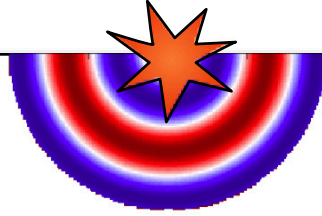


Vibration Source



Truncated Region of Simulation

absorbing boundary

absorbing boundary

absorbing boundary