1   Sphere

1.1   snappyHexMeshDict

1. Enable castellation, snapping and layer adding

1.2   controlDict

1. Find a δt that works.

1.3   Things to explore

1. Look at the different stages of the mesh generation process

2. How does the blockMesh resolution effect the solution

3. How much longer does it take in comparison to the 2D case

4. Try increasing the resolution of the sphere - how much bigger does it make the mesh?

5. Are there any nice ways to visualise the bow shock in front of the sphere?