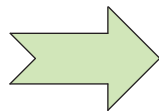
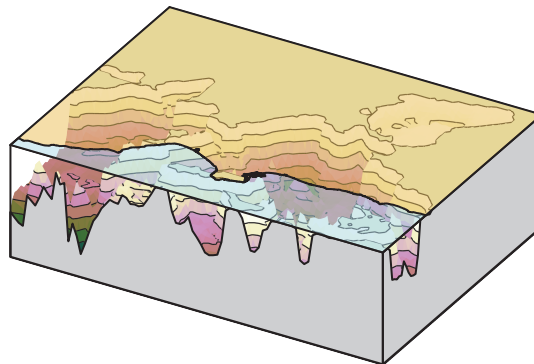


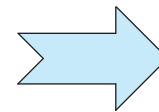
Map projection from a longitude-latitude-depth to a x-y-z coordinate system



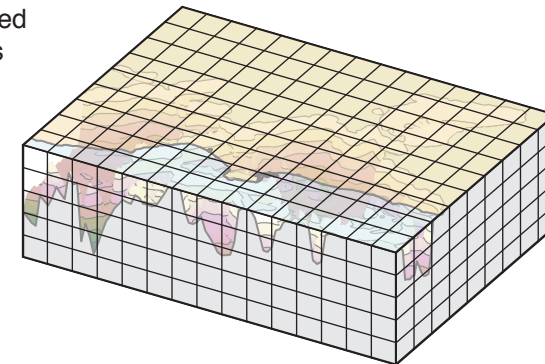
ucvm2mesh



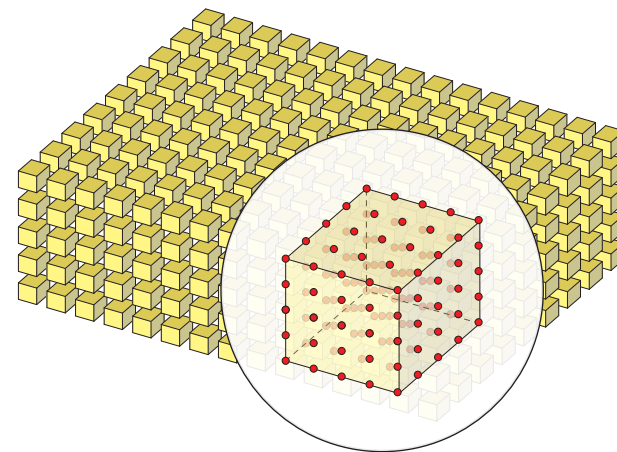
If using ucvm2mesh-mpi, the model domain is mapped to $p_x \times p_y \times p_z$ processors



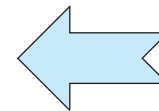
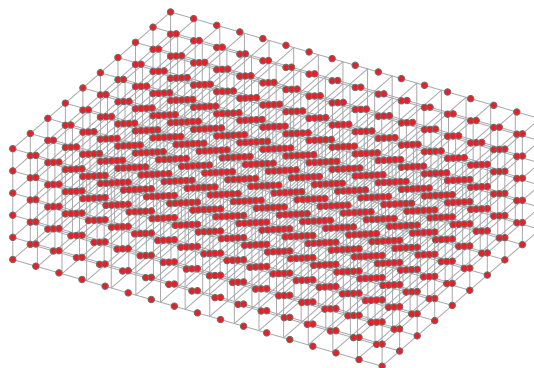
ucvm2mesh-mpi



In ucvm2mesh-mpi each processor produces a grid of $n_x/p_x \times n_y/p_y \times n_z/p_z$ tuples. The operations are embarrassingly parallel



If using ucvm2mesh, the model domain is directly discretized into $n_x \times n_y \times n_z$ grid tuples



The end result of both ucvm2mesh and ucvm2mesh-mpi is a set of two binary files. The first file contains the grid with the tuples ordered in a pre-defined format (xyz-fast), and the second file is 2D grid of latitude and longitude coordinates that map the surface xy-grid to its geographical location.

