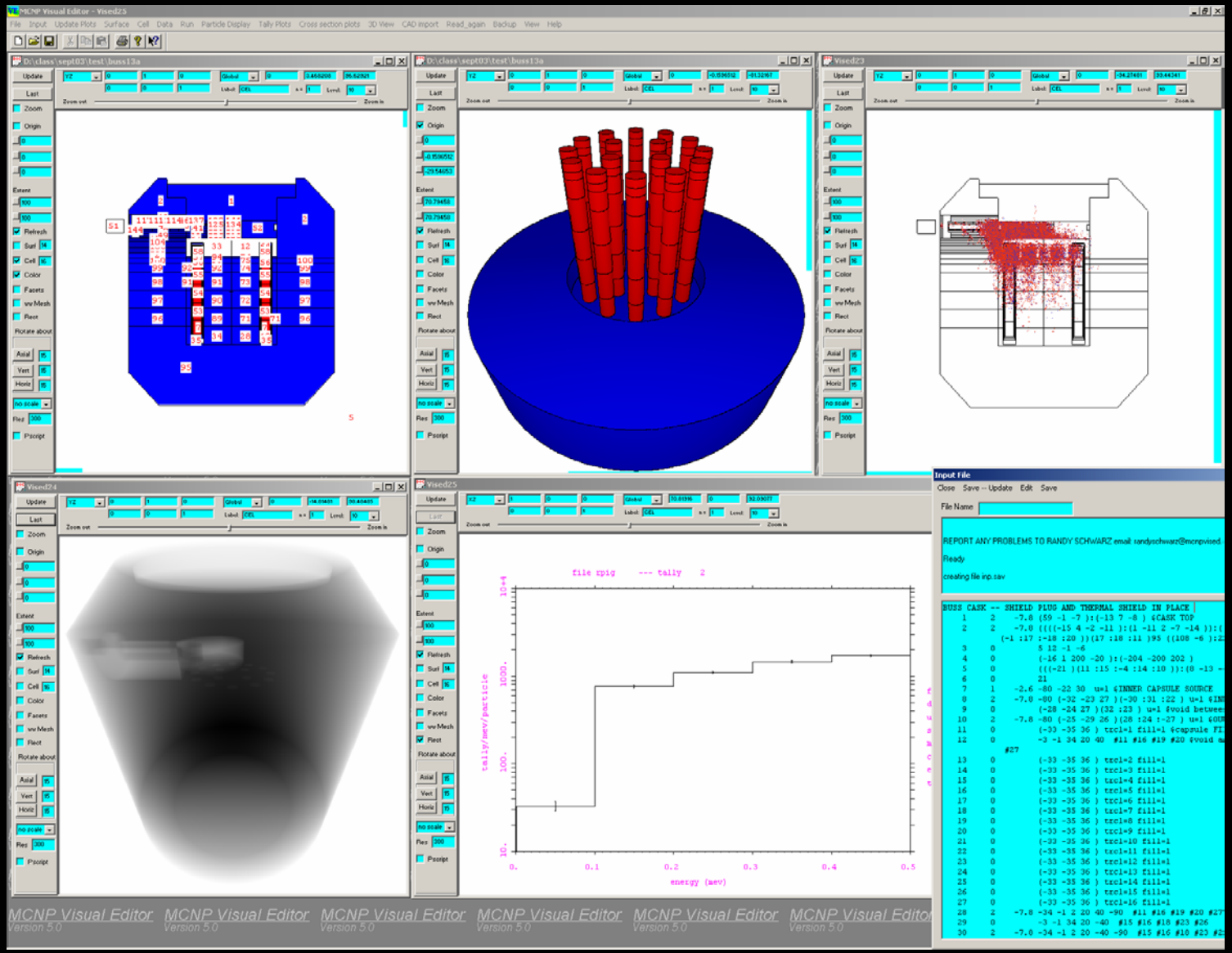
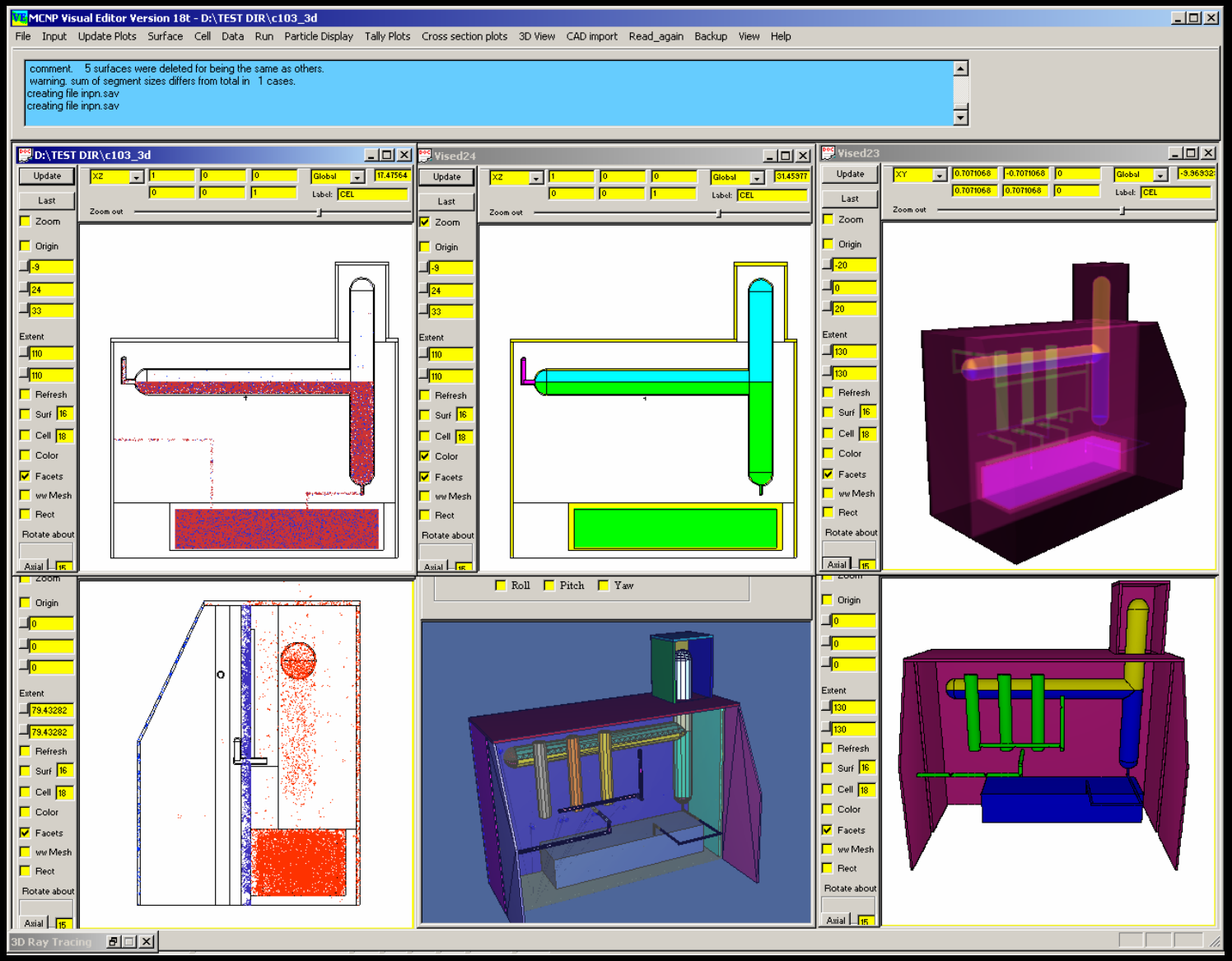
Complete Interface for MCNP



September 2008 Los Alamos National Laboratory Customized Class

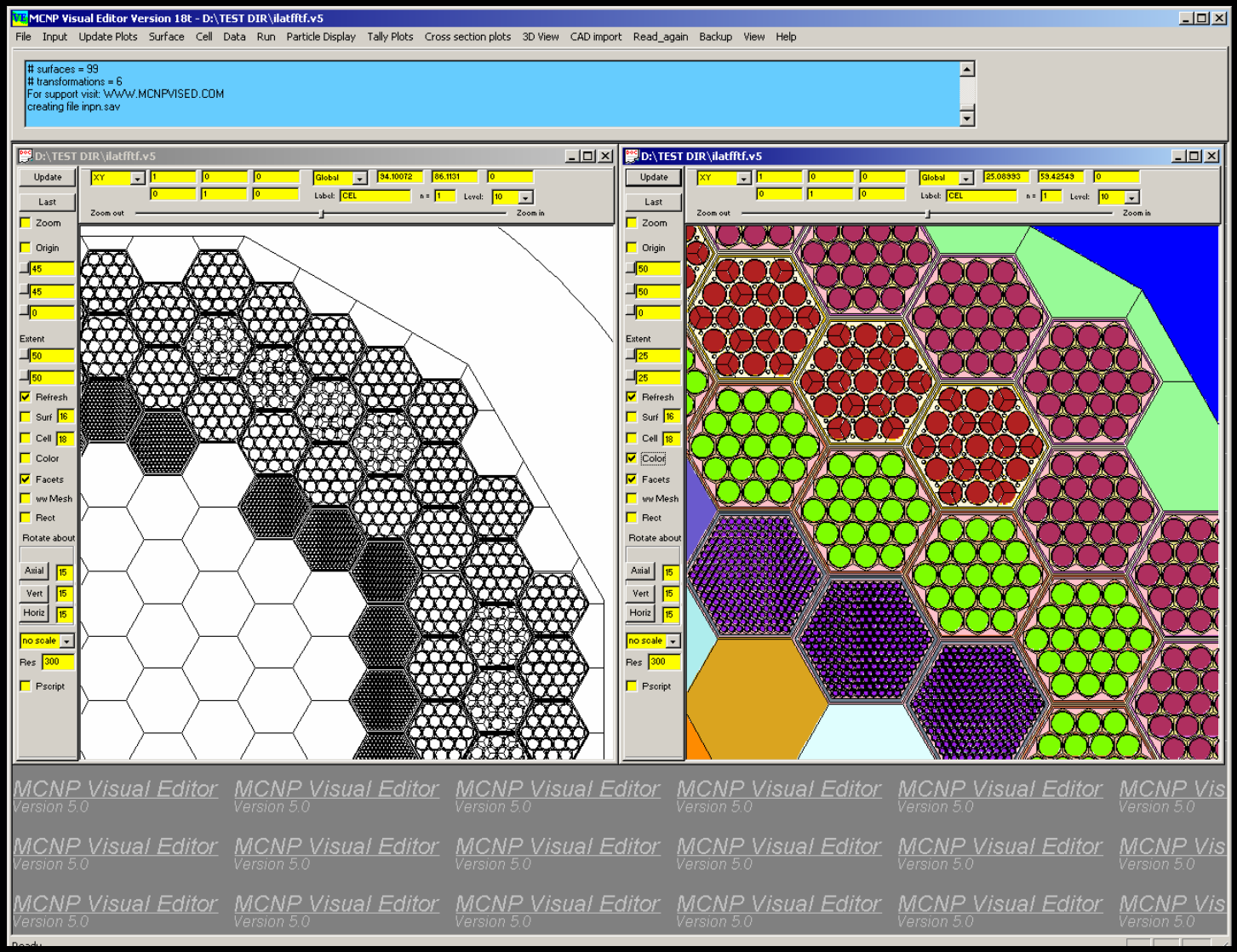
Left to Right, Roger Martz, Chesian Simpson, Stepan Mashnik,
Paul Edelman, Thomas Booth, Michael James, Steven Myers, Marcie Lombardi

Complete Interface for MCNP



On Site Class at LANL, Sept. 2008

Visualization of MCNP Input Files



The class was definitely very useful to me, and I would recommend it to all users and developers of MCNP.

- Stepan Mashnik

On Site Class at LANL, Sept. 2008

It helped produce input files for MCNP much faster and easier, and probably even more important, the visualization provided by the Visual Editor helps me understand much better the results and the physics of the simulated problem.

Again, I strongly recommend it to all MCNP users and developers.

- Stepan Mashnik

On Site Class at LANL, Sept. 2008

2009 Class Schedule

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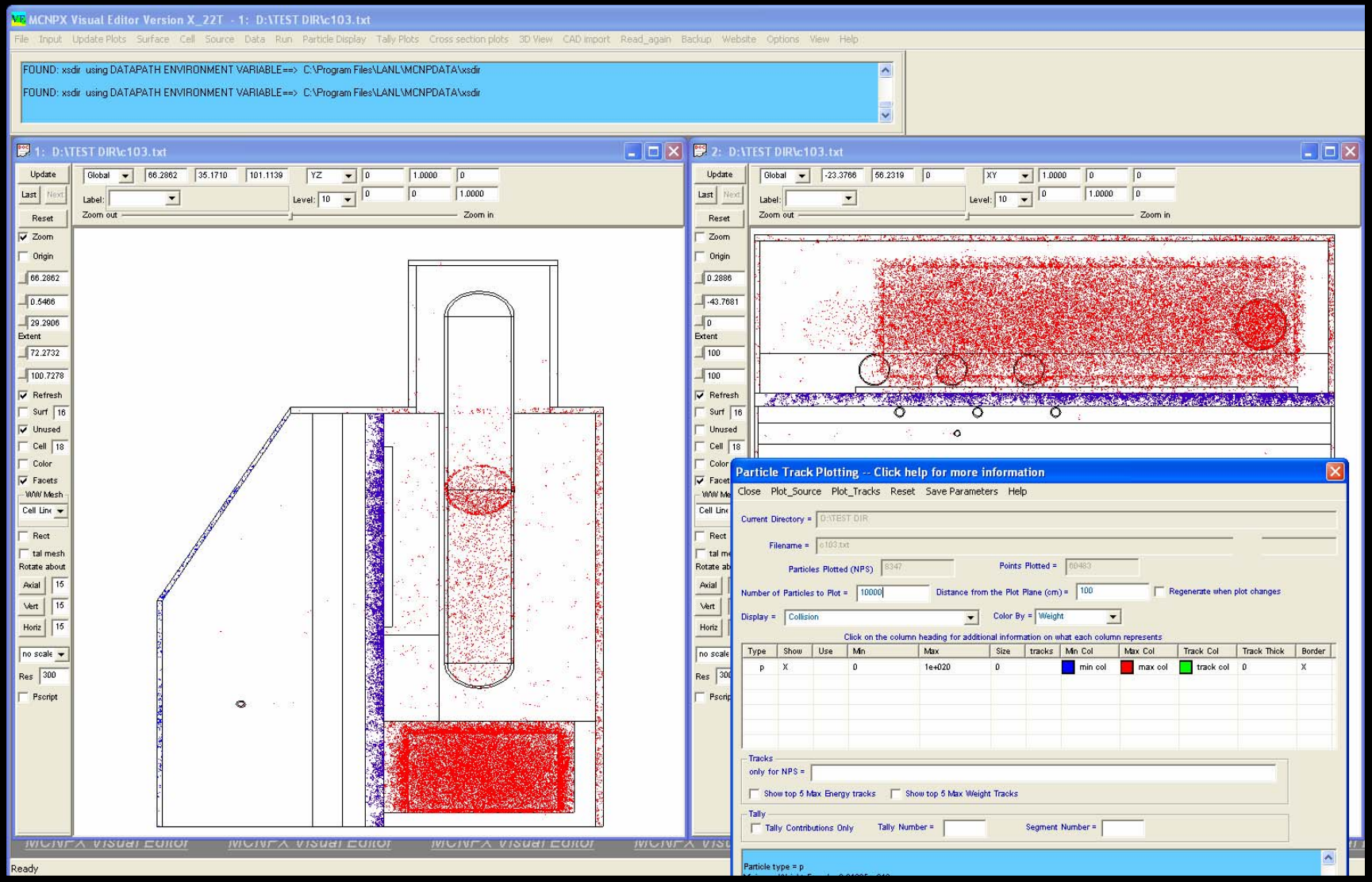
Visualize Collision Points



Risley, United Kingdom

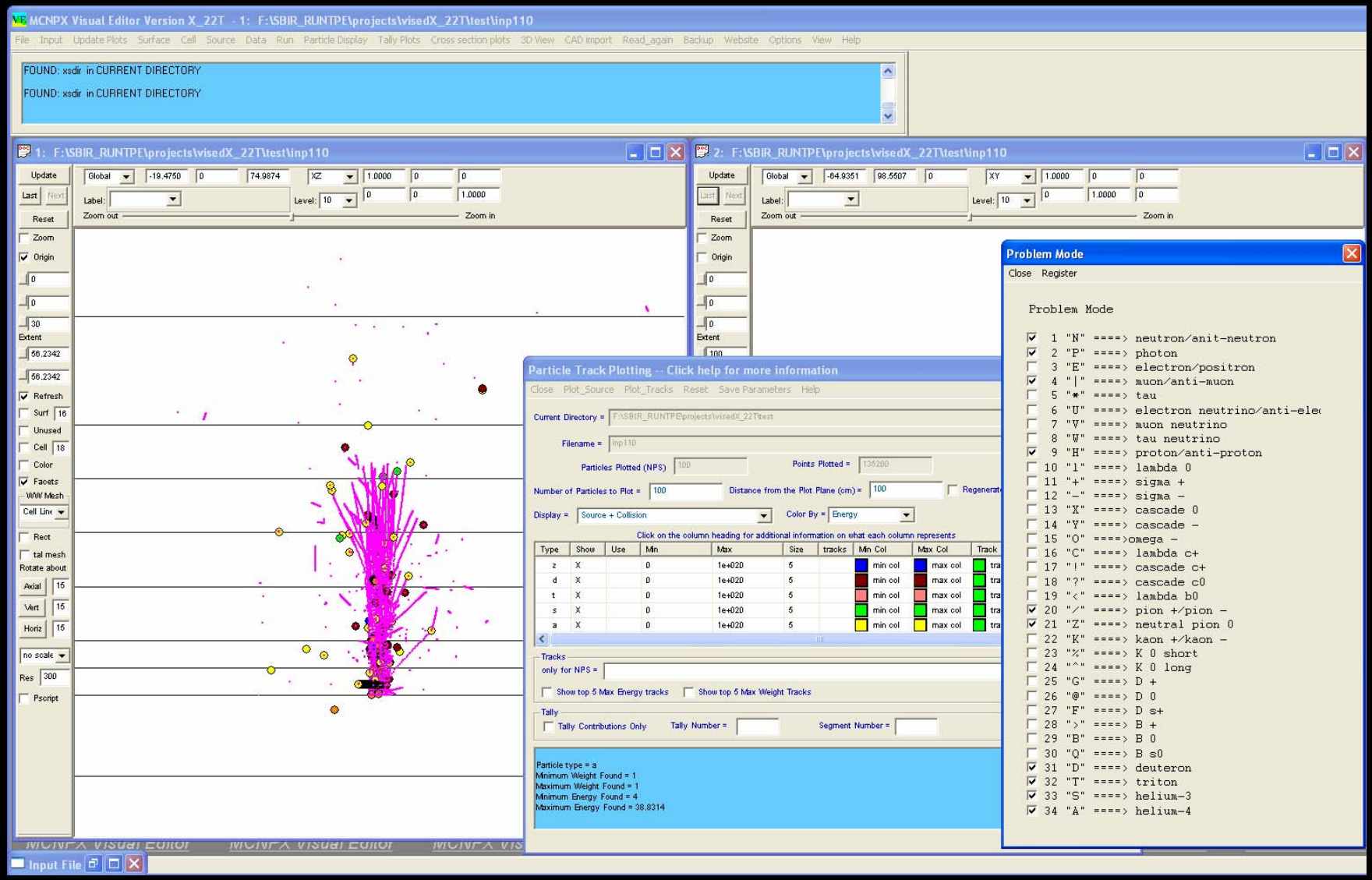
for Sellafield Ltd, UK

On Site Class in UK, Sept. 2008

Left to Right: Christopher Cooney, Graham Jeffries, Michelle Nuttall, Anton Murfin, Michael Hobson, Lewis MacFarlane, Justin Haworth

On Site class in Risley, UK - September 2008

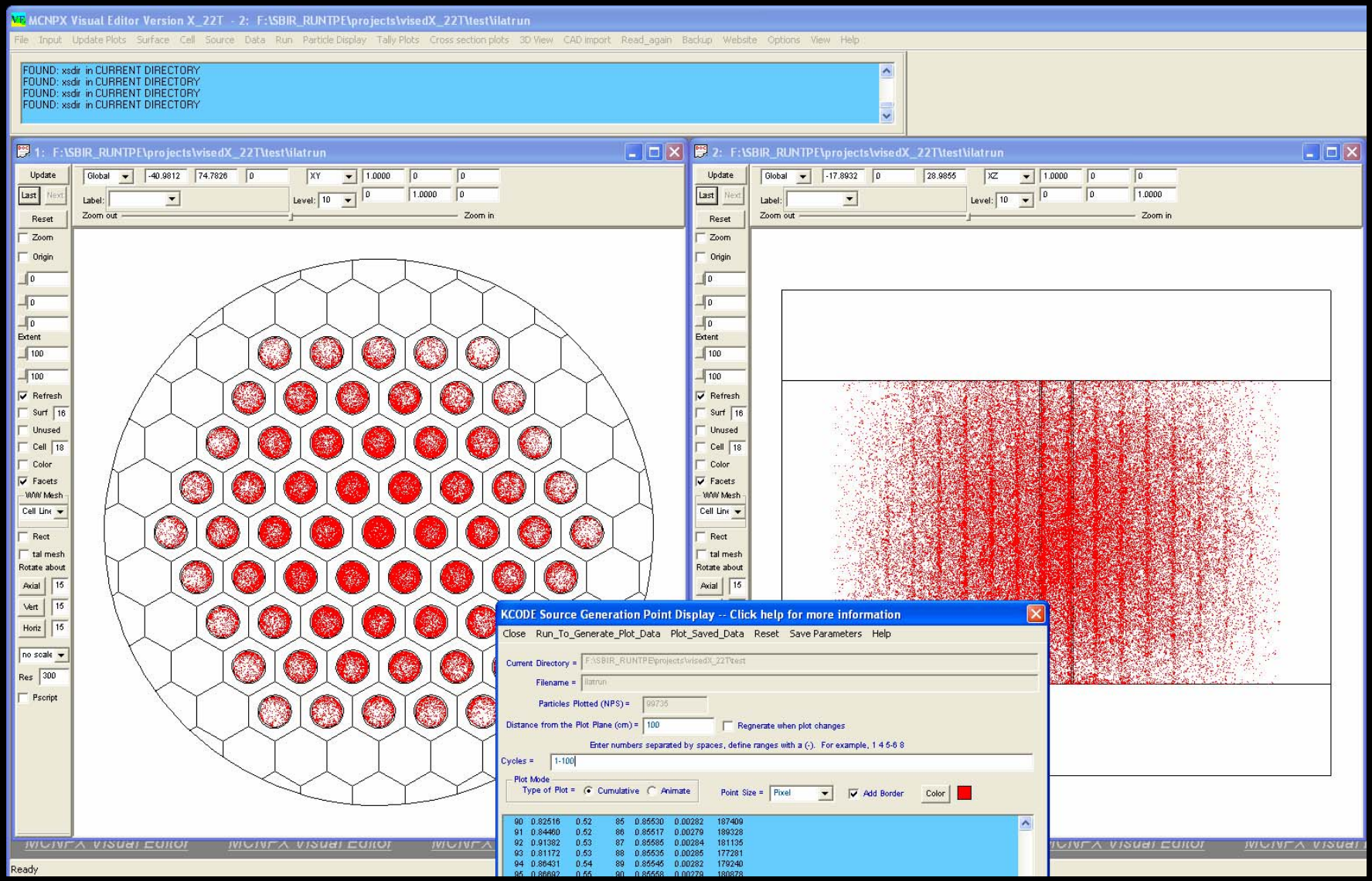
MCNPX Collision Point Plot



Massimo De Luca - Indiana University Cyclotron Facility
Robert L. Morris - MH Chew and Associates
Gary Virshup - Varian Medical Systems
Ronald Rambousky - Radiological Analysis and Defense Group
James Clayton - Varian Medical Systems
Mark T. Paffett - Los Alamos National Laboratory

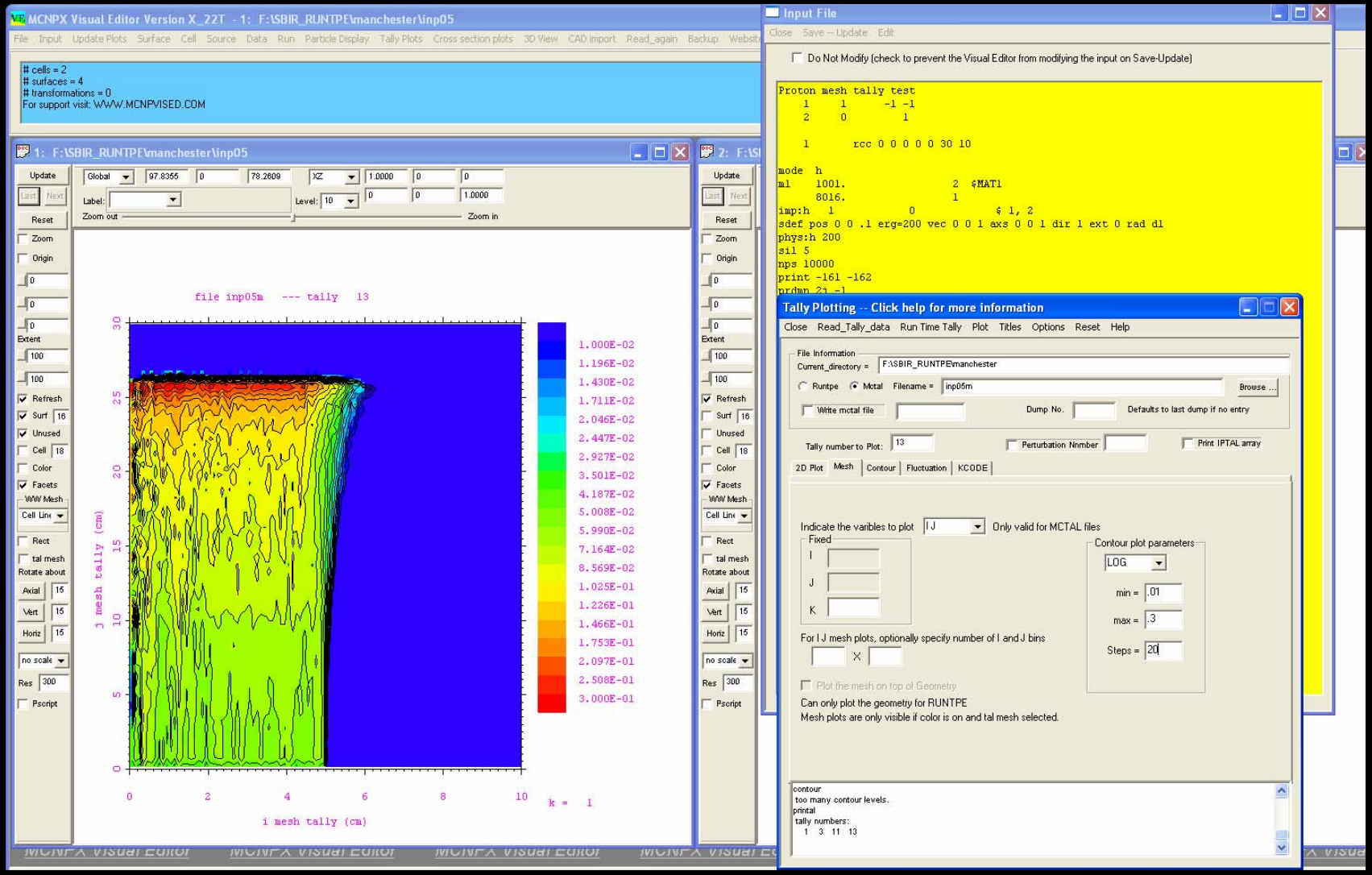
Las Vegas, NV
May 2008
Beginning Visual Editor Class

KCODE Source Point Generation

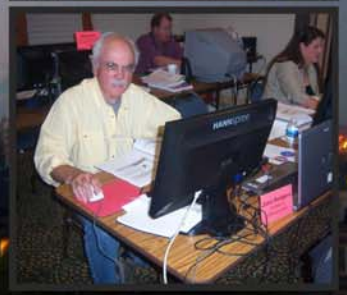


Las Vegas class, May 2008

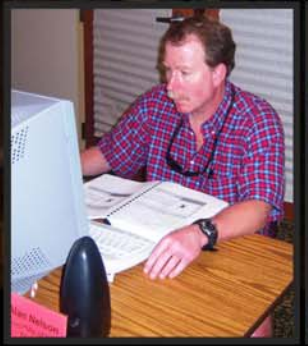
MCNPX Mesh Tally Plot



July 2008—Advanced Visual Editor Class, Seattle, Washington



Randy Schwarz, Instructor, Visual Editor Consultants
Andy Statch—Bechtel National Inc.
Alan Nelson—University of New Mexico
John Rodgers—Canberra, Albequerque
Ellen Saylor—Oak Ridge National Laboratory
Erik Johansson—Swedish Defense Research Agency
Zukile Zibi—Pebble Bed Modular Reactor Ltd.
Kelly Ellis—Lucas Engineering and Management Services.



Advanced Visual Editor Class in Seattle, WA - July 2008

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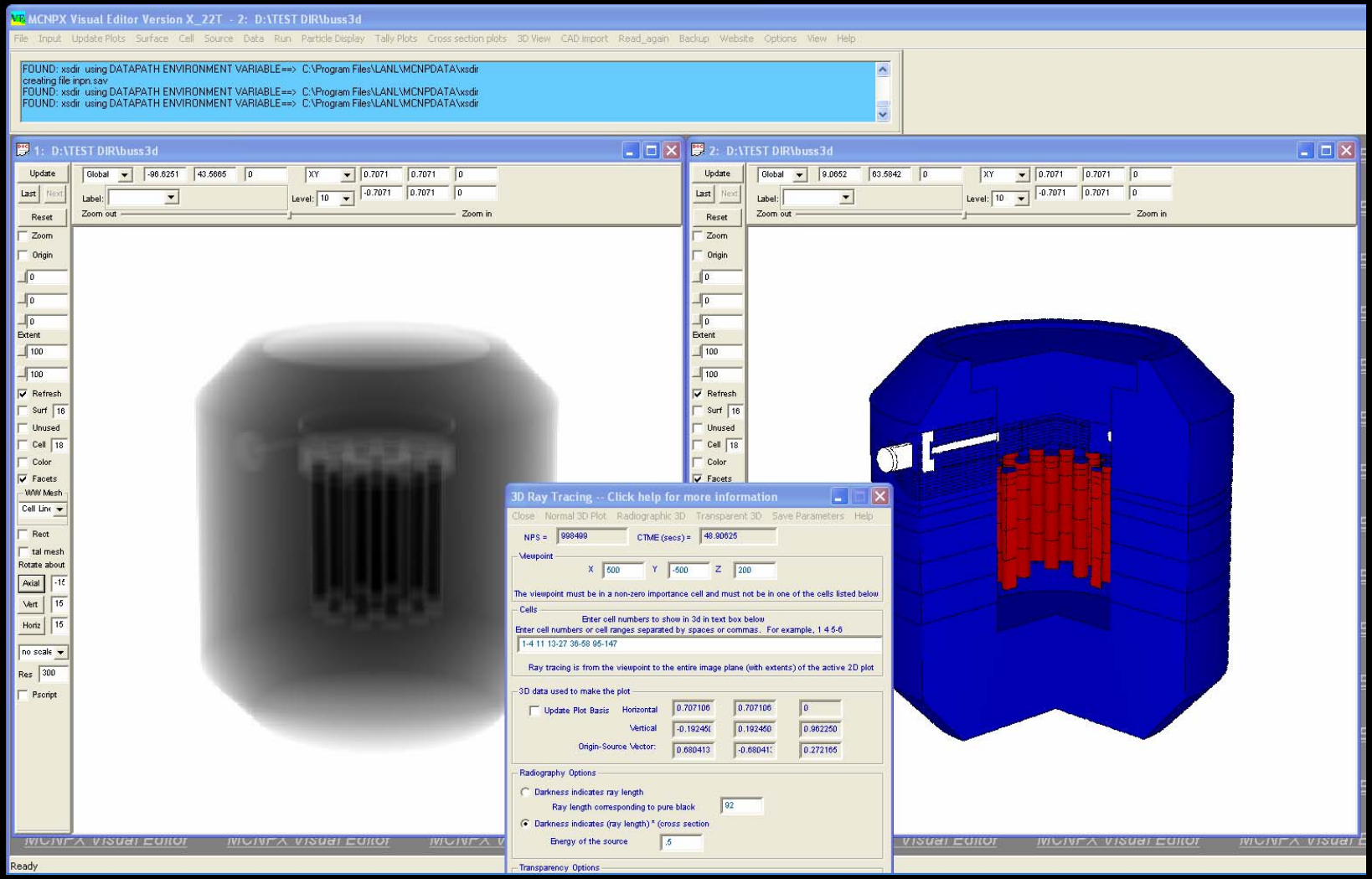
3D Plots


MCNPX Visual Editor Version X_22T - 2: D:\TEST DIR\buss3d
File Input Update Plots Surface Cell Source Data Run Particle Display Tally Plots Cross section plots 3D View CAD import Read_again Backup Website Options View Help
FOUND: xsdir using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdir
creating file inpn.sav
FOUND: xsdir using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdir
FOUND: xsdir using DATAPATH ENVIRONMENT VARIABLE==> C:\Program Files\LANL\MCNPDATA\xsdir
1: D:\TEST DIR\buss3d
2: D:\TEST DIR\buss3d
Update
Last
Next
Reset
Zoom
Origin
Extent
Refresh
Surf
Unused
Cell
Color
Facets
Rect
Rotate about
Axial
Vert
Horiz
Res
Pscript
Label:
Level:
Zoom out
Zoom in
3D Ray Tracing -- Click help for more information
Close
Normal 3D Plot
Radiographic 3D
Transparent 3D
Save Parameters
Help
NPS =
CTME (secs) =
Viewpoint
The viewpoint must be in a non-zero importance cell and must not be in one of the cells listed below
Cells
Enter cell numbers to show in 3d in text box below
Enter cell numbers or cell ranges separated by spaces or commas. For example, 1 4 5-6
Ray tracing is from the viewpoint to the entire image plane (with extents) of the active 2D plot
3D data used to make the plot
Update Plot Basis
Horizontal
Vertical
Origin-Source Vector:
Radiography Options
Darkness indicates ray length
Ray length corresponding to pure black
Darkness indicates (ray length) * (cross section
Energy of the source
Transparency Options
Ready

I believe this is a great course for users at any level. I had never used the Visual Editor or MCNP before the class but the curriculum is so thorough and so well laid out that I was able to keep up with users with many years of experience, who also expressed considerable satisfaction with the class.

Kelly Ellis - Lucas Engineering and Management Services

Advanced Visual Editor Class in Seattle, WA - July 2008

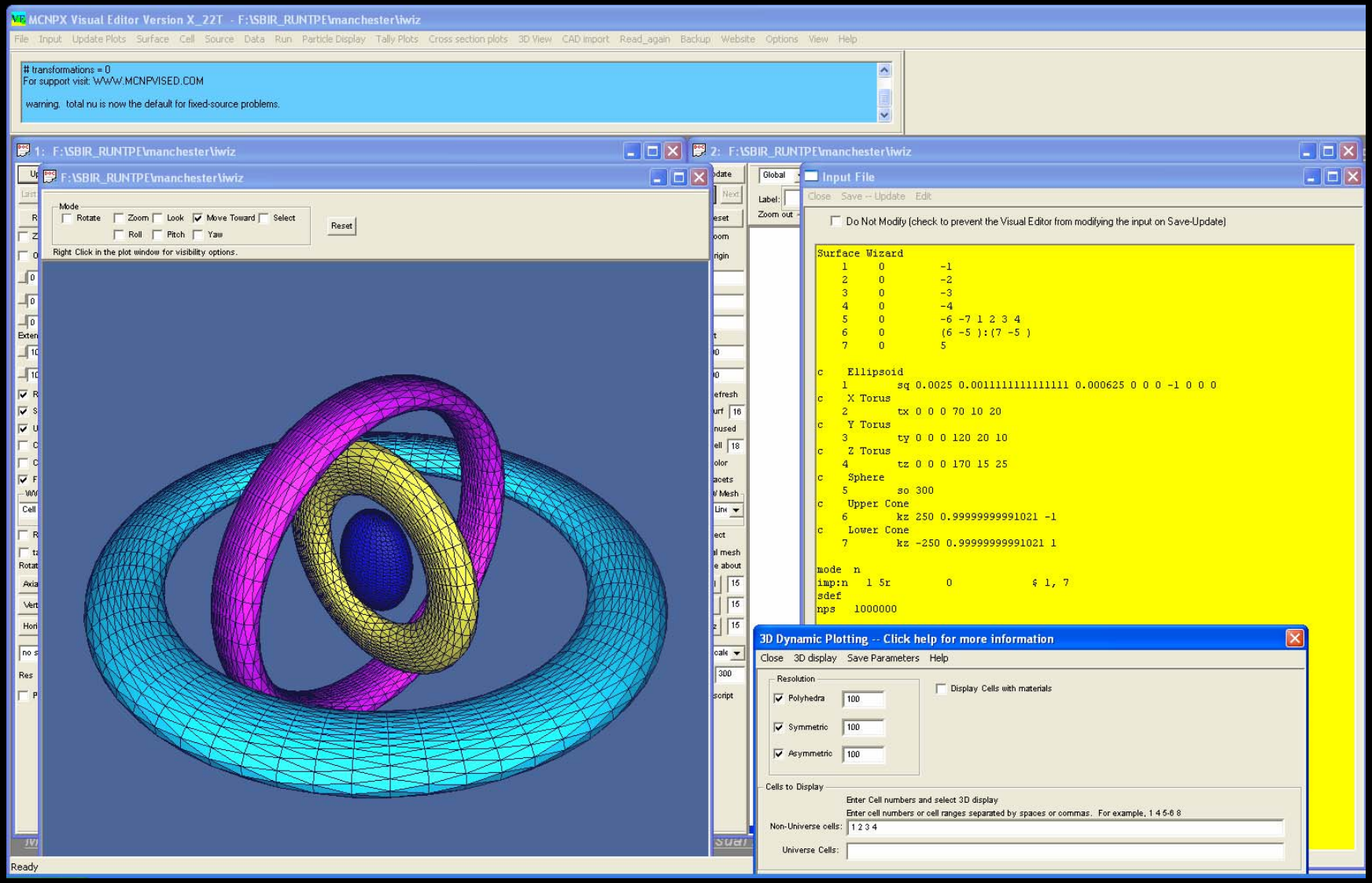
The best part is that the class can be taken again and again after you leave using the supplied manuals, exercises and software. The tools from the class become a valuable resource for general use of the Visual Editor and MCNP.

It was probably the best week I have ever spent learning anything associated with the nuclear industry.

Kelly Ellis - Lucas Engineering and Management Services

Advanced Visual Editor Class in Seattle, WA - July 2008

3D Dynamic View



First of all, Randy is definitely the type of person you will want to learn from for a class like this. His personality and teaching method ensure that you are going to fully understand what you are doing and catch on quickly.

Second, **the power of the visual editor is unbelievable**.

Andrew Statch - Bechtel National Incorporated

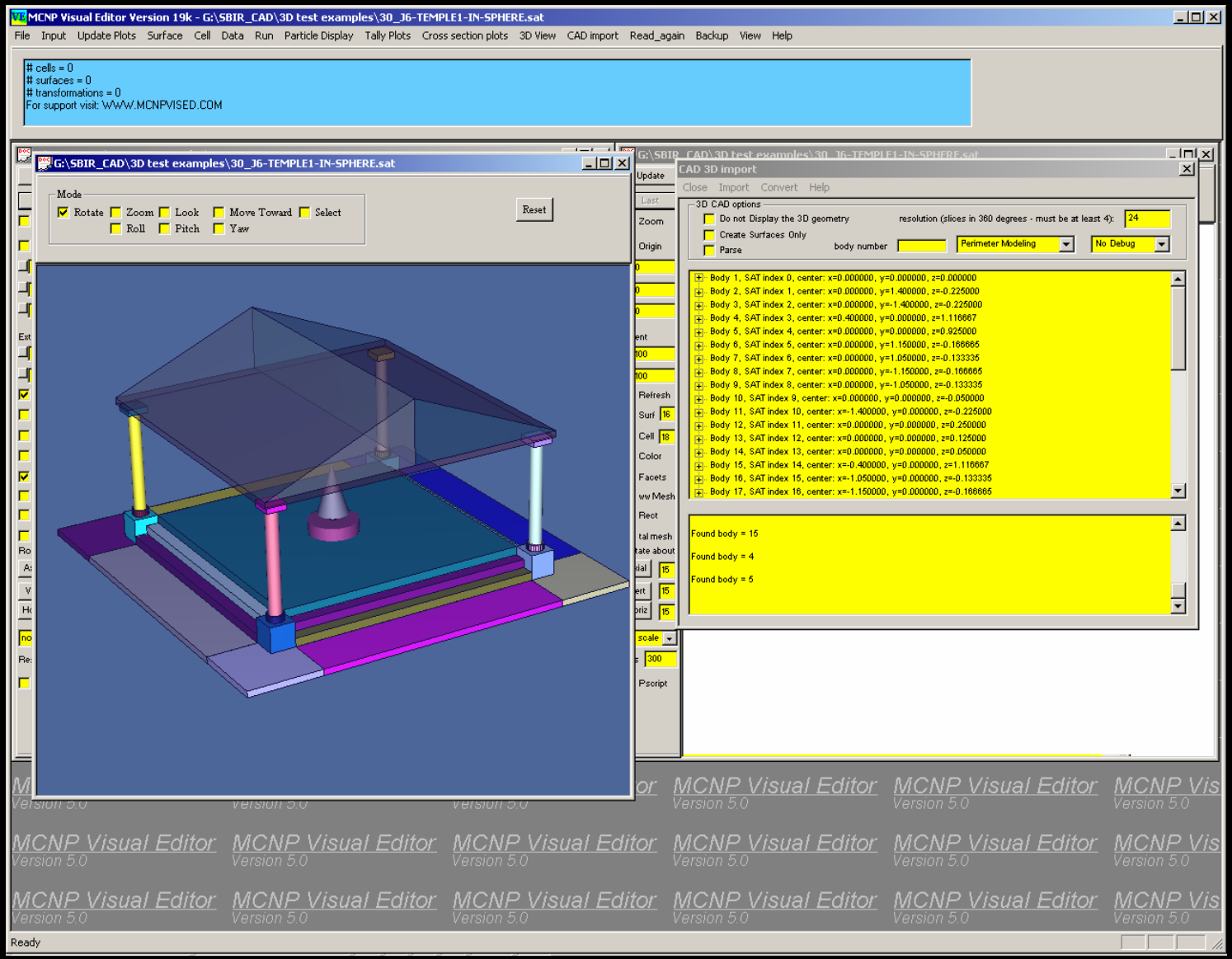
Advanced Visual Editor Class in Seattle, WA - July 2008

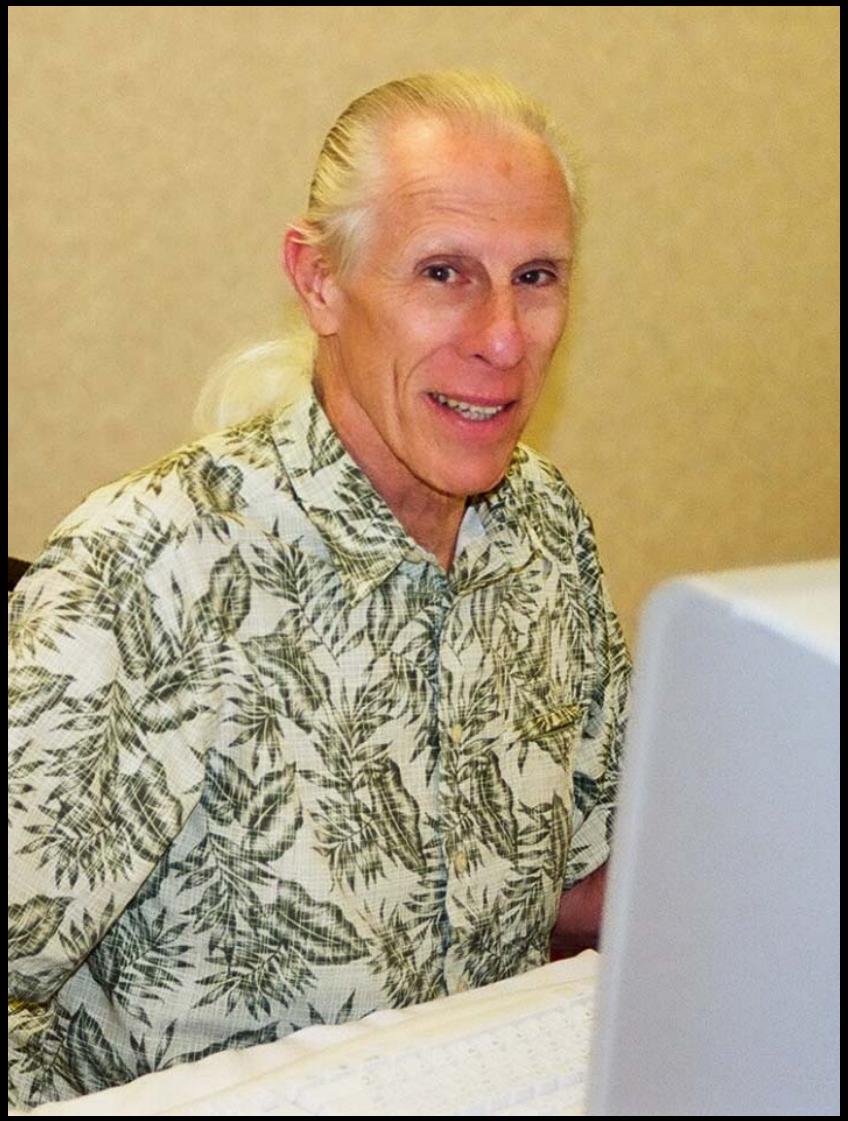
With what I have learned, I can safely say that **I no longer consider code creation to be of a comparable time length to problem setup and output analysis.** Simply put, the time I will spend writing code is now insignificant to what I already spend in preparation and analysis of a problem.

Andrew Statch - Bechtel National Incorporated

Advanced Visual Editor Class in Seattle, WA - July 2008

3D CAD Conversion





The Visual Editor provides tools for creating complex geometries rather easily and includes error checking and 2-D & 3-D visualization to assist in the interpretation. When you look at the code that is generated you can only wonder as to how it would be possible to do this otherwise and how you could ever validate that what you have is what you want or is correct.

Cye Waldman

Beginning Visual Editor Class in Richland, WA - September 2007

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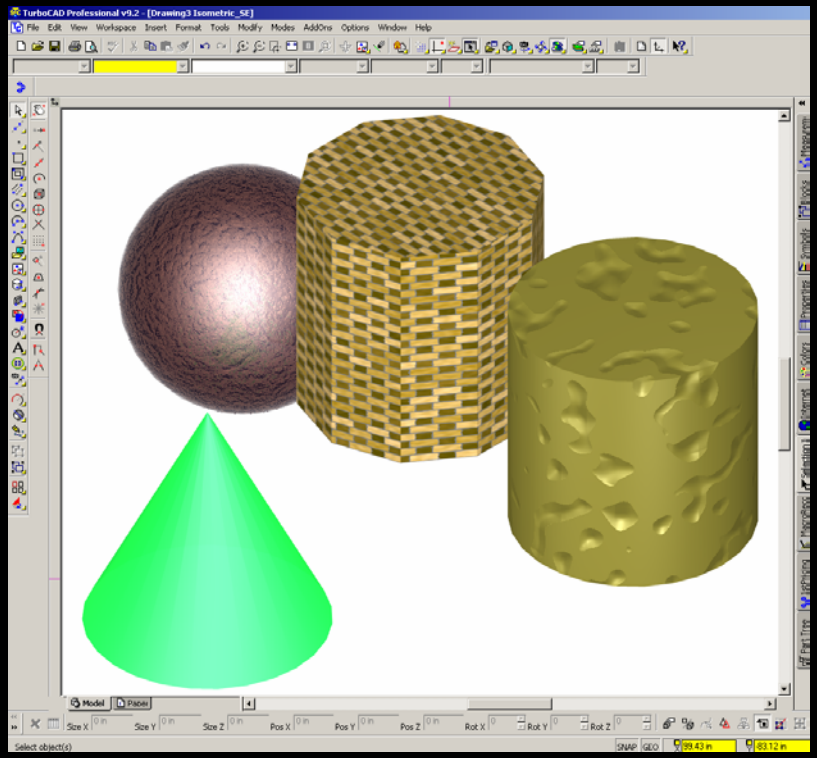
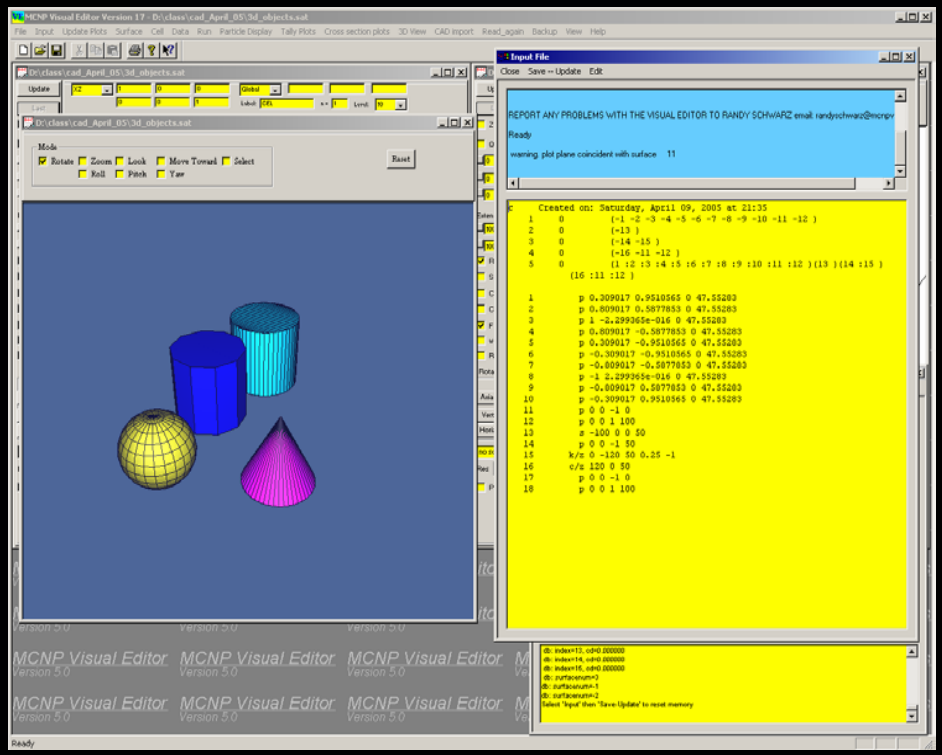
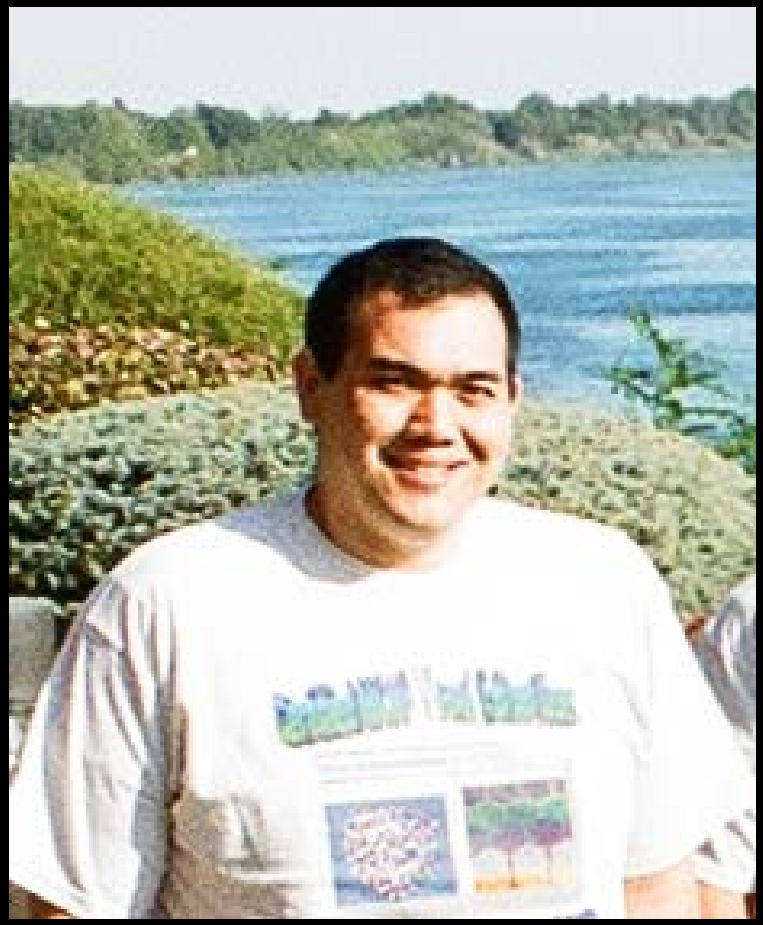
The Visual Editor has the ability to import and convert CAD geometries and can generate a 3D display of existing MCNP/MCNPX geometries. Ray traced images can be made as solids, radiographic, or transparent. The Dynamic view allows the user to change the transparency of cells and move the object in real-time.







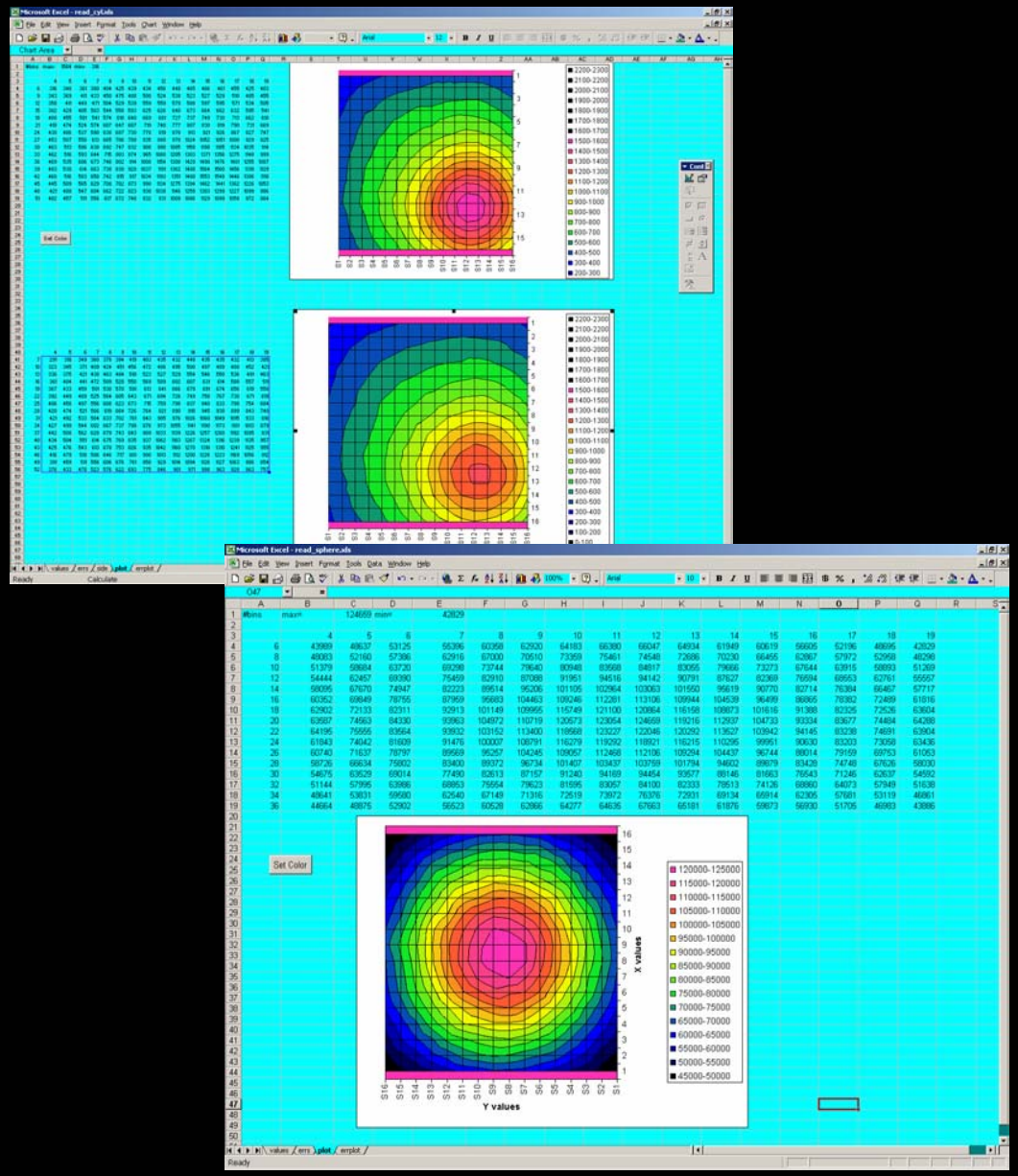
The MCNP Visual Editor is a critical element to developing MCNP models. Flaws with geometry and other MCNP errors are easily identified, **saving countless hours of debugging.**

Plotting particle tracks has proved particularly useful for radiation shielding, as scattering paths are easily identified. As a daily user of MCNP, the Visual Editor has a permanent spot on my "Quick Launch" bar.

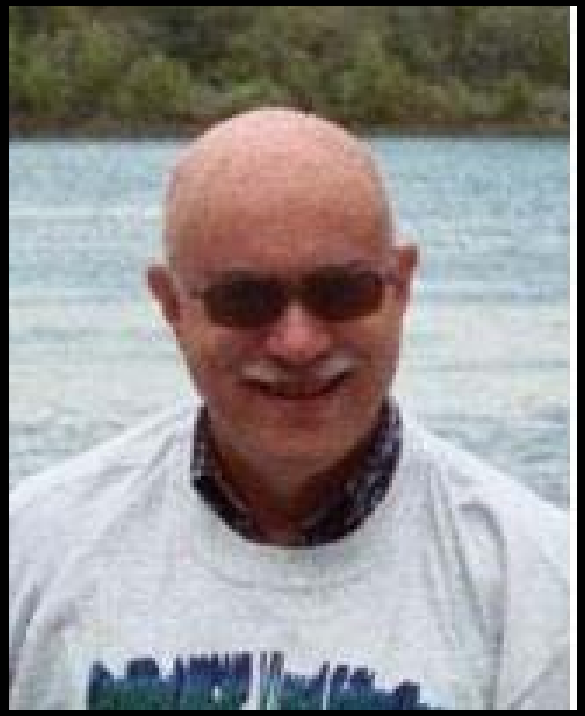
-Jeff Dahl

Beginning Visual Editor Class in Richland, WA - September 2007

Visualization Exercise



With the massive amount of data that can be generated by MCNP/MCNPX, it is essential that methods be developed to visualize this data. Visual Editor Consultants has developed a process for reading MCNP/MCNPX mctal data files and creating contour plots from the data. This technique can be used to also create animations.

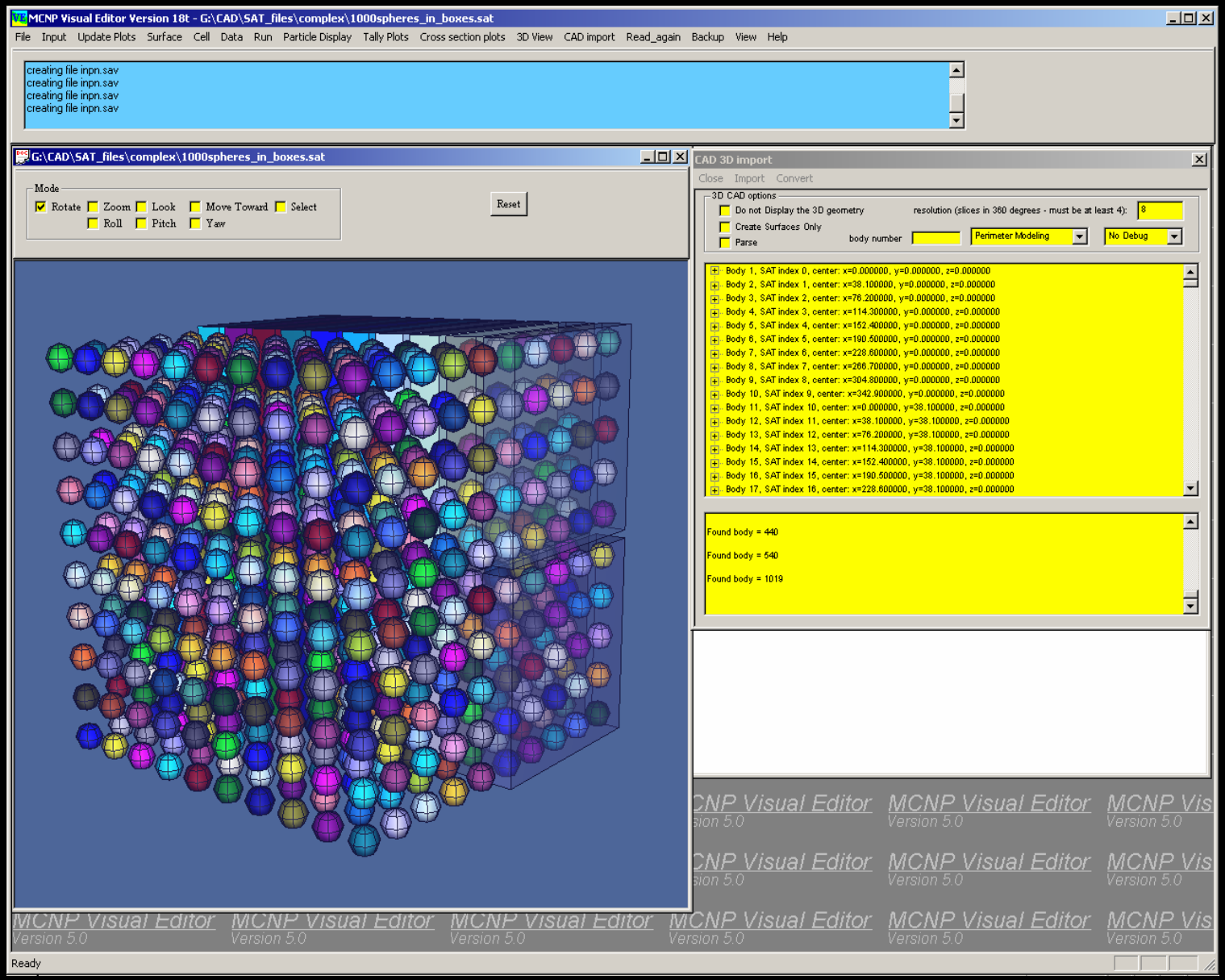


VISED is an exceptional tool for both novice and experienced users. This class offered me the opportunity to explore its full capabilities - as both a geometry generator and a visualization tool.

Dick Olsher - Los Alamos National Laboratory.

Beginning Visual Editor Class in Richland, WA - September 2006

CAD Import of 1000 spheres



The class is very useful especially for a new MCNP user like me. I would recommend anyone who wants to use MCNP learn Vised. The easiest way to learn the Visual Editor is to take the Vised Class. It is definitely worthy of your investment.

Hung-Cheng Chiou - Waste Isolation Pilot Plant

Beginning Visual Editor Class in Richland, WA - September 2006

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MCNP has needed a graphics interface for a long time. The Visual Editor provides this interface, and much, much more.

Every MCNP user should acquire the Visual Editor and participate in the Visual Editor Consultants class. The gains in analytical power and productivity will far outweigh the expenditure of time and money.

- Carl Koizumi, September 2004 class

Beginning Visual Editor Class in Richland, WA - September 2004