

# Fluid Mechanics

Kristoffer Berg Wilhelmsen

*UiT - The Arctic University of Norway, P.O. Box 385, N-8505 Narvik, Norway*

Submitted 2022-11-16

---

## Abstract

TL;DR

*Keywords:* Fluid Mechanics; Godot; Flow-3d

---

## 1 Introduction

Write an introduction here!

The objectives of the work are to perform post-processing on data obtained from a simulation.

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

Nulla malesuada porttitor diam. Donec felis erat, congue non, volutpat at, tincidunt tristique, libero. Vivamus viverra fermentum felis. Donec nonummy pellentesque ante. Phasellus adipiscing semper elit. Proin fermentum massa ac quam. Sed diam turpis, molestie vitae, placerat a, molestie nec, leo. Maecenas lacinia. Nam ipsum ligula, eleifend at, accumsan nec, suscipit a, ipsum. Morbi blandit ligula feugiat magna. Nunc eleifend consequat lorem. Sed lacinia nulla vitae enim. Pellentesque tincidunt purus vel magna. Integer non enim. Praesent euismod nunc eu purus. Donec bibendum quam in tellus. Nullam cursus pulvinar lectus. Donec et mi. Nam vulputate metus eu enim. Vestibulum pellentesque felis eu massa.

Quisque ullamcorper placerat ipsum. Cras nibh. Morbi vel justo vitae lacus tincidunt ultrices. Lorem ipsum dolor sit amet, consectetur adipiscing elit. In hac habitasse platea dictumst. Integer tempus convallis augue. Etiam facilisis. Nunc elementum fermentum wisi. Aenean placerat. Ut imperdiet, enim sed gravida sollicitudin, felis odio placerat quam, ac pulvinar elit purus eget enim. Nunc vitae tortor. Proin tempus nibh sit amet nisl. Vivamus quis tortor vitae risus porta vehicula.

## 2 Material & Methods

During the project work and while writing the report, various software has been used. Each piece of software, as well as its purpose, is described in this section.

### 2.1 Godot

Godot is a game engine which as the name suggests, is primarily used for game development.

## **2.2 Blender**

Blender is a free and open source 3D creation suite that was first publicly released in 1998 (Ton Roosendaal, 2019).

## **2.3 OBS Studio**

## **3 Results & Discussion**

What results did we get!?

## **4 Conclusions**

What is the conclusion?

## **5 Acknowledgements**

Thanks to my class for the carry!

## **6 References**

Ton Roosendaal (2019). Blender's 25th birthday! <https://www.blender.org/press/blenders-25th-birthday/>. Accessed on 16.11.2022.