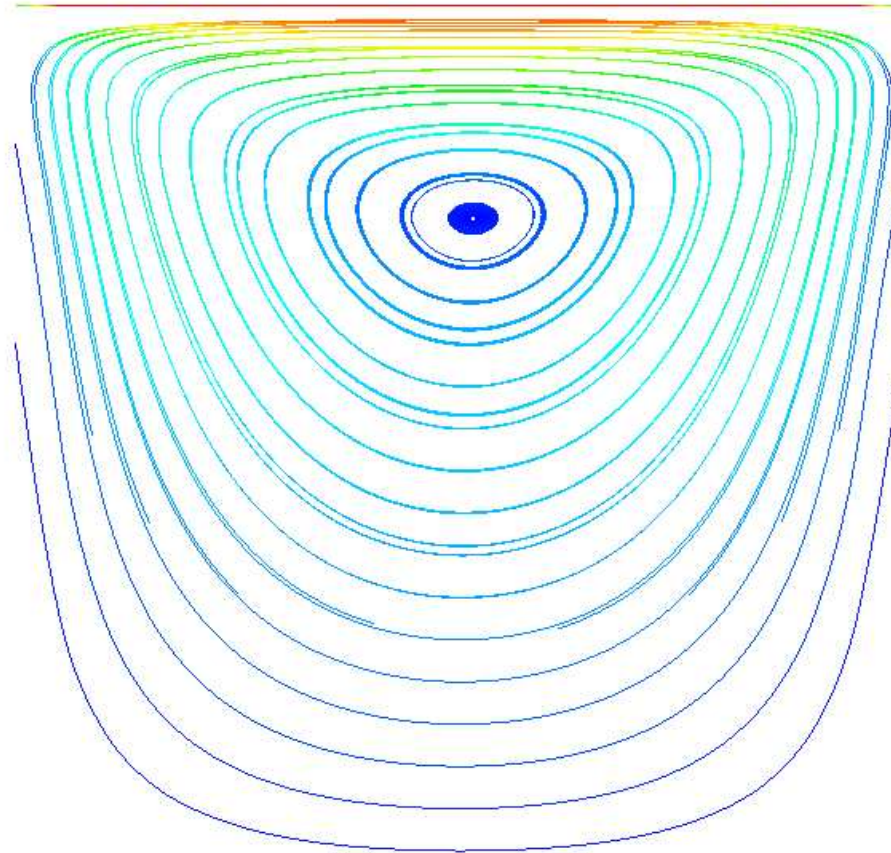
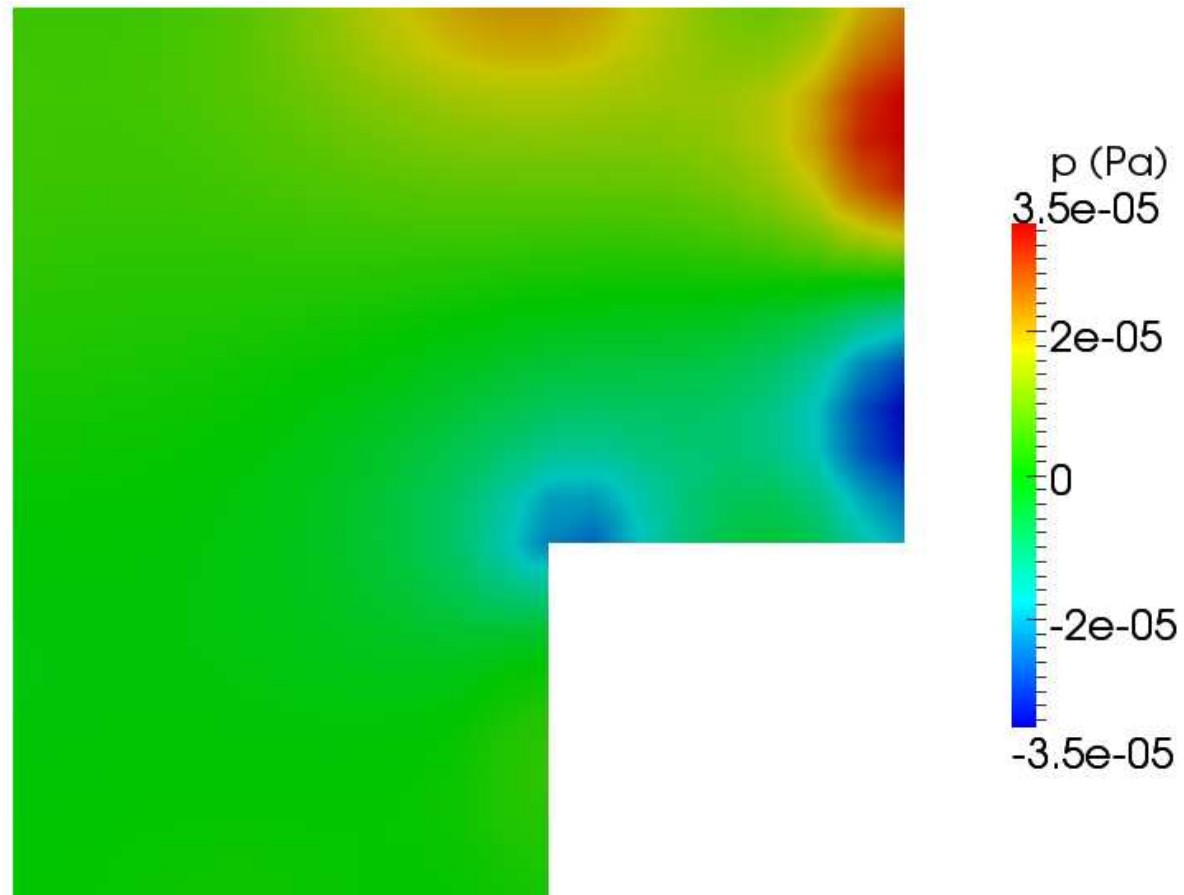


Cavity



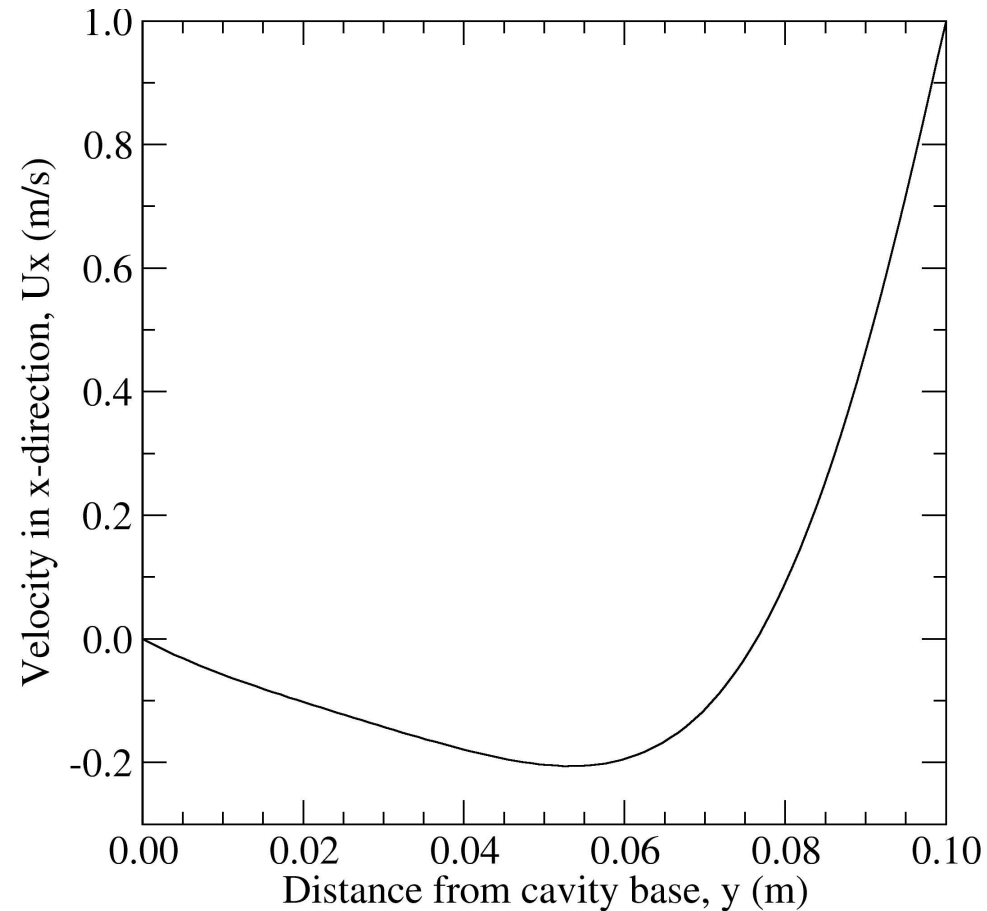
Stream Tracer filter is used for the velocity field.
Note: Seed Type (Line Source).

Cavity Clipped



Surface is colored by Pressure field.

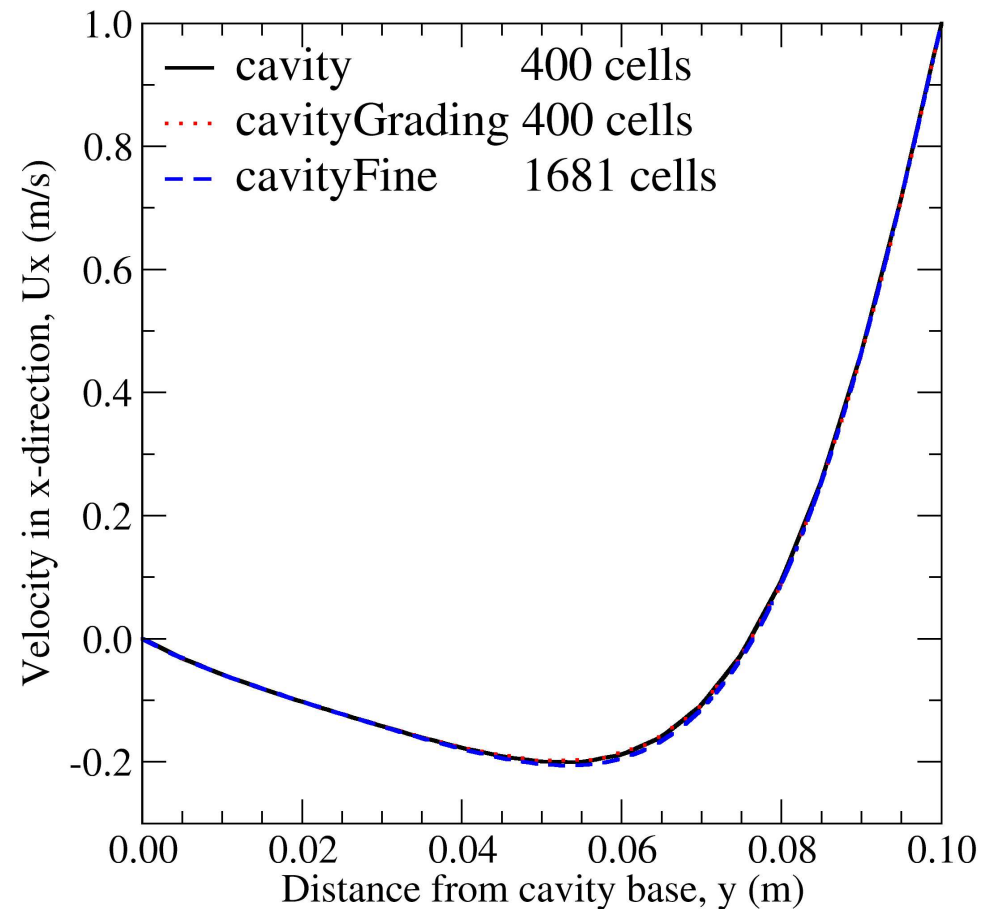
Cavity Fine



The U_x is calculated by `foamCalc`;

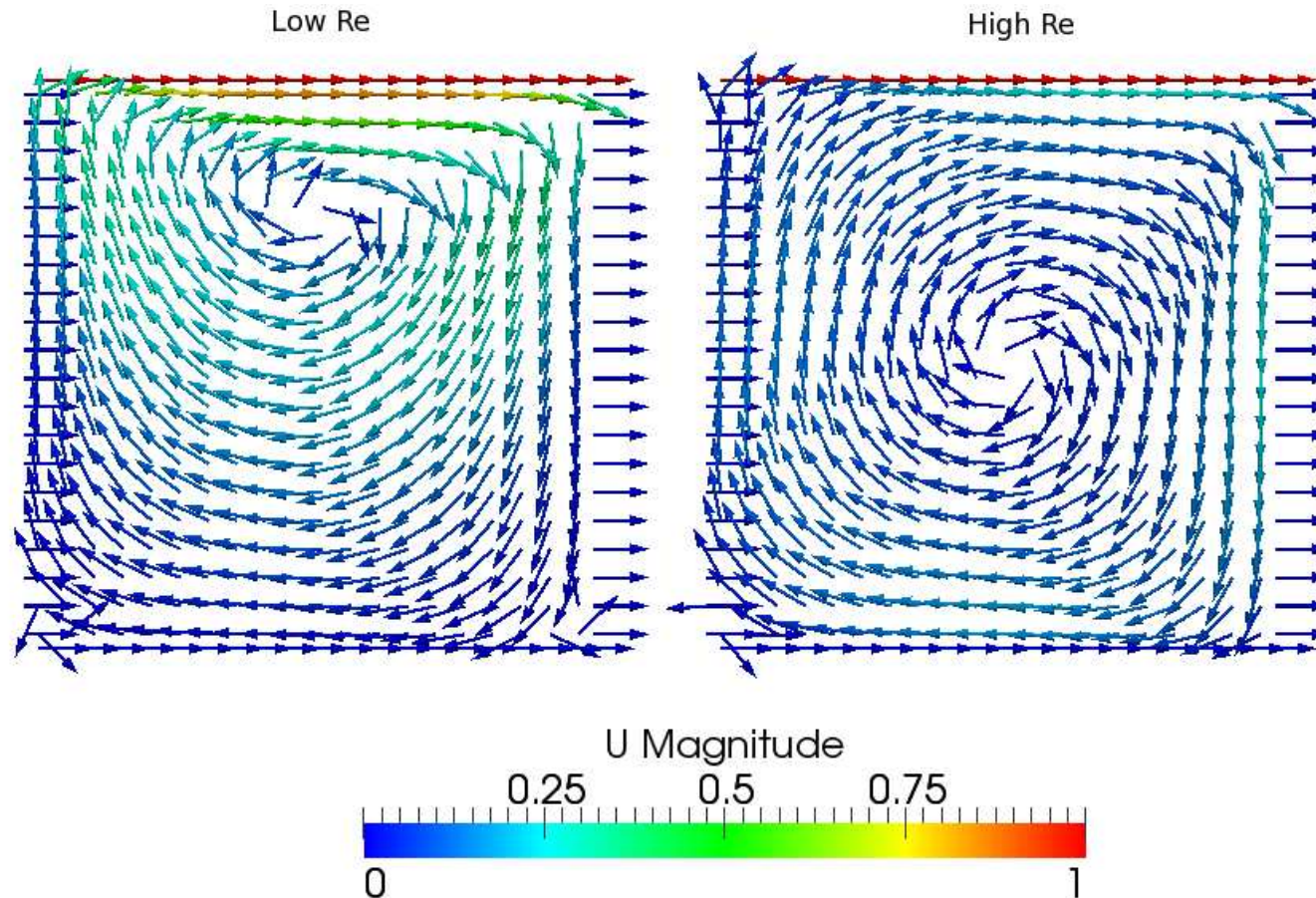
The U_x is sampled along a vertical line in the center of the domain.

Cavity Grade



The U_x for different cell size and cell grading are shown.
The graph is plotted using xmgrace.

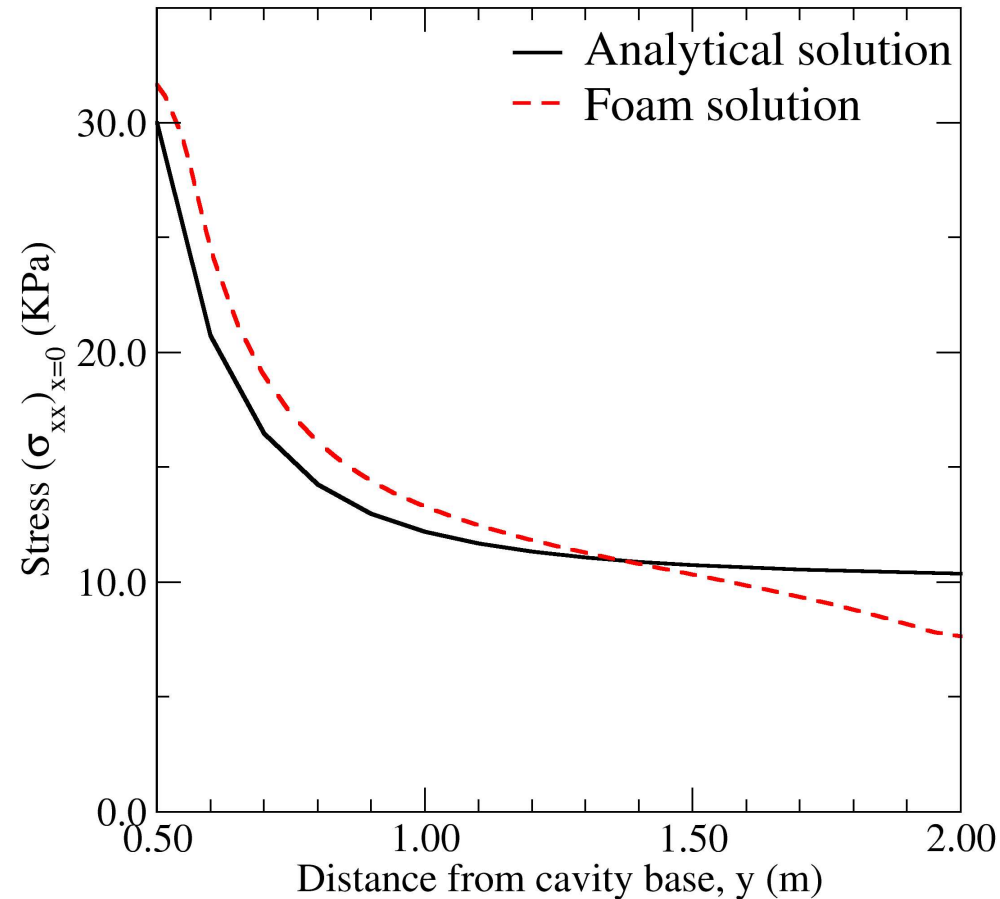
Cavity High Re



Velocity field of two cases are shown in the figure.

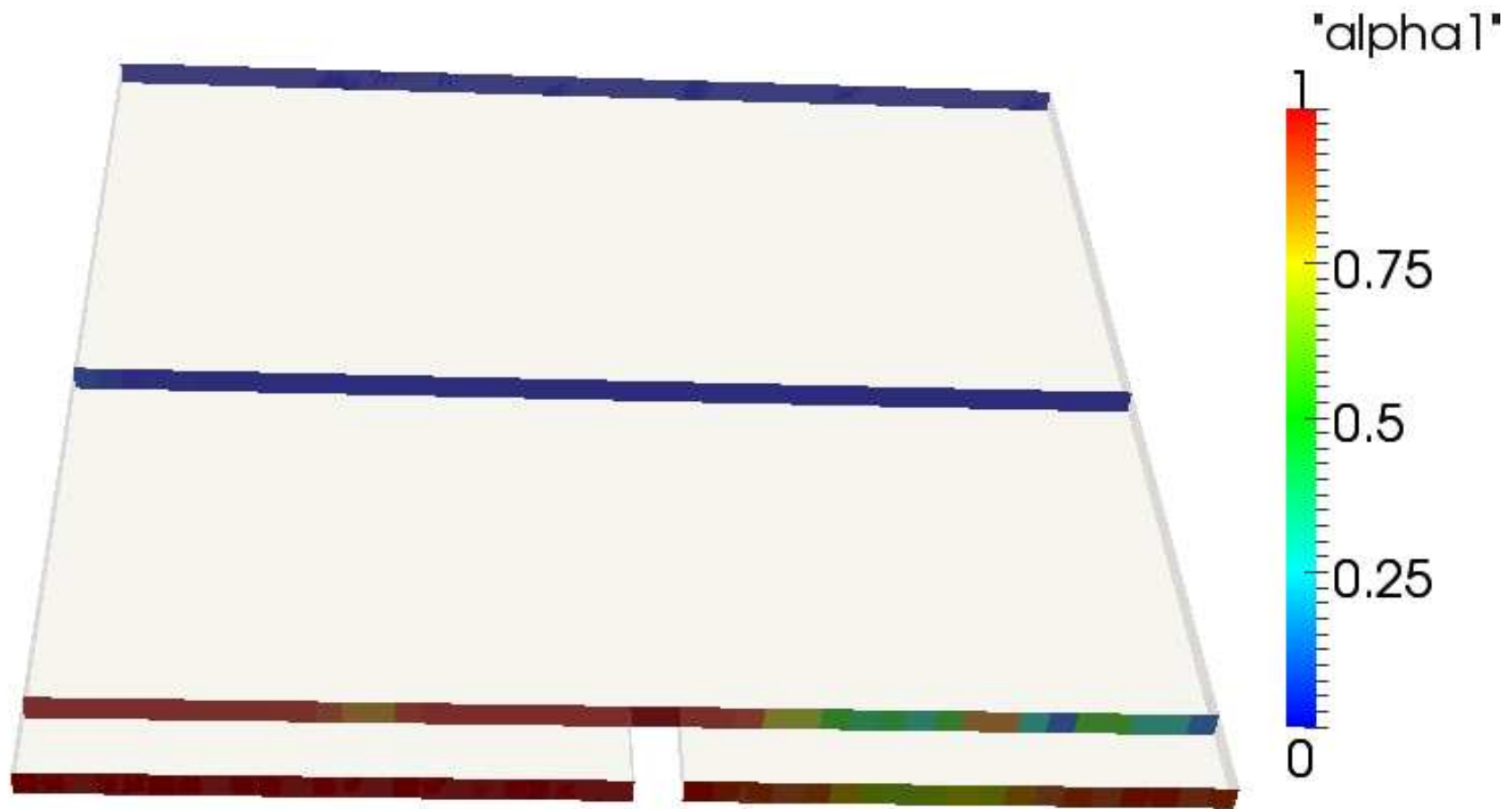
"touch" command is used to generate the paraFoam file for cavityHighRe case.

Plate Hole



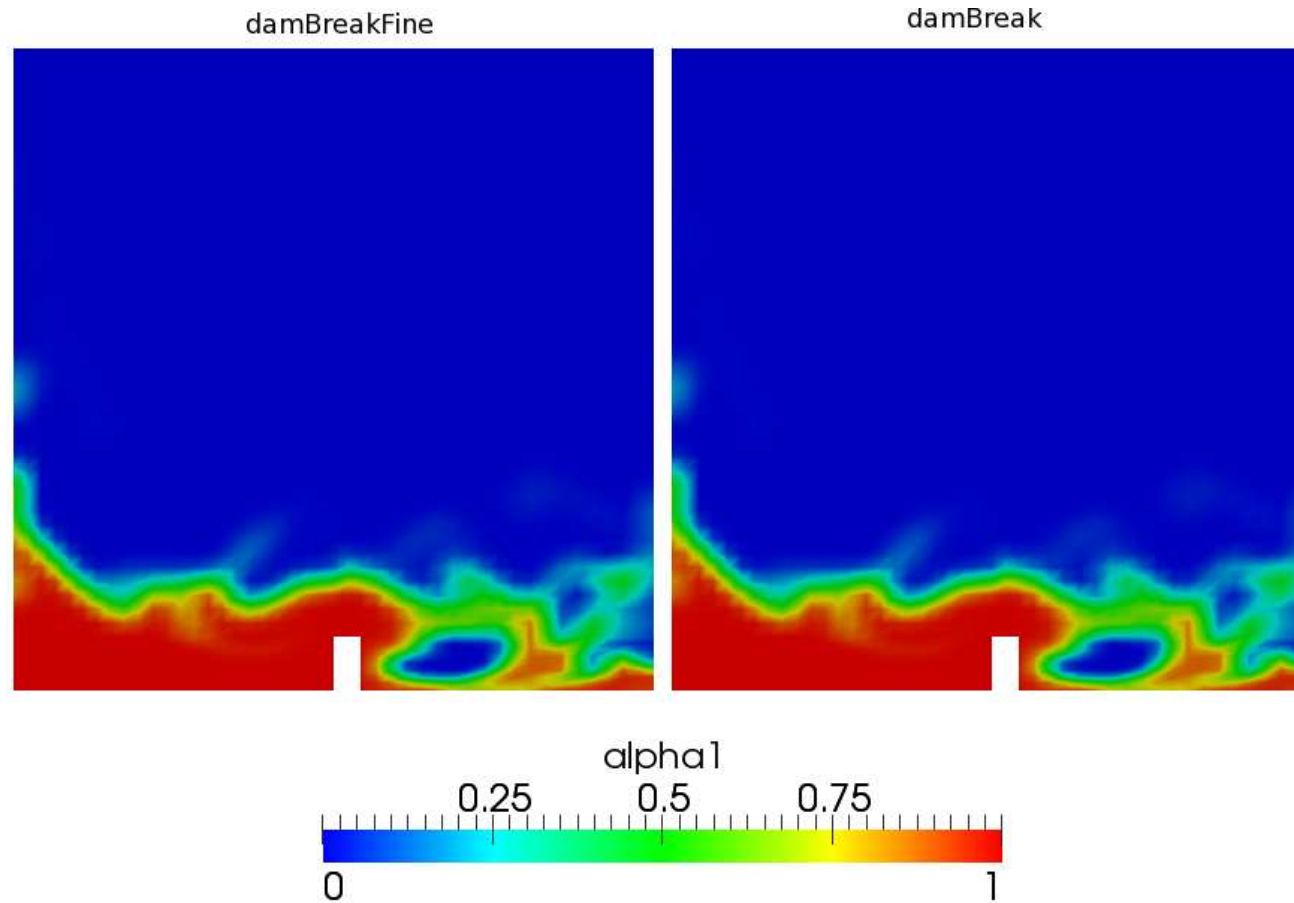
σ_{xx} is drawn along two points $(0, 0.5, 0.25)$ and $(0, 2.0, 0.25)$.
Sample utility is used to abstract the results.

Dam Break



Sample utility is used to abstract alpha1 distribution on different surfaces. Opacity 0.2 is chosen to show the domain.

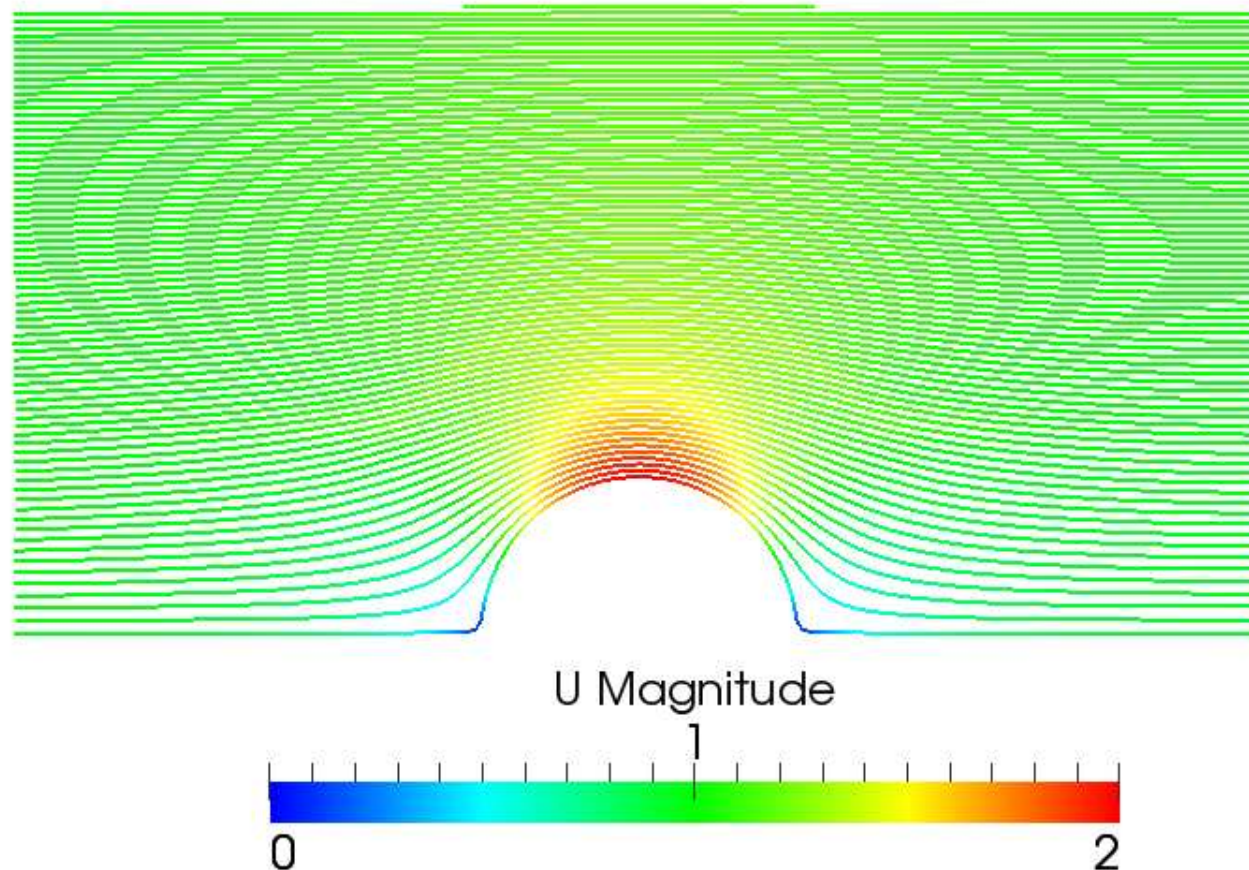
Dam Break Fine



Surface is colored by alpha1 field.

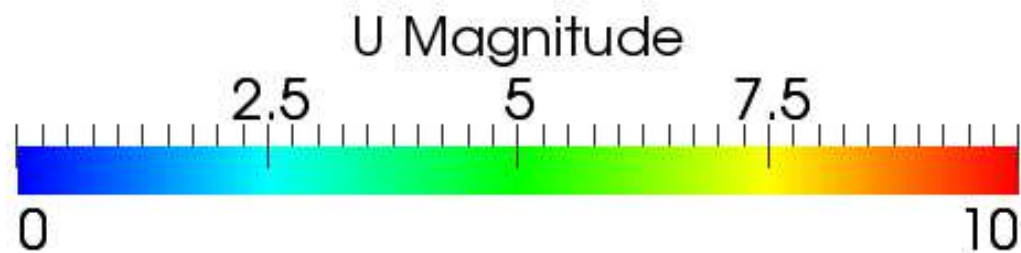
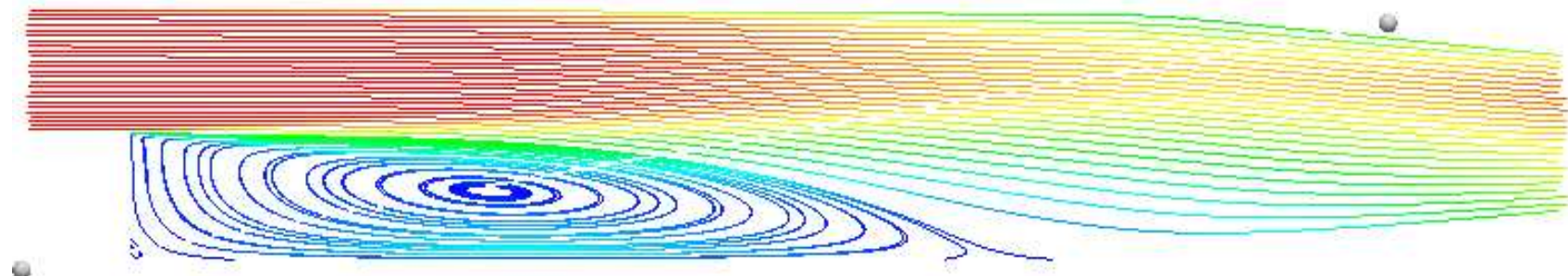
"touch" command is used to generate damBreak.OpenFOAM file.

Cylinder



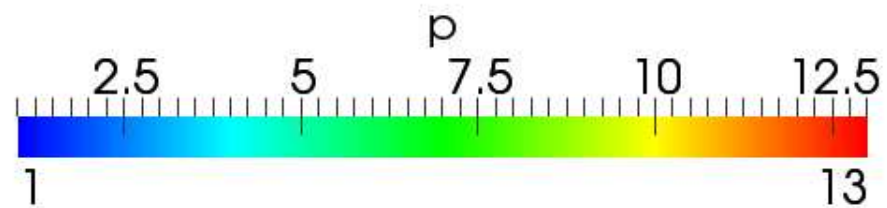
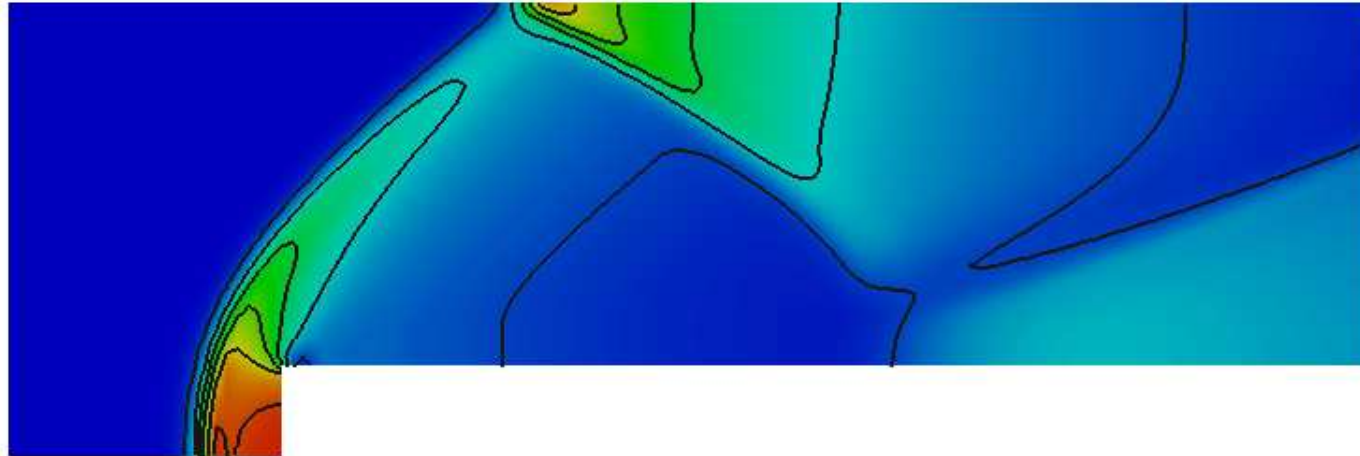
Stream Tracer filter is used for the velocity field.
Stream line width are bigger than normal.

Pitz Daily



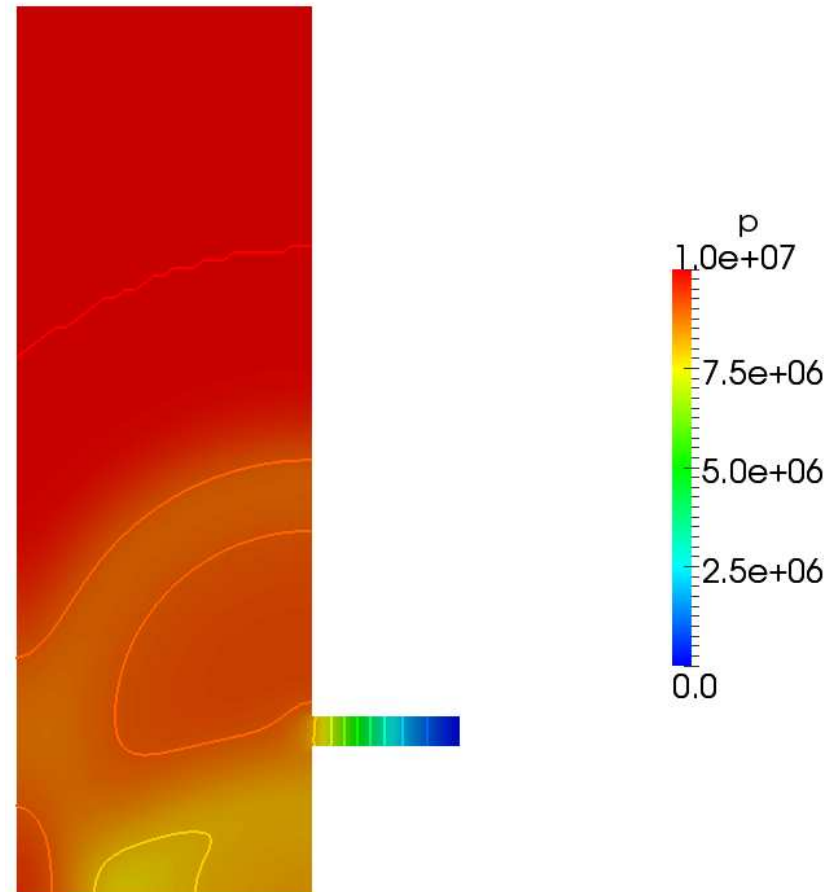
Stream Tracer is used to generate stream line.
Two Points are chosen by cursor.

Forward Step



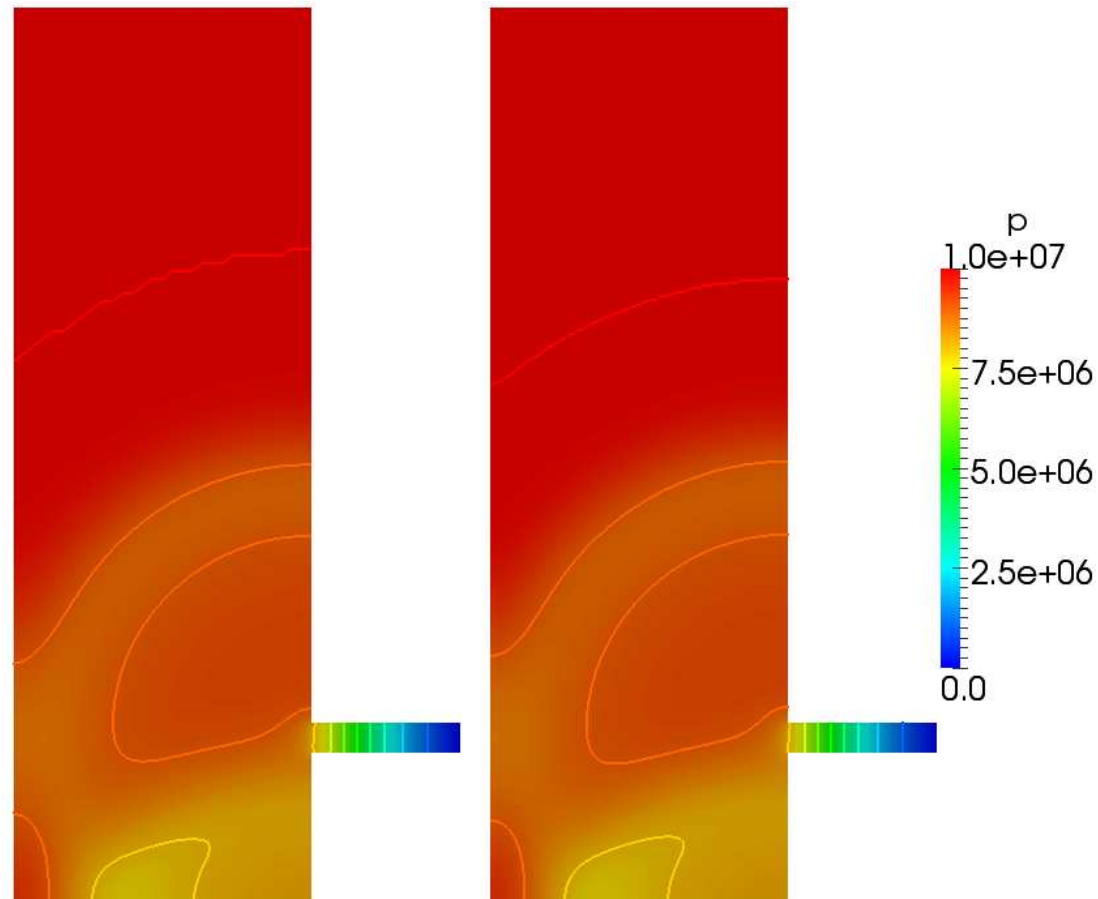
Contour is used to generate the contour line in the domain.
The color of contour lines are chosen to be black.

Decompression Tank



Contour is used to generate the contour line in the domain.
The color of contour lines are varied according to pressure.

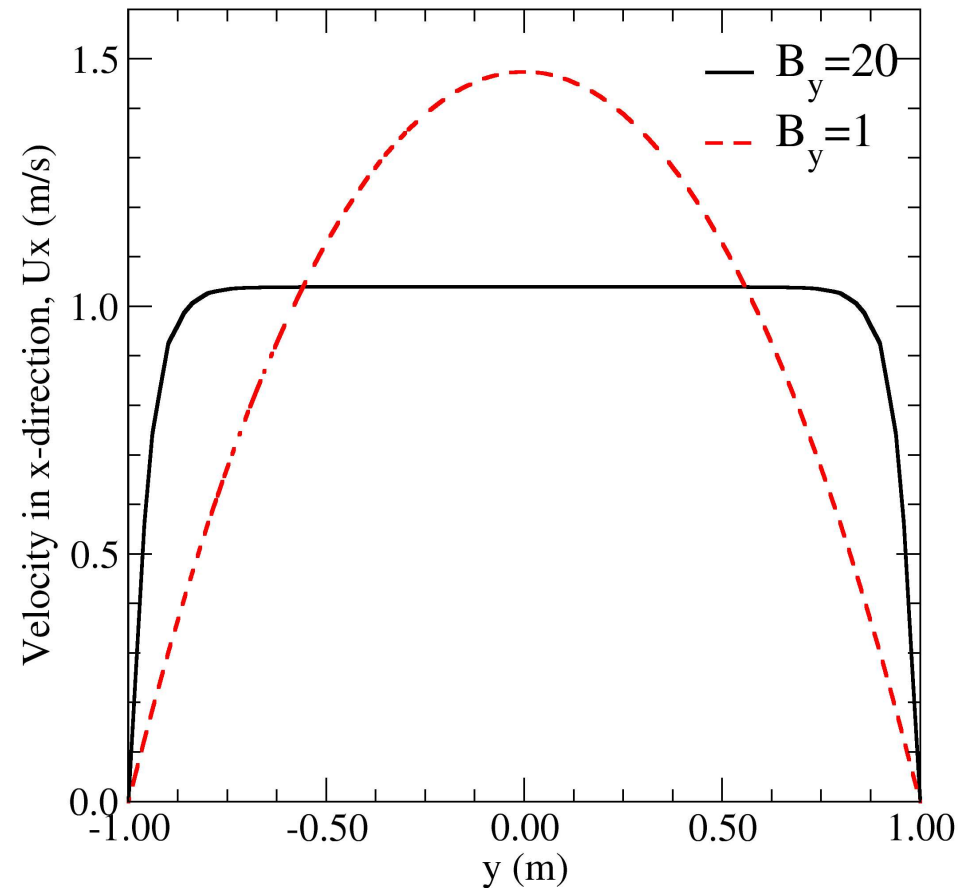
Decompression Tank Fine



Surface is colored by alpha1 field.

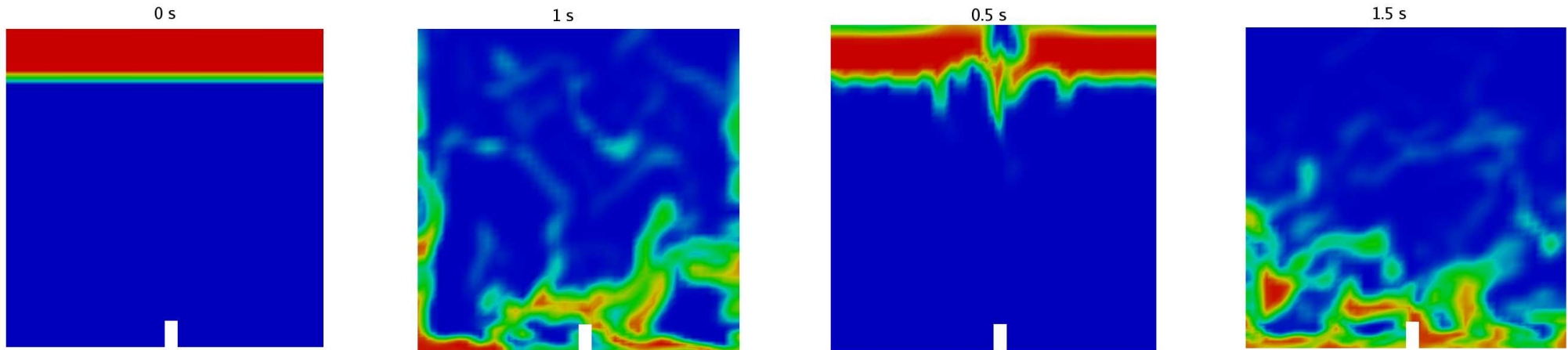
"touch" command is used to generate decompressionTankFine.OpenFoam.

Hartmann



Sample utility is used to abstract U_x along a center line for two cases. The figure is drawn by xmgrace.

Dam Break Mine



Liquid falls down from the top of a tank when the membrane suddenly breaks down.