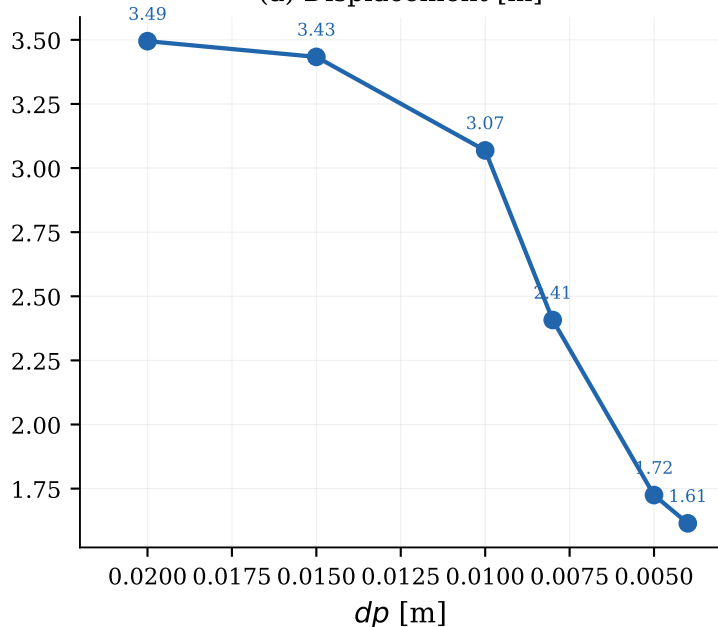**Mesh Convergence Study — 6 Resolutions, RTX 5090, Boulder BLIR3**
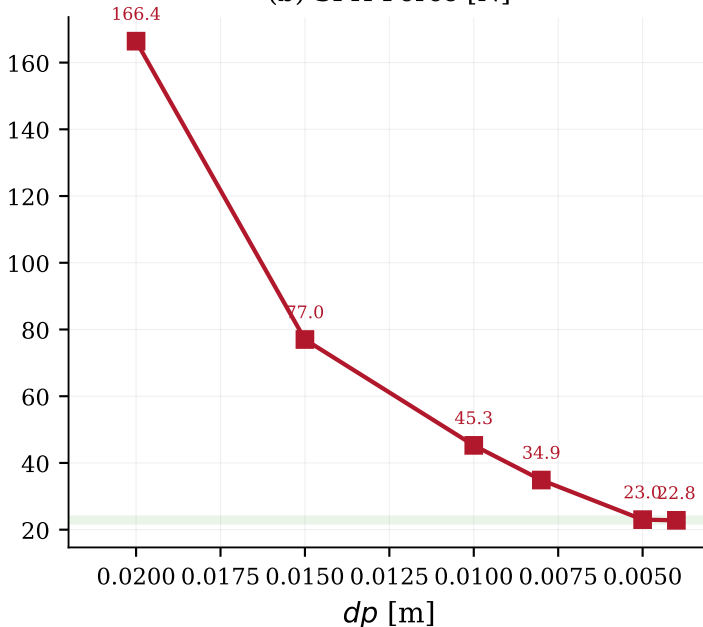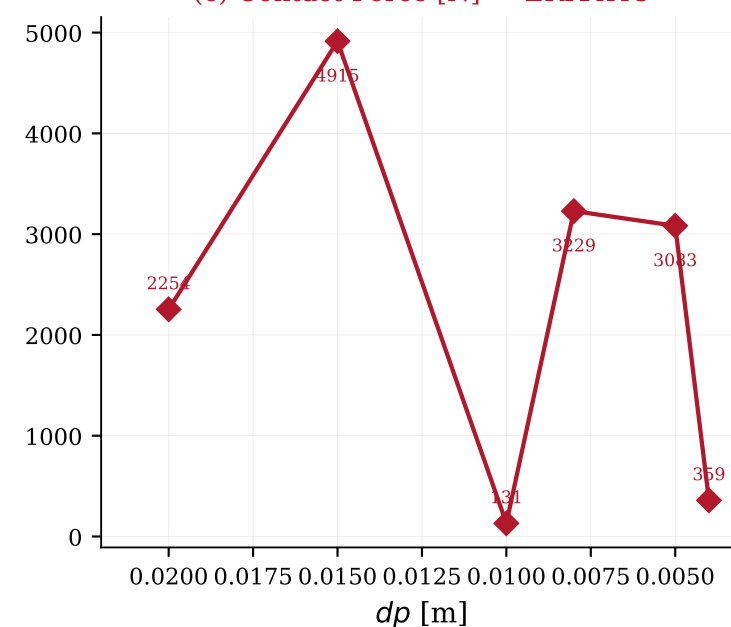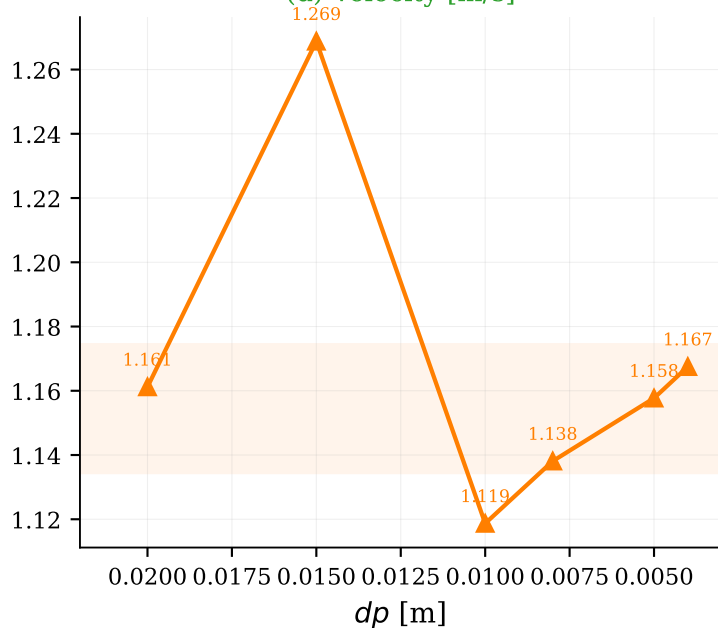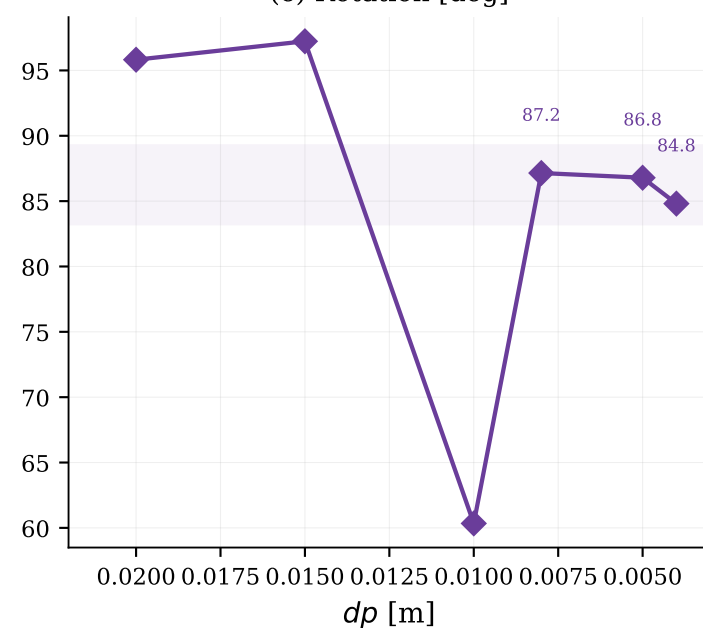
(a) Displacement [m]

(b) SPH Force [N]

(c) Contact Force [N] — ERRATIC

(d) Velocity [m/s]

(e) Rotation [deg]

(f) Convergence Rate [%]