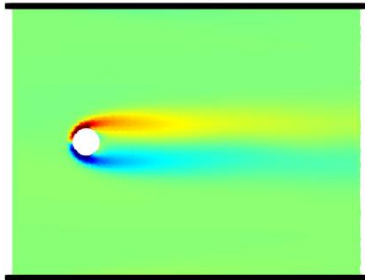
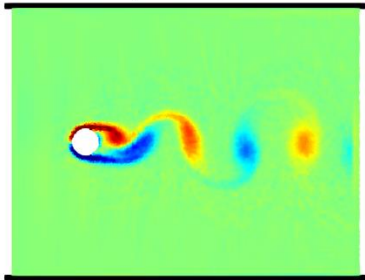
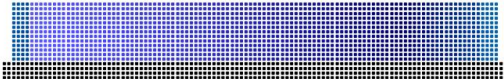
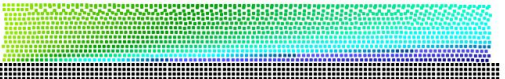
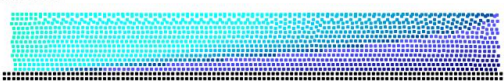
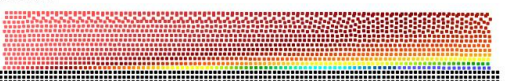
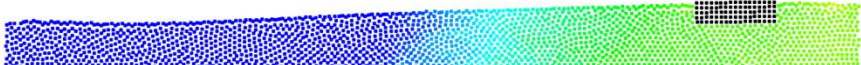
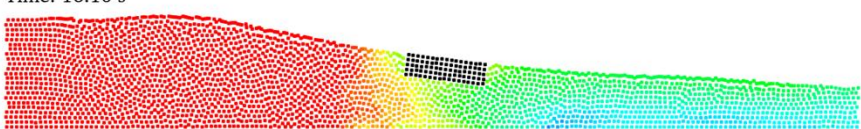

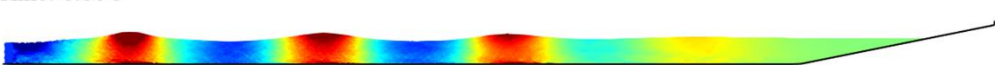

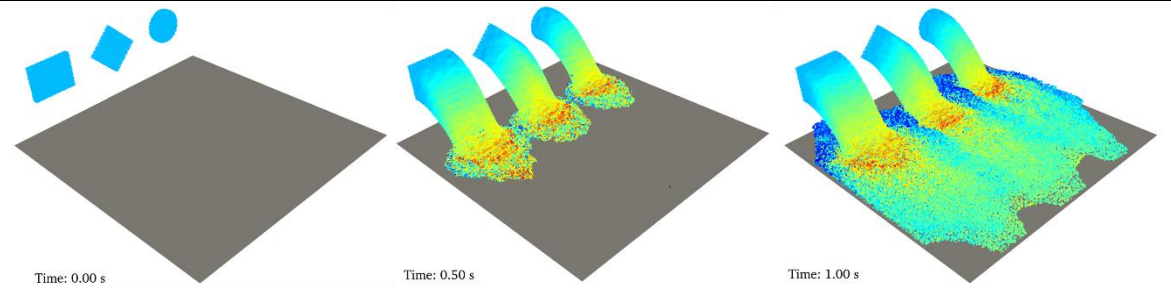


<p>01_FLOWCYLINDER</p> <ul style="list-style-type: none"> <li>2-D flow past a circular cylinder in steady (<math>Re=20</math>) and unsteady (<math>Re=200</math>) modes. <a href="#">Video</a></li> </ul>	<div> <div>CaseFlowCylinder_Re020</div>  </div> <div> <div>CaseFlowCylinder_Re200</div>  </div> <p>Time: 10.00 s</p>
<p>02_OPENCHANNEL</p> <ul style="list-style-type: none"> <li>2-D open channel flow over a sloped channel (<math>Re=100</math>). <a href="#">Video</a></li> </ul>	<div> <div>Time: 0.00 s</div>  </div> <div> <div>Time: 2.00 s</div>  </div> <div> <div>Time: 1.00 s</div>  </div> <div> <div>Time: 5.00 s</div>  </div>
<p>03_REVERSEFLOW</p> <ul style="list-style-type: none"> <li>2-D flow reversion, where the reversion is shown by means of a floating body immersed in the flow. <a href="#">Video</a></li> </ul>	<div> <div>Time: 10.50 s</div>  </div> <div> <div>Time: 16.10 s</div>  </div>
<p>04_WAVES2D</p> <ul style="list-style-type: none"> <li>2-D regular waves generated at the inlet using predefined velocities from linear wave theory. <a href="#">Video</a></li> </ul>	<div> <div>Time: 2.00 s</div>  </div> <div> <div>Time: 6.00 s</div>  </div> <div> <div>Time: 10.00 s</div>  </div>

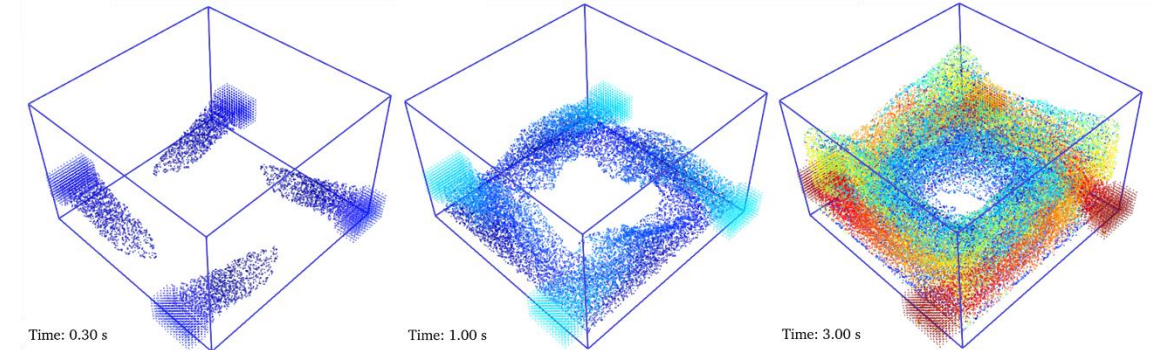
### 05\_SHAPESINLET3D

- 3-D case with inlet buffers of different shapes (rectangular, cylindrical and diamond shapes). [Video](#)



### 06\_Box4INLET3D

- 3-D case with several inlet buffers in the same simulation. [Video](#)



### 7\_CURRENTHULL

- 3-D flow of constant velocity past a ship hull in a narrow channel. [Video](#)

