

L1: fault length1 (flength1) W1: fault width1 (fwidth1)

L2: fault length2 (flength2) W2: fault width2 (fwidth2)

D: fault depth (fdepth) U1: strike (u1)

θ: strike angle (fstrike) U2: dip (u2)

δ: dip angle (fdip) U3: tensile opening (u3)

z = 0: surface of semi-infinite medium

 \leq 0: inside the medium