

**Whitepaper:  
Whitepaper template**

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## 1 Basics - The Boltzman Neutron Transport Equation

Let us denote the position of a neutron in space by  $\mathbf{r} = [x \ y \ z]$  and the direction along which it is traveling by the normal vector  $\hat{\Omega}$  such that

## References

- [1] *Blender - a 3D modelling and rendering package*, Blender Online Community, Blender Foundation, Blender Institute, Amsterdam, 2018
- [2] Cheng et al, *Delaunay Mesh Generation*, Chapman & Hall/CRC Computer & Information Science Series, 2013