

# Arrange Spatial Data

## → Use Given

### → Geometry

→ *Geographic*

→ *Other Derived*



### → Spatial Fields

→ *Scalar Fields (one value per cell)*

→ *Isocontours*

→ *Direct Volume Rendering*



→ *Vector and Tensor Fields (many values per cell)*

→ *Flow Glyphs (local)*

→ *Geometric (sparse seeds)*

→ *Textures (dense seeds)*

→ *Features (globally derived)*

