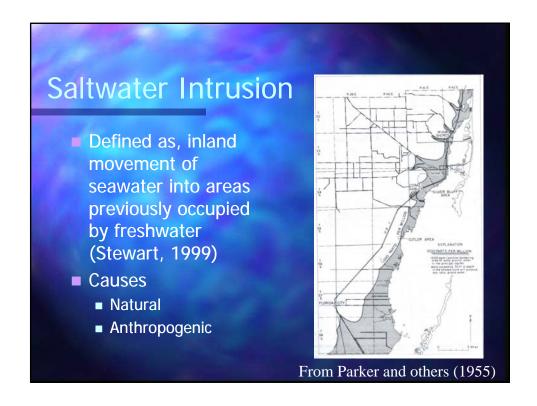
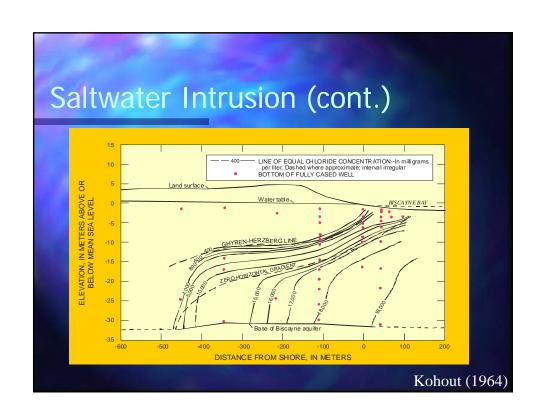
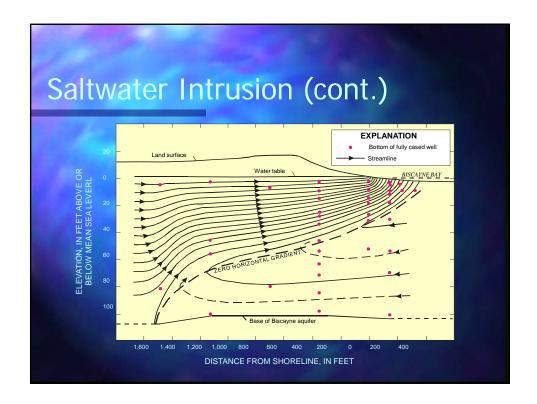


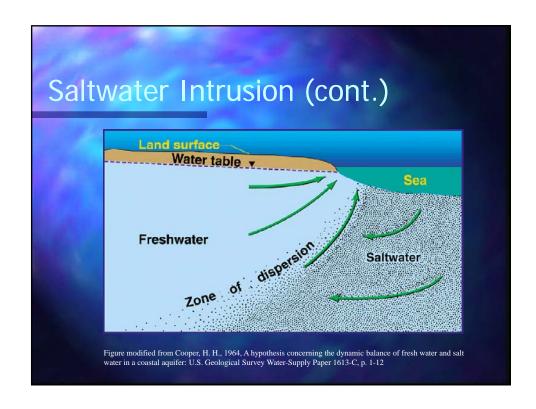
Applications

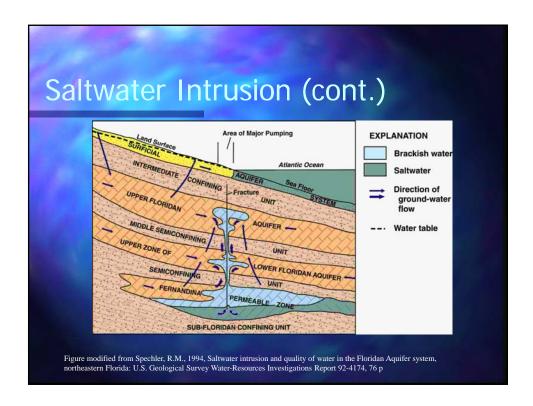
- Saltwater intrusion
- Upconing
- Aquifer storage and recovery (ASR)
- Deep well injection
- Submarine groundwater discharge
- Coastal wetland hydrology
- Brine migration
- Aquifer processes
- Heat transport

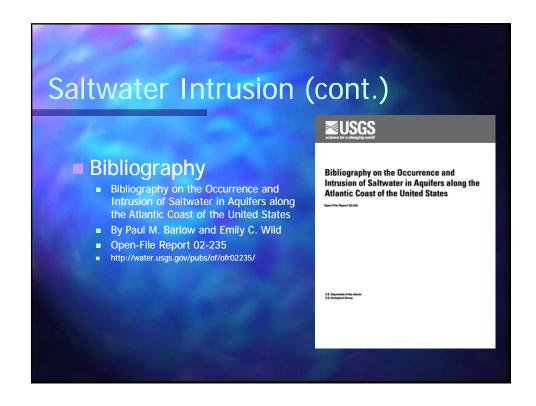


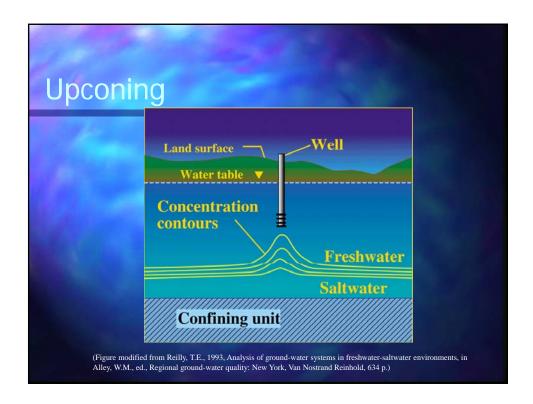


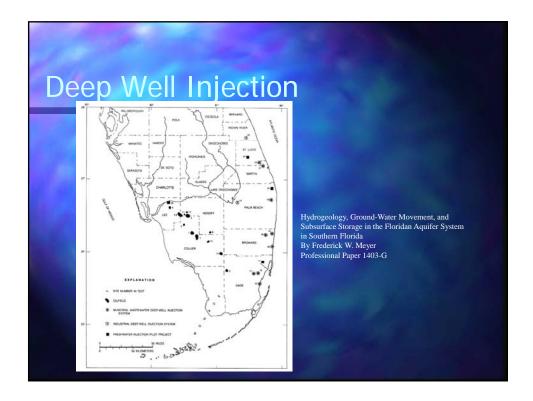


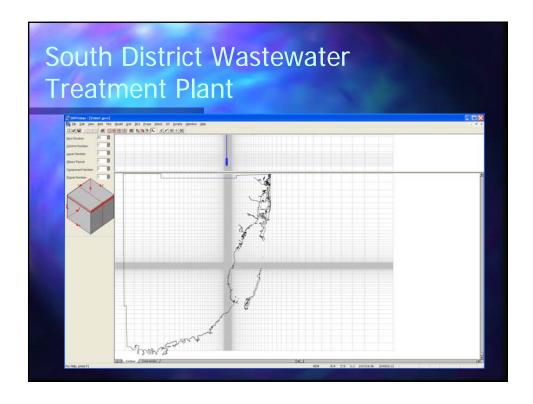


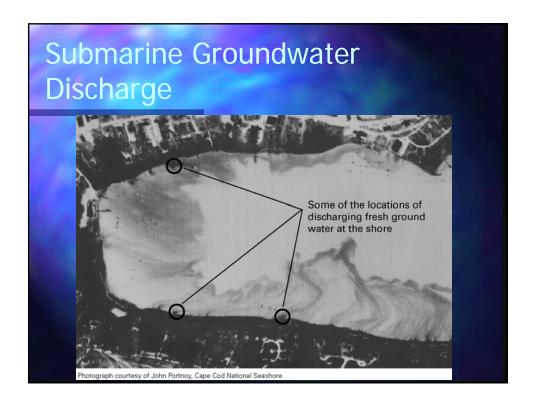


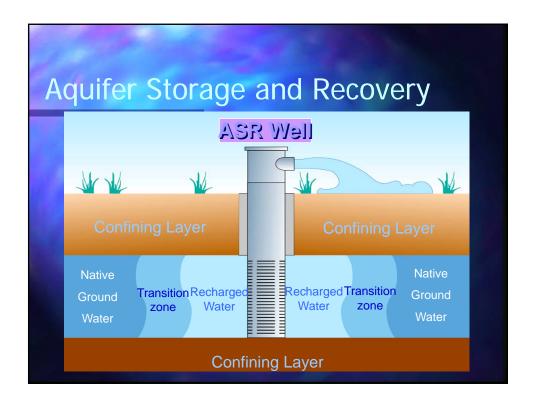


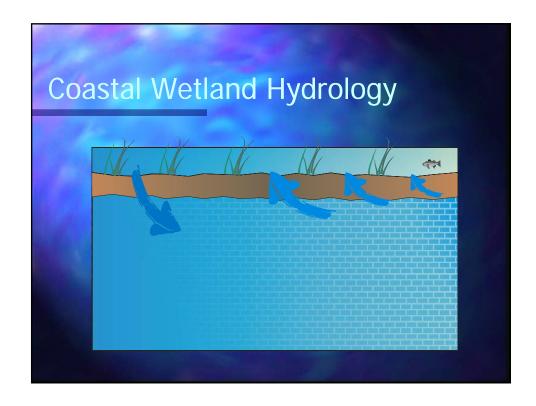


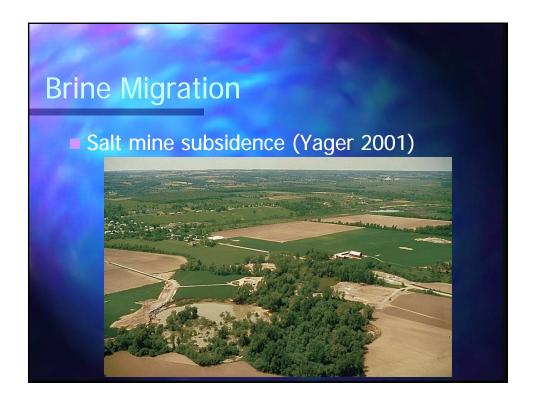


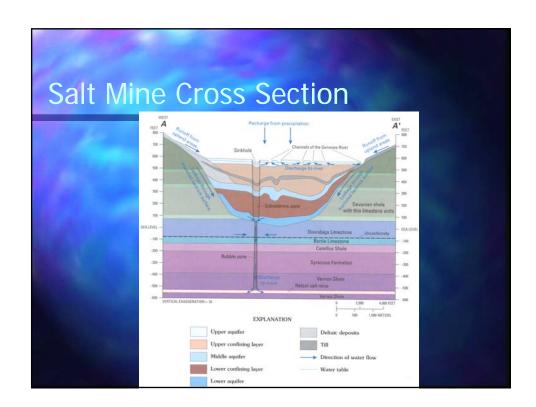


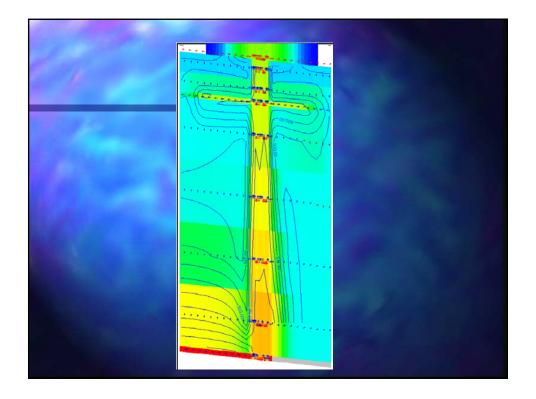






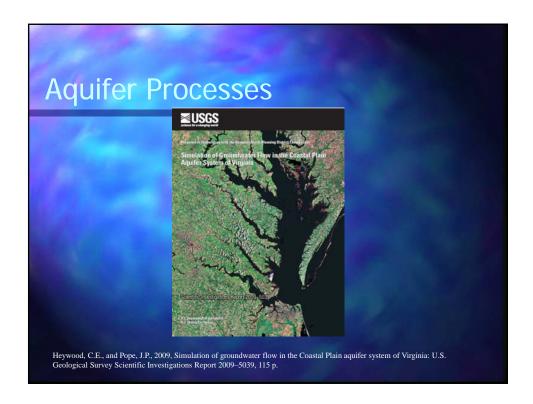


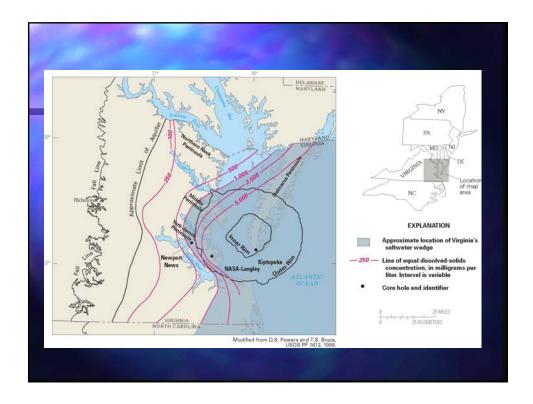


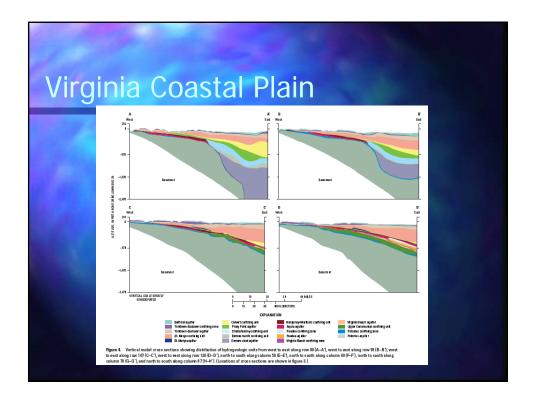


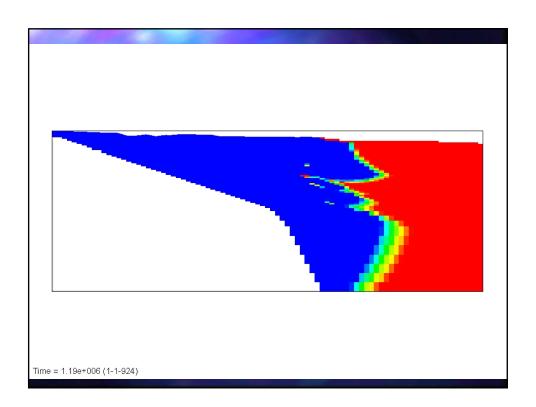
SEAWAT Computer Program

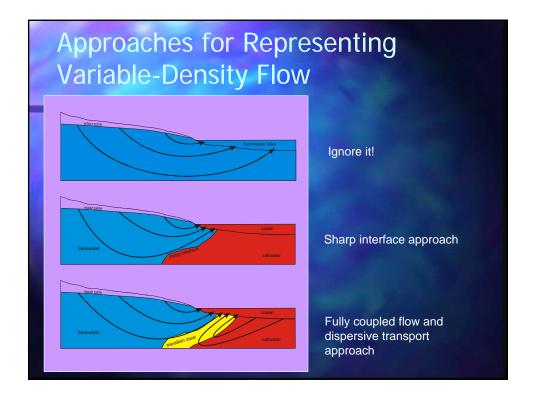
- Finite difference
- Combined version of MODFLOW and MT3DMS
 - Designed to simulate transient, threedimensional, isothermal, fully saturated, variable-density groundwater flow

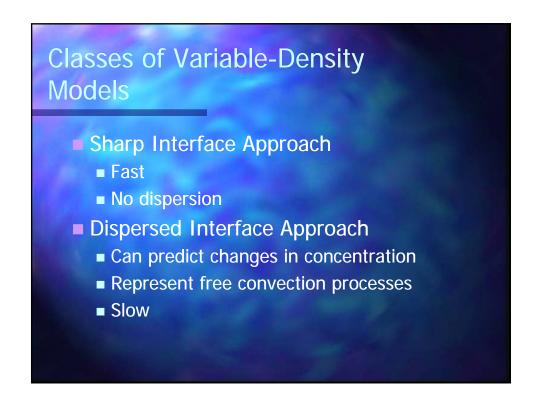












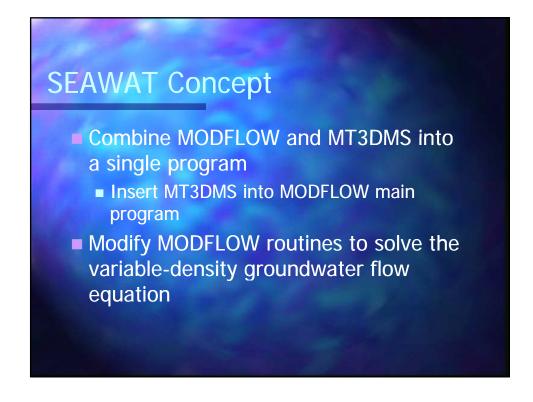
Selected Variable-Density Modeling Programs DYNFLOW, Camp Dresser McKee FEFLOW, WASY, Hans Diersch FEMWATER, Army Corps and George Yeh SUTRA, USGS, Cliff Voss WASH123, Army Corps and George Yeh HST3D, USGS, Ken Kipp Finite Difference MOCDENSE, USGS, Ward Sanford MOCDENS3D, Gualbert Oude Essink MODHMS, Hydrogeologic Inc. Saltwater Intrusion Package for MODFLOW, Univ. Georgia, Mark Bakker SHARP, USGS, Hedeff Essaid Sharp Interface

Why use SEAWAT? Accurate Documented Public domain Relatively easy to use Based on MODFLOW and MT3D Modular—Process/Package approach Compatible with existing pre and post processors Compatible with a wide range of utility programs (MODPATH, ZONEBUDGET, etc)

Code has been tested with many benchmark problems (for example): Box problem—closed rectangular region with freshwater and seawater (Voss and Souza, 1987) Henry problem (Voss and Souza, 1987; Segol, 1993) Modified Henry problem (Simpson and Clement, 2003, 2004) Elder problem (Elder, 1967; Voss and Souza, 1987) HYDROCOIN problem (Konikow et al., 1997) Salt-lake problem (Simmons, 1997) Rotating saltwater interface (Bakker et al., 2004)







Programming Objectives Accurate Modular Minimal changes to existing MODFLOW and MT3D subroutines