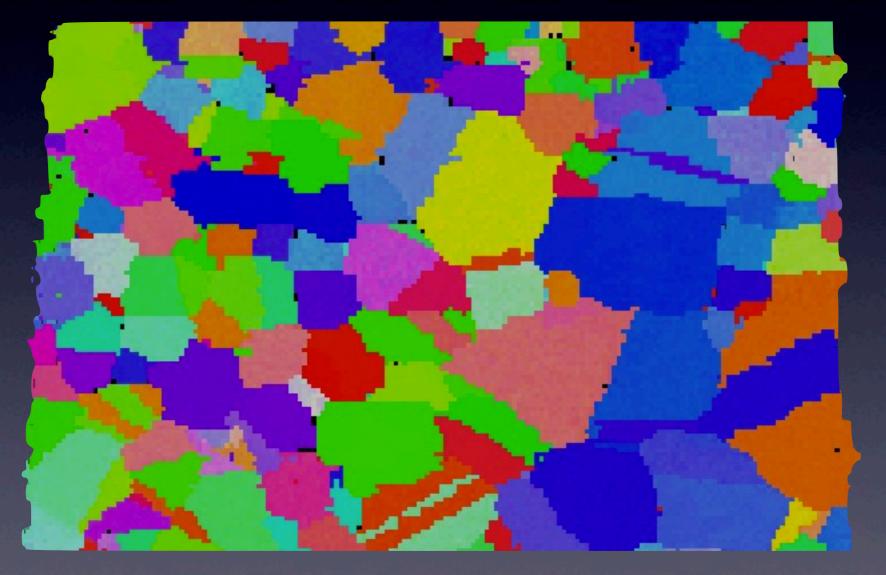
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# After Alignment Step



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# After Clean Up Filters



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	۲	🕹 Sampling	🛃 Align Sections (Feature Centroid)				
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		<ul> <li>(02) SmallIN100 I</li> </ul>	📲 💑 Minimum Number of Neighbors Filter		New Cell Array Name	IPFCOIOF_T	
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		(13) Image Initial			New Cell Array Name	IPFColor_Z	
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# Categories of Reconstruction Filters

• Clean up, Conversion, Thresholds

- Alignment, Grouping, Segmentation
- Cropping, Cutting, Rotation, Resolution
- See DREAM3D User manual for more

### **EBSD Reconstruction**

Nickel Super Alloy– Data Courtesy of M. Uchic AFRL

> Nickel Super Alloy with Internal Pore– Data Courtesy of M. Uchic AFRL

2 Phase Steel Alloy. Data courtesy of Colette Rey and Thierry Auger, ECP/MSSMAT, UMR CNRS 8579, France

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### Other Data Sources

HKL .ctf files (EBSD)
HEDM (from APS)
Pre-Segmented gray scale Images

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 Log Info
 Metadata

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# Calculating Statistics

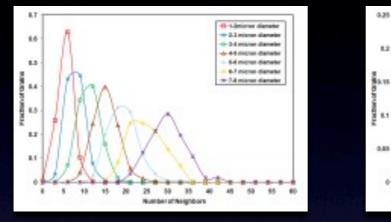
# Categories of Stats

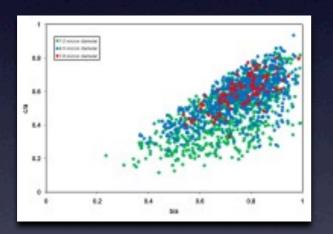
- Crystallographic
  - Avg Orientation...
- Morphological
  - Grain Size, Num Neighbors
- Ensemble Stats
- To Feed into StatsGenerator
  Export Data as CSV File

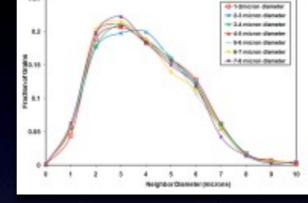
0.0.0		DREAM3D							
<ul> <li>Filter Library</li> <li>Generic</li> <li>IO</li> <li>ImageImport</li> <li>Processing</li> </ul>	Search Read DREAM3D Data File Find Field Centroids Find Field Sizes Find Field Shapes	Read DREAM3D Data File  DREAM3D File: Data/Output/SmallIN100Cleaned.dream3d      X Dim: 189 X Res: 0.25 X Origin: 0							
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<ul> <li>Statistics</li> <li>Workshop</li> <li>Reconstruction</li> <li>Statistics</li> <li>(01) SmallIN100 Mor</li> <li>(02) SmallIN100 Exp</li> <li>(03) SmallIN100 Tra</li> <li>(04) SmallIN100 Fiel</li> <li>(05) SmallIN100 Crys</li> <li>(06) 12 Percent Tens</li> <li>SurfaceMeshing</li> <li>Synthetic</li> </ul>		Confidence Index Confidence Index Confidence Index Confidence Index Confidence Index Confidence Co							
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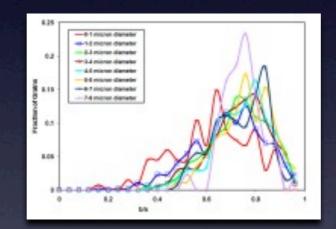
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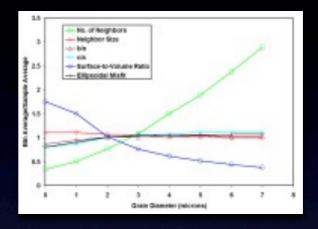
### **Computed Statistics**

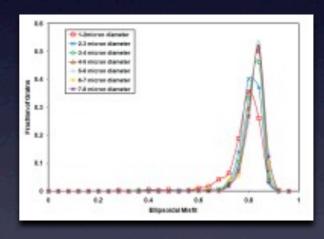


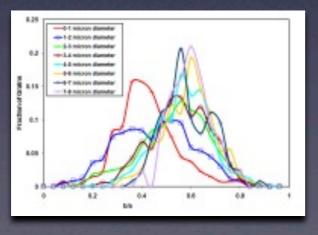


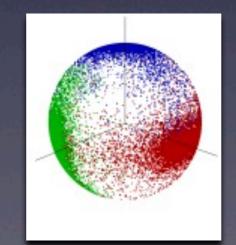


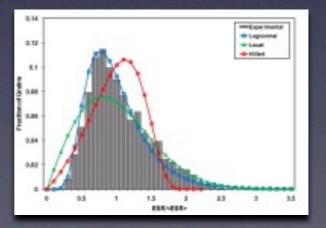












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## 5 Parameter GBCD

- Rohrer, Rowenhorst, Rollett, DeGraef
- Experimental in 4.2.97
- Still in development

#### Small IN100 60Deg @ <111>

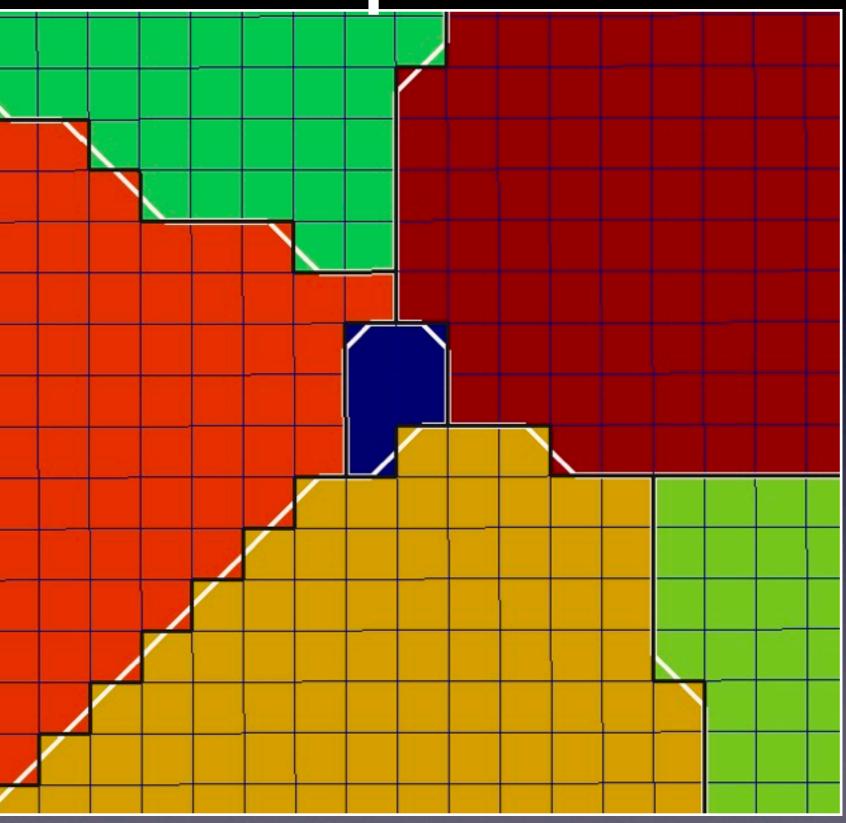
# Surface Meshing

# Two Algorithms

- MultiMaterial Marching Cubes
  - Initially Smoother Structure
  - Slow to run
  - Inconsistent triangle winding
- Quick Mesh
  - Follows exact voxel boundary
  - Very fast to run
  - Consistent Triangle Winding

### 2D View Comparison

### M3C: White Quick: Black



### Meshing Comparison

Quick



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\*

### Export Mesh

- Write STL file PER grain
- Write raw nodes & triangles file
- Write an Abaqus file
  - Experimental currently
- Write VTK polydata
- Write a DREAM3D file

# Mesh Smoothing Operations

# MFE Smoothing

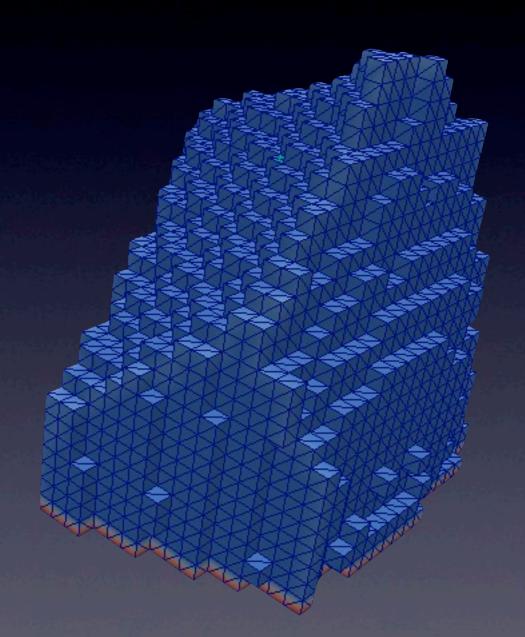
- Donated by A.D. Rollet @ CMU
- Moving Finite Element Method
- Compute intensive
- Guarantees triangle aspect ratios
- Algorithm needs some updating
  - Volunteers?

Kuprat, A., 2000. Modeling microstructure evolution using gradient-weighted moving finite elements. SIAM Journal of Scientific Computing 22, 535-560.

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## Laplacian Smoothing

- Iterative Process
- Node positions changed
- Topology not changed
- Tends to shrink the mesh
- Input Lambda values range
   0 to 1.0



[1] Field, D. A. (1988), Laplacian smoothing and Delaunay triangulations. Commun. appl. numer. methods, 4: 709–712. doi: 10.1002/cnm.1630040603

[2] Alexander Belyaev. "Mesh Smoothing and Enhancing. Curvature Estimation" 2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

## Laplacian Smoothing

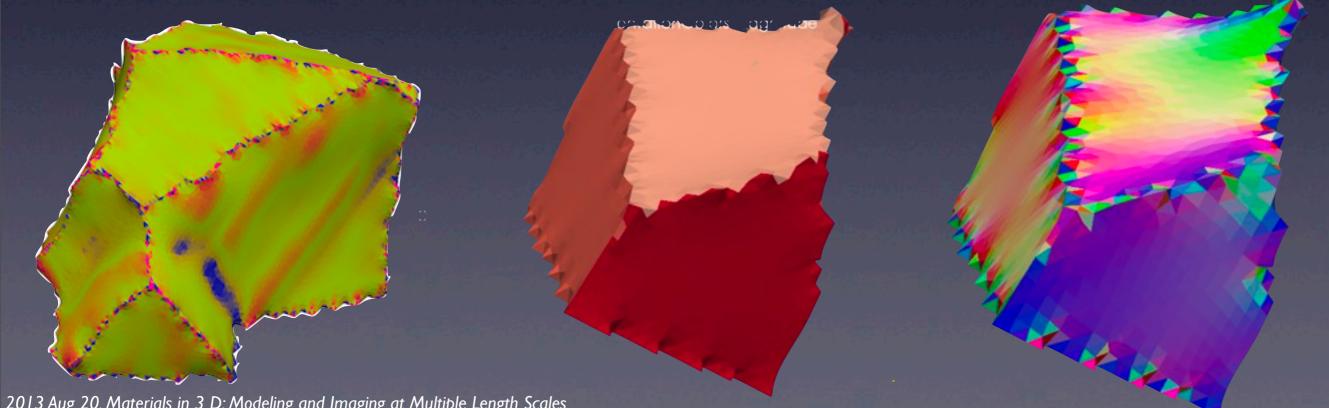
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[1] Field, D. A. (1988), Laplacian smoothing and Delaunay triangulations. Commun. appl. numer. methods, 4: 709–712. doi: 10.1002/cnm.1630040603

[2] Alexander Belyaev. "Mesh Smoothing and Enhancing. Curvature Estimation" 2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

## Filters Applied to Mesh

- Centroids, Normals, Areas
- IPF Colors, Misorientation Colors
- Grain Face Curvature



## Generating Synthetic Microstructures



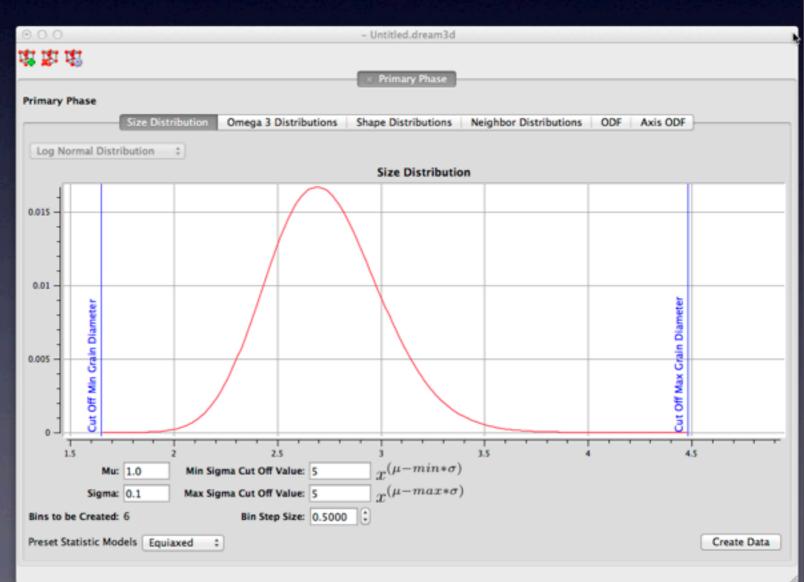
- Need a set of statistics that describe your microstructure
  - Compute or Create
- Distributions
  - •Grain Sizes
  - •Shapes
  - Neighbors
- •Texture

#### •ODF, MDF



- Need a set of statistics that describe your microstructure
  - Compute or Create

Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF. MDF

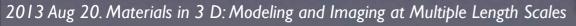


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- Need a set of statistics that describe your microstructure
  - Compute or Create

Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF, MDF

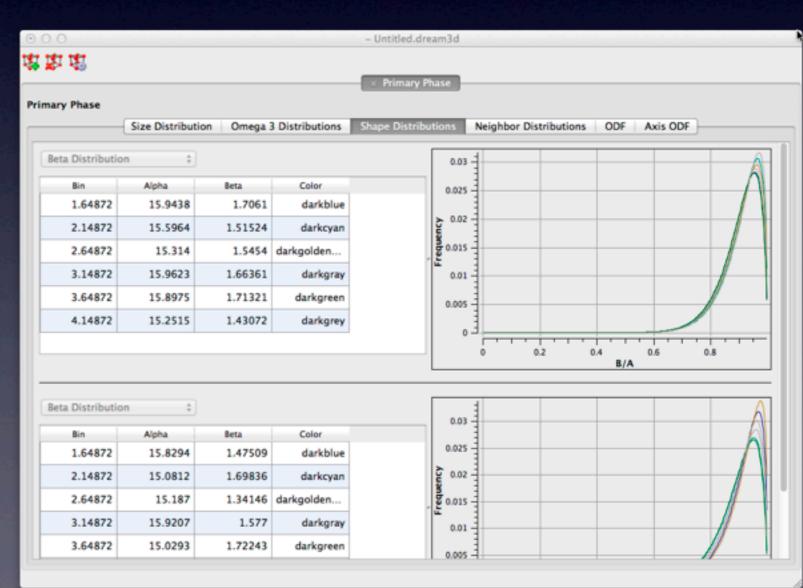


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- Need a set of statistics that describe your microstructure
  - Compute or Create

Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF.MDF

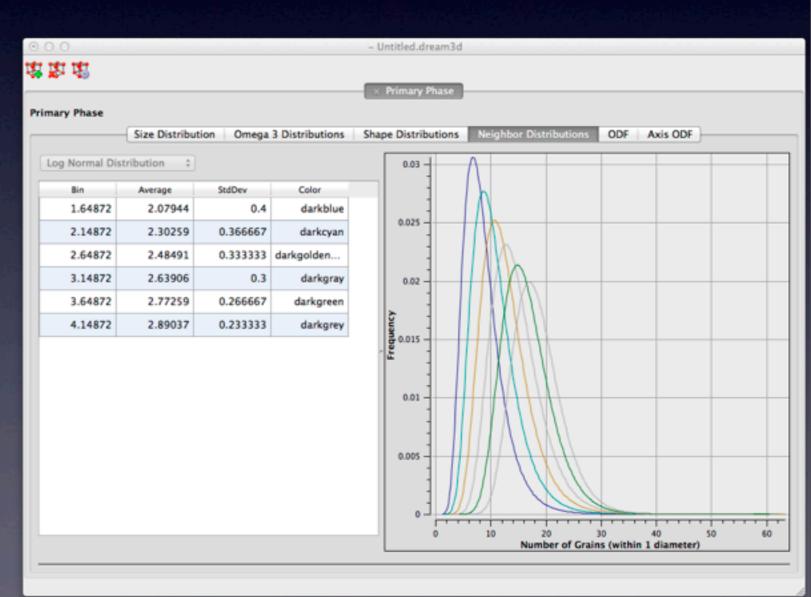


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- Need a set of statistics that describe your microstructure
  - Compute or Create

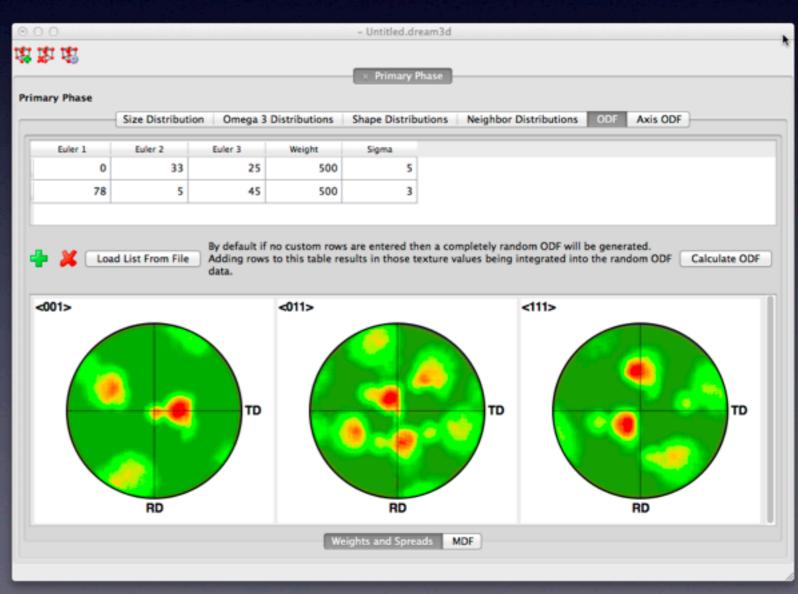
Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF.MDF





- Need a set of statistics that describe your microstructure
  - Compute or Create

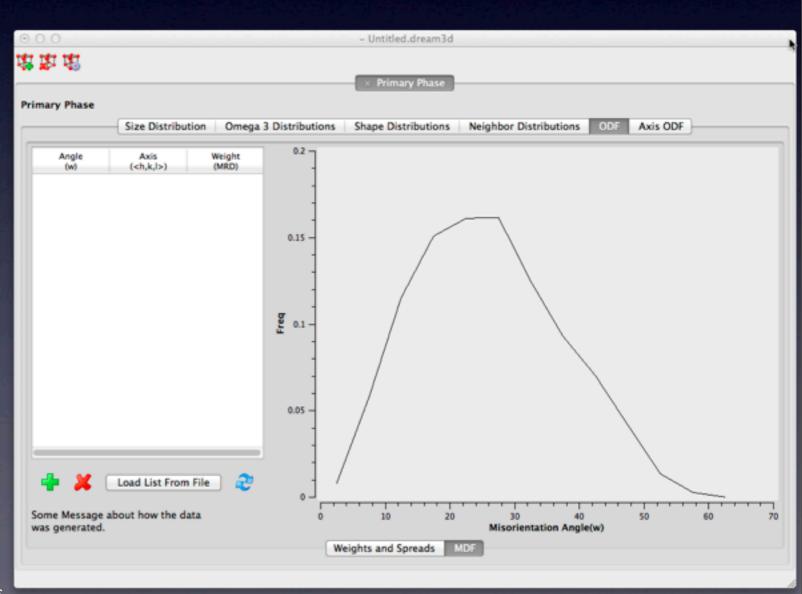
Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF, MDF





- Need a set of statistics that describe your microstructure
  - Compute or Create

Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF, MDF

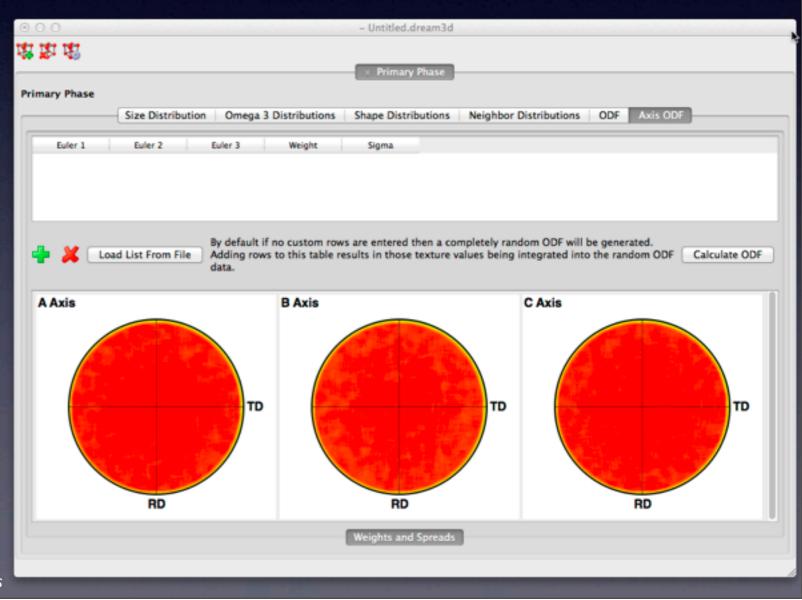


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- Need a set of statistics that describe your microstructure
  - Compute or Create

Distributions
Grain Sizes
Shapes
Neighbors
Texture
ODF, MDF





- Need a set of statistics that describe your microstructure
  - Compute or Create
- Distributions
  - •Grain Sizes
  - •Shapes
  - Neighbors
- •Texture

#### •ODF, MDF

000	DREAM3D						
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🕨 🛃 Reconstruction							
🕨 🛃 Sampling							
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🕨 💑 SurfaceMeshing	Voxel Dims Spacing (micron) Shape Types						
🕨 📥 SyntheticBuilding							
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▶ Misc	Y: 128 + Y: 0.5000 +						
Statistics							
Workshop	Z: 128 + Z: 0.5000 +						
Reconstruction	Estimated No. Grains 270						
Statistics							
SurfaceMeshing	Back Brimany Phases						
Synthetic							
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(02) Single Hexagonal Ph	Periodic Boundary						
(03) Single Cubic Phase	Write Goal Attributes						
(04) Two Phase Cubic He							
<ul> <li>(05) Composite</li> </ul>	Goal Attribute CSV File     Save As						
▼ UCSB							
(01) Small IN100 2D IPF I							
(02) Small IN100 2D IPF     S Find Field Neighbors							
Favorite Pipelines							
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	S Match Crystallography						
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	Maximum Humber of Relations (Swaps) 100000						
	S Generate IPF Colors						
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		5					
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013 Aug 20. Materials in 3 D: Modeling and Imaging at Mu	Aultiple Length Scales						

#### Single Phase Equiaxed

#### Single Phase Rolled

#### Fiber Composite

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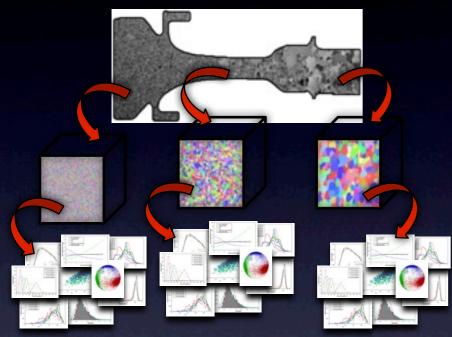
## Synthetic Summary

- Define Statistics
  - StatsGenerator
  - DREAM3D itself (Compute Ensemble Statistics)
- Use DREAM3D to generate the structure
- Mesh and Export to modeling program

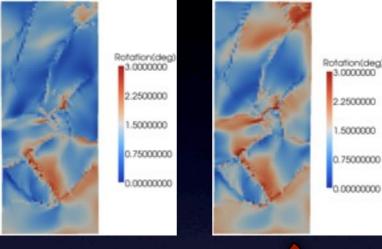
### **Real World Uses**

### AFRL

#### Microstructure Quantification

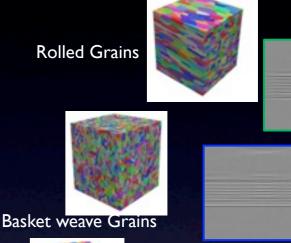


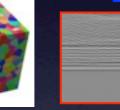
#### **Model Comparison**





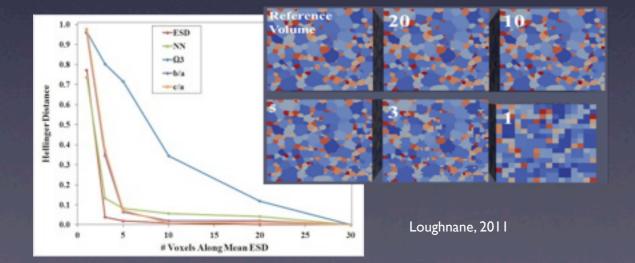
#### **Sensitivity Studies**



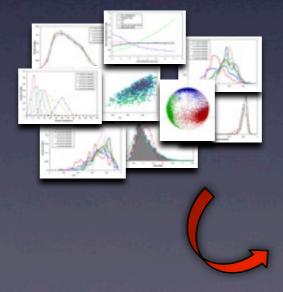


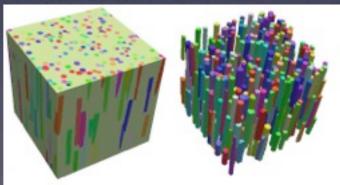
Equiaxed Grains

Adapted from Blackshire, 2011



**Data Collection Optimization** 





#### **Microstructure Design**

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## Carnegie Mellon Univ.

#### • CMU (rollett@andrew.cmu.edu)

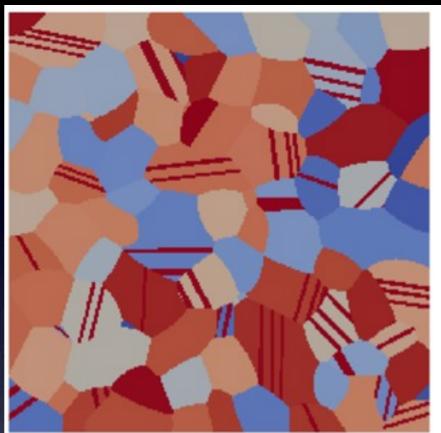
- Synthetic microstructures that represent complex 2-phase titanium alloys.
- Synthetic microstructures that represent nano-twinned copper
- Extract microstructural data (volume fractions etc) from multiphase microstructures for fuel cells.

### **ARL and UCSB**

#### • ARL

• Synthetic microstructures that represent pearlitic steel alloys.

Image courtesy of B. Anglin (ARL)

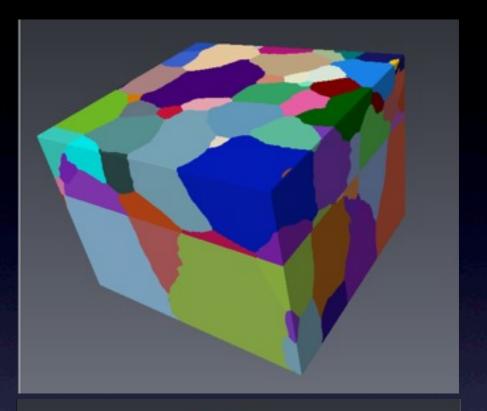


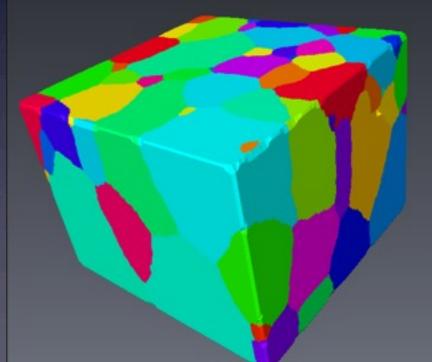
#### • UCSB

 Analyze Femto-Second LASER ablated Ti-6-4

### Arizona State Univ.

- Manual Reconstruction
- •2 weeks effort
- Inconsistent grain numbering
- DREAM3D/Avizo Fire
  Initial 3D Reconstruction
  Surface Mesh
  I.5 Hours



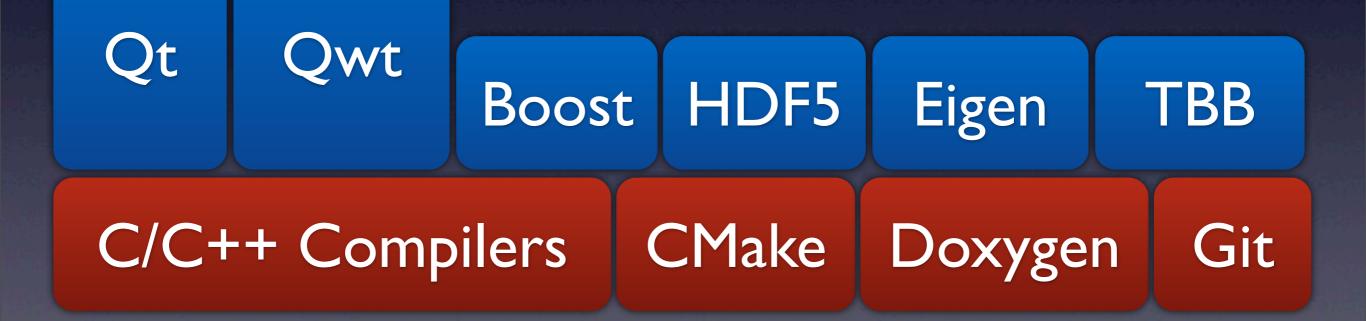


K. Rudman, H. Lim, R. McDonald, P. Peralta, E. Luther and K. McClellan, "Spatial and Crystallographic Correlations of Microstructural Features in Depleted Uranium Oxide." Journal of Nuclear Technology, 2013.

# Adding Plugin to DREAM3D

C/C++ Compilers CMake Doxygen Git

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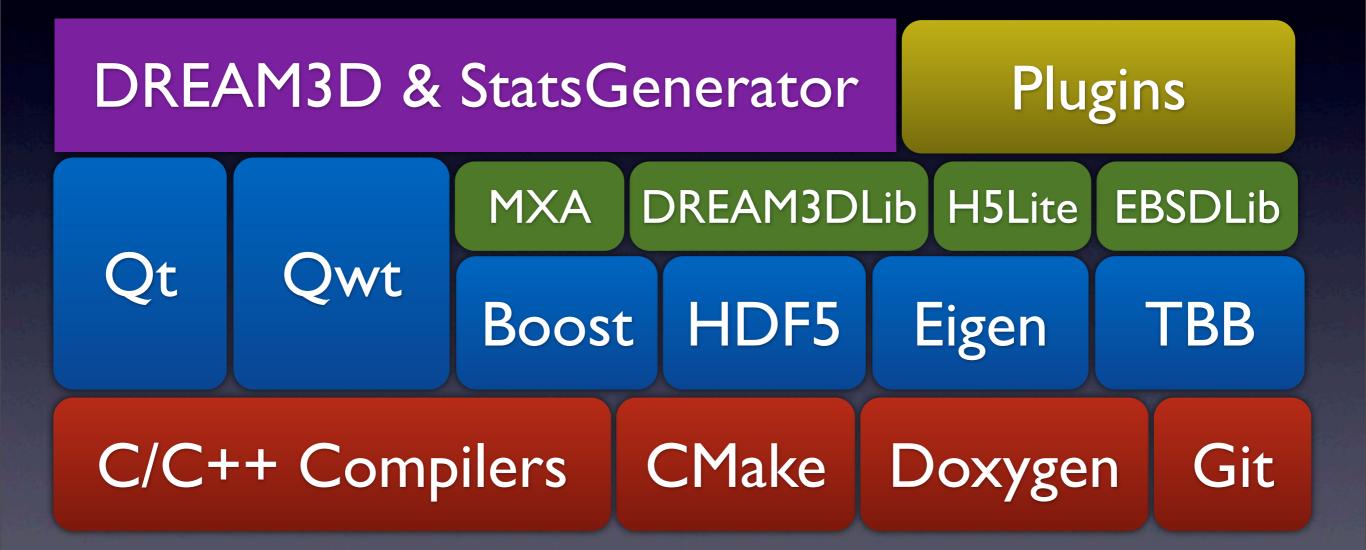


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#### DREAM3D & StatsGenerator



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2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

# Why a Plugin?

- Proprietary Codes
  - Company does not want to release sources
  - Protect Intellectual Property
  - Internal development
- Incompatible source codes
  - Codes will not compile on all platforms
- Introduce External Library dependencies

## Create a Plugin

- Use the "PluginMaker" application.
  - Compiled with DREAM3D
- Generates all the basic code and support files
- Allows you to concentrate on your filter
- Group all your filters into a single plugin

## Create a Plugin

- Use the "PluginMaker" application.
  - Compiled with DREAM3D
- Generates all the basic code and support files
- Allows you to concentrate on your filter
- Group all your filters into a single plugin

#### • Will Lenthe @ UCSB writing Plugins!!

## **Getting Help**

#### http://dream3d.bluequartz.net

#### •Email <u>DREAM3D@bluequartz.net</u>

•User Manual on Web Site

#### •Several Tutorials in the User Manual

2013 Aug 20. Materials in 3 D: Modeling and Imaging at Multiple Length Scales

### Ideas for the Future

 Process Images Improved FEM Workflows Pole Figures for Texture Analysis Currently Testing Python Access to DREAM3D Algorithms More Parallelization OpenCL (CUDA)

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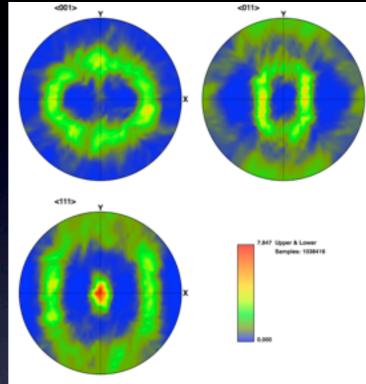
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 Process Images Improved FEM Workflows Pole Figures for Texture Analysis Currently Testing Python Access to DREAM3D Algorithms More Parallelization OpenCL (CUDA)

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 Process Images Improved FEM Workflows Pole Figures for Texture Analysis Currently Testing Python Access to DREAM3D Algorithms More Parallelization OpenCL (CUDA)



Cubic m-3m

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## Cost & License

#### BSD Licensed

<u>http://opensource.org/licenses/BSD-3-Clause</u>
What you have today is FREE to use.

## Availability

http://dream3d.blueguartz.net/downloads/ Version 4.2.x available NOW. System Requirements • Windows 32/64 bit •OS X 64 Bit (10.6.8/10.7/10.8) •Linux RHEL 6.3 Reasonable Graphics card for Visualization

## Source Code

- Hosted at GitHub.com
  - http://github.com/DREAM3D
  - Anyone can get the source code
  - Track Issues, Report Bugs, Wiki
  - Follow development of DREAM3D
  - Work in your own area then request your changes to be merged into DREAM3D

## Users\*

DoD and DoE Laboratories Air Force Research Lab, OH+FL, USA Los Alamos National Lab, NM, USA Naval Research Lab, VA, USA Idaho National Lab, ID, USA NASA Langley, VA, USA Army Research Lab, MD, USA Sandia National Lab, NM, USA

#### OEMs/Industry

GE Global, NY, USA GE Aviation, OH, USA HRL Laboratories LLC, CA, USA

#### International

Ghent University, Belgium Univ. Paul Verlaine-Metz, France Queens Univ., Canada Seoul National Univ., S. Korea Univ. of Manchester, UK Univ. Lorraine, France Salzgitter Mannesmann Forschung GmbH, Germany Deakin University, Australia King Abdullah Univ., Saudi Arabia University College, Ireland Riso/DTU, Denmark Pohang Univ., Korea

U.S. Academia Ohio State Univ., OH, USA Carnegie Mellon Univ., PA, USA Cornell, NY, USA Univ. of Michigan, MI, USA Drexel Univ., PA, USA Lehigh Univ., PA, USA Iowa State Univ., IA, USA Northwestern Univ., IL, USA Purdue Univ., IN, USA Georgia Tech, GA, USA Univ. of North Texas, TX, USA Johns Hopkins Univ., MA, USA Boise State Univ., ID, USA Univ. of Dayton, OH, USA Univ. of Pittsburgh, PA, USA Vanderbilt Univ., TN, USA Univ. of Kentucky, KY, USA Univ. of California Santa Barbara, CA, USA Univ. of Florida, FL, USA Univ. of Texas at San Antonio, TX, USA Wright State Univ., OH, USA Case Western Univ.. OH, USA Univ. South Carolina, SC, USA Mississippi State Univ., MS, USA