

# CartGen: Robust, efficient and easy to use uniform/octree/embedded boundary grid generator

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## SUMMARY

An efficient and easy to implement method to generate Cartesian grids. The method generates various kinds of Cartesian grids such as uniform, octree, and embedded boundary. It supports the variation of grid size along each spatial direction and allows for local refinements. The efficiency and ease of implementation are the main advantages of the method in contrast to the alternative methods. Regarding octree grid generation, a new data compression method permits to store all grid levels without loss of information. The presented method generates octree grids up to a 13-level refinement. The implementation of the presented method is freely available under the GNU GPL license. Copyright © 2007 John Wiley & Sons, Ltd.

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**KEY WORDS:** Cartesian grid generation; embedded boundary; octree generation; STL file; voxelization

## 1. INTRODUCTION

Several numerical methods in the computational mechanics volume method (FVM) and finite difference method need to sub-domains, which is called the spatial computational grid. This is one of the focus areas in the research of computational geometry [1].

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