

# Toyz and Astro-Toyz

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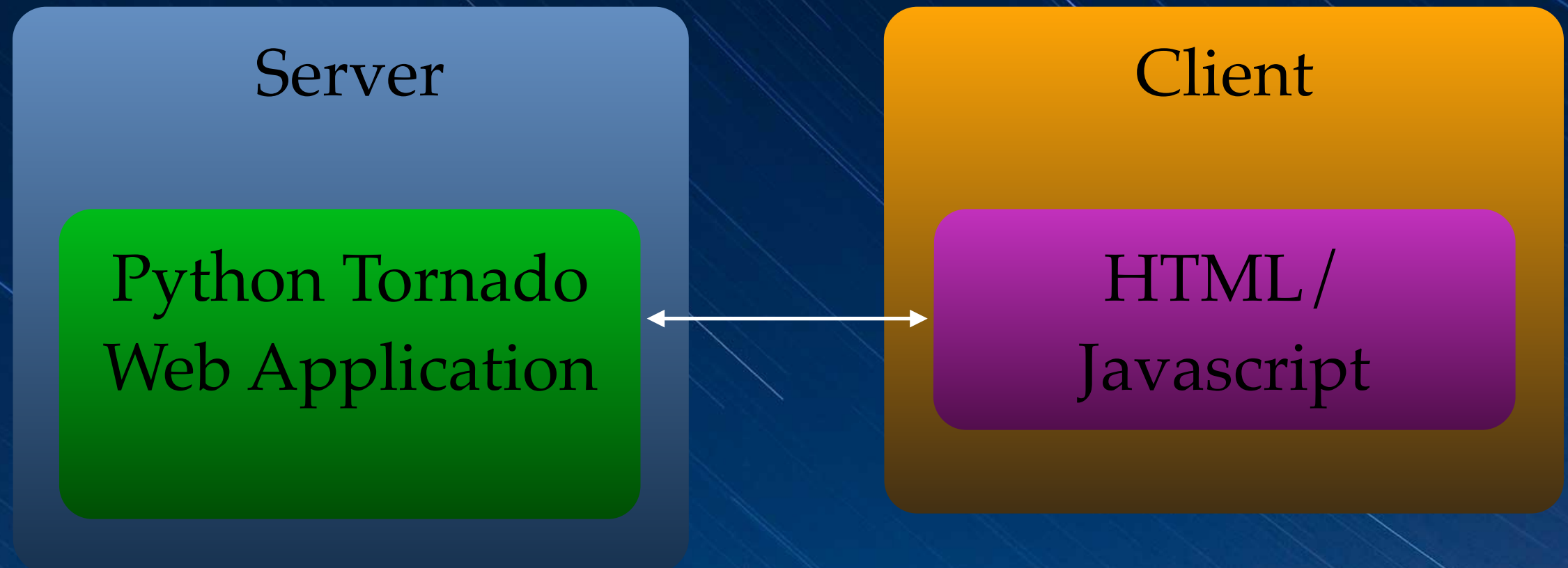
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# Motivation

- Image file sizes are growing
- Analysis of larger data sets requires new visualization tools and remote storage
- Many existing tools lack GUI interfaces
- Impractical to use open source tools in a classroom settings due to difficulty of install



# Toyz Architecture



# Guiding Principles

- Toyz should be easy to install
- Toyz should use modern languages (python, javascript, C++)
- Toyz should be as platform (and browser) independent as possible
- Minimal size on disk
- API should be as general as possible



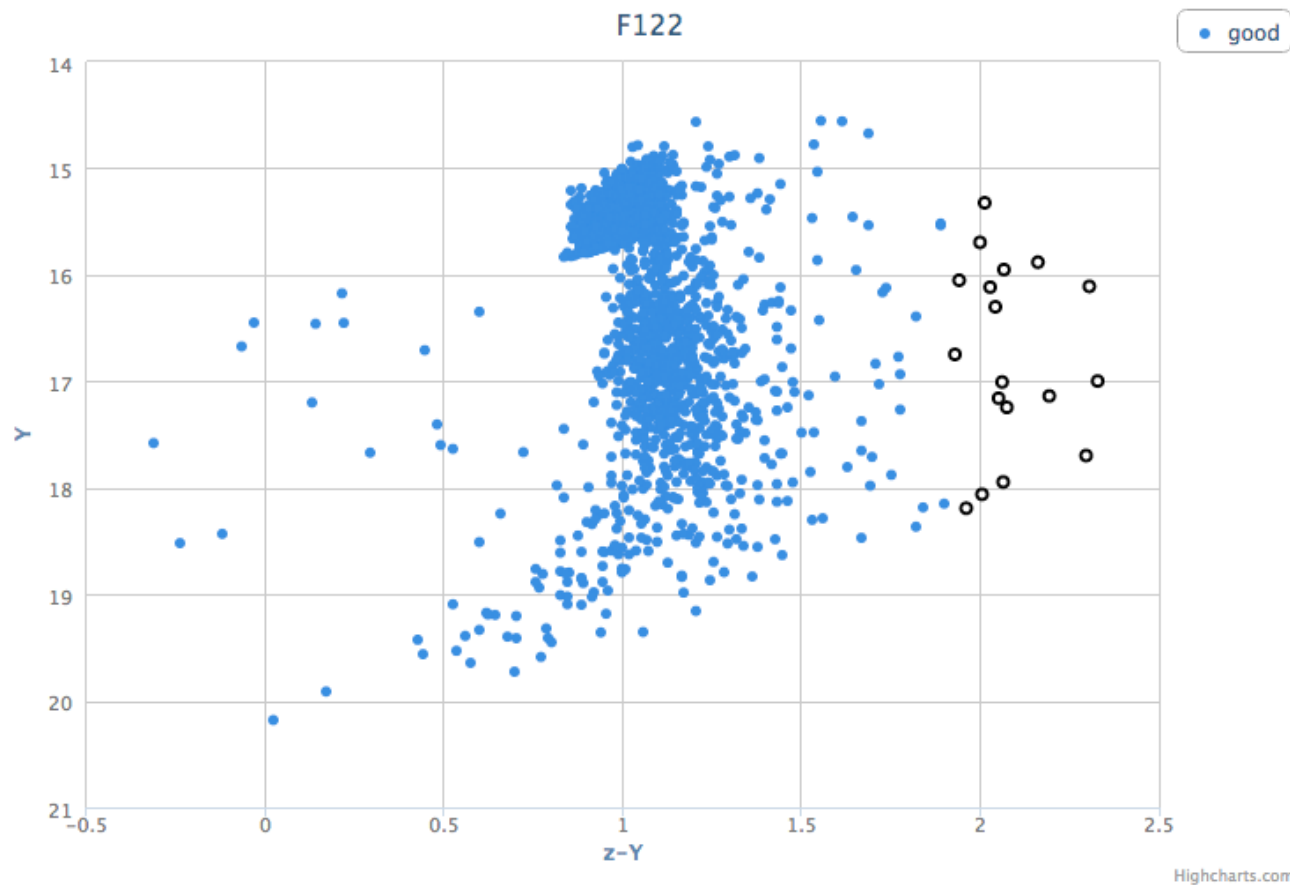
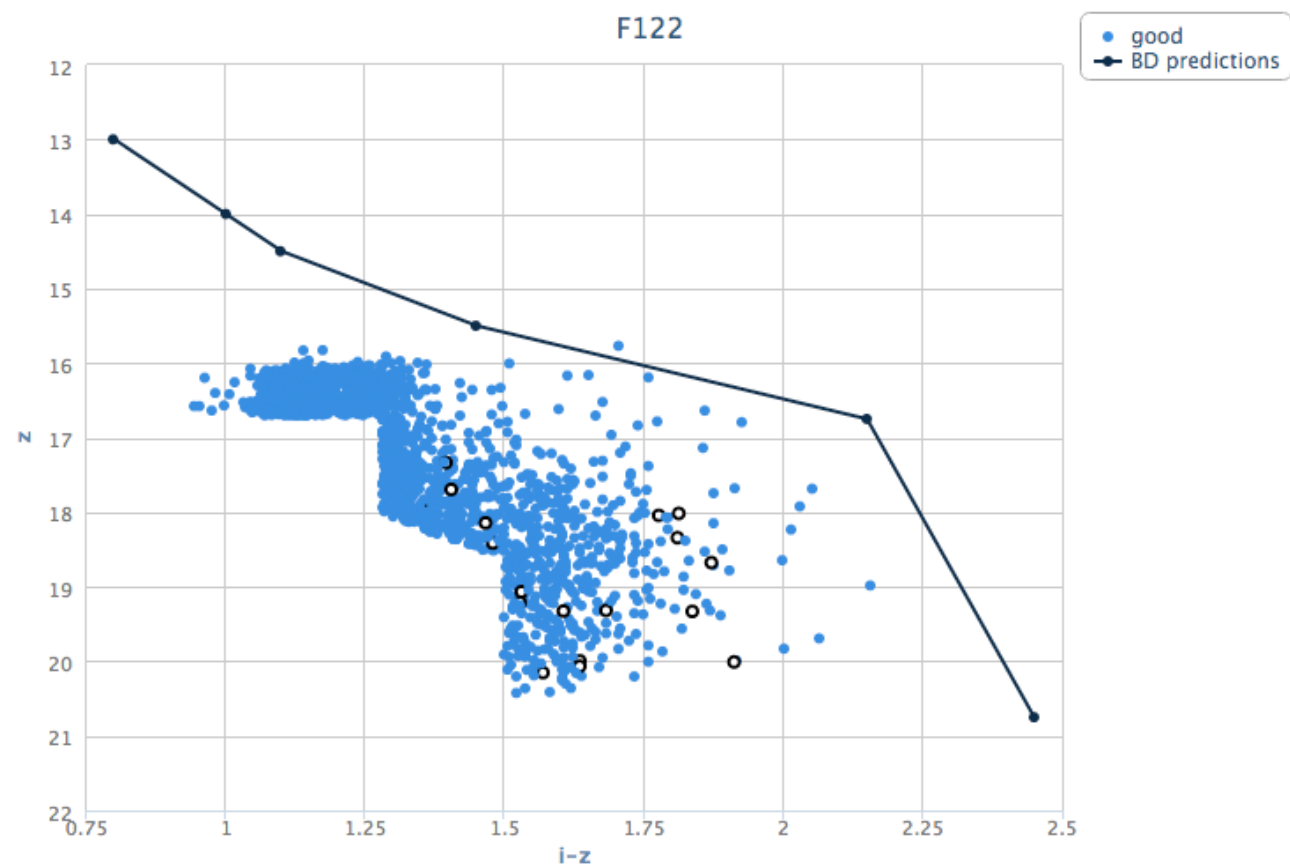
# Guiding Principles

- Toyz should be integrated with as many existing codes as possible
- Easy to use GUI interface
- Toyz is a framework, not an application
- Goal: A new undergraduate should be able to start analyzing data on his/her first day!

# Demo







F122 Good Load Field Plot Saved Changes  
Check All Uncheck All Remove Checked Points Unselect All Points

☒ id:F122-1-621 ra:184.707 dec:-55.145 i:19.099 z:17.695 Y:15.696

i z Y

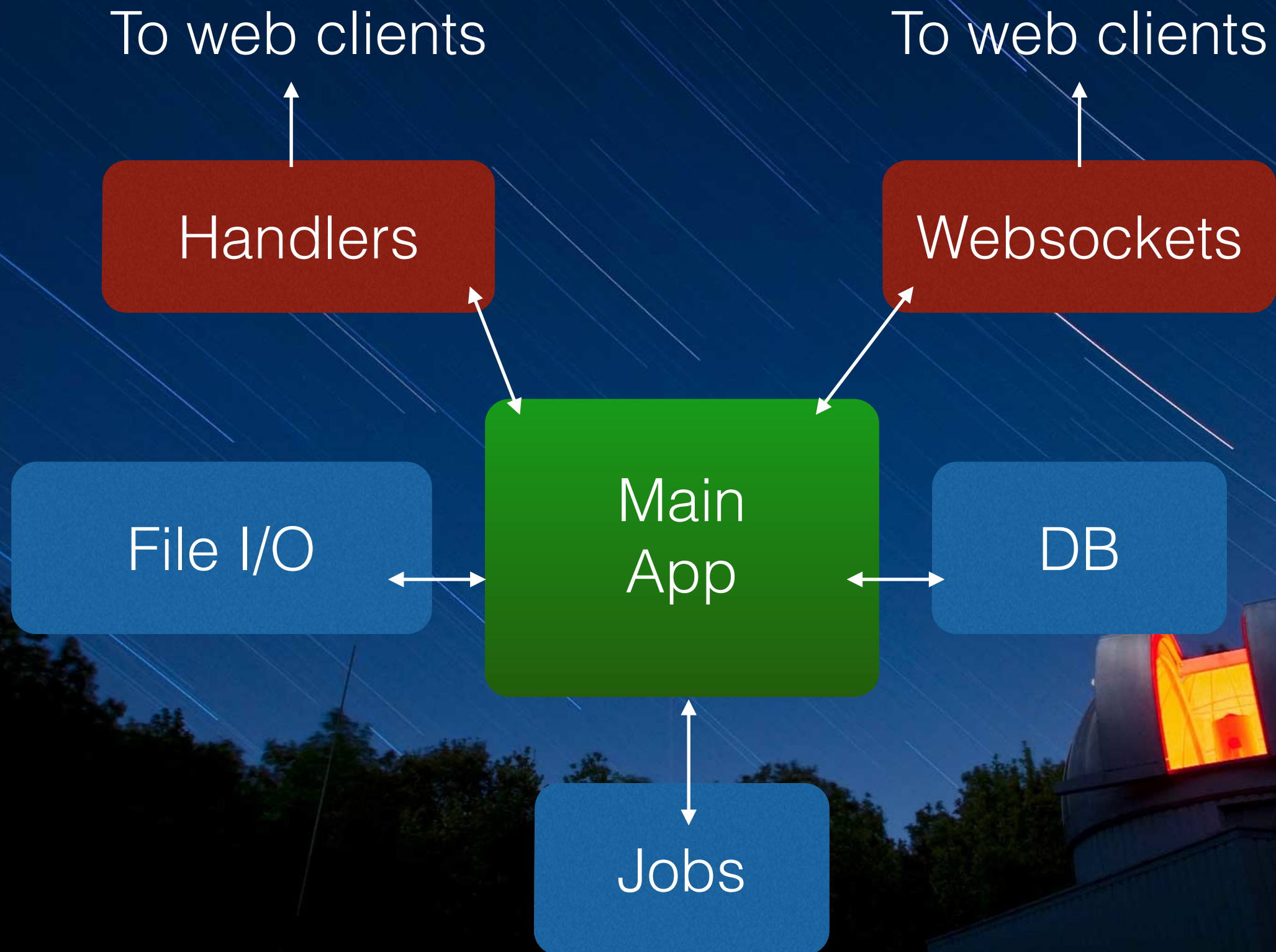
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i z Y

☒ id:F122-1-5435 ra:184.385 dec:-55.039 i:20.931 z:19.326 Y:16.998

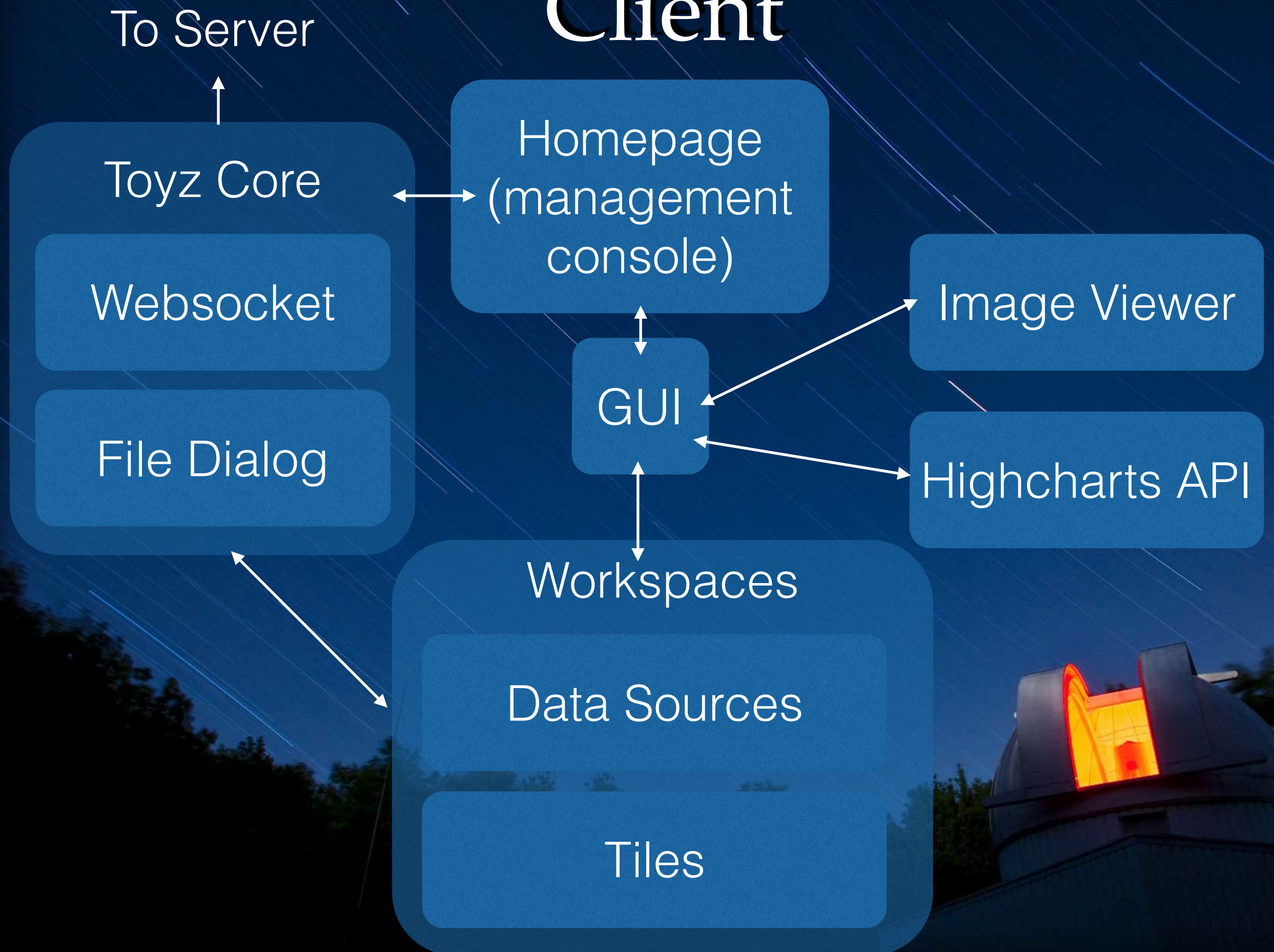
i z Y

# Server





# Client





# Conclusion

- Toyz is still a work in progress
- Download Toyz at:

<https://github.com/fred3m/toyz>

- Download Astro-Toyz at:

<https://github.com/fred3m/astro-toyz>

Thank You