



Education evenings 2016

*Practical introduction
to groundwater modelling*

Computer exercises
01 03 Our first MODFLOW model

1

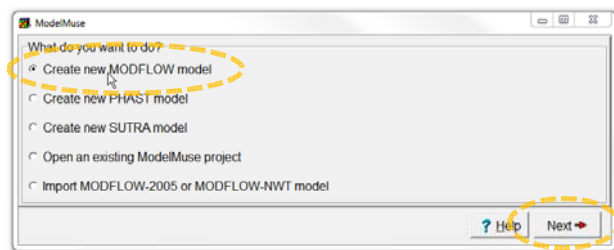
Purpose

- ✓ In this exercise, we will use ModelMuse to set up, run, and visualize the results of a very simple MODFLOW model.
- ✓ We will also introduce visualizing model output with GW_Chart and Model Viewer.

2

Create new model

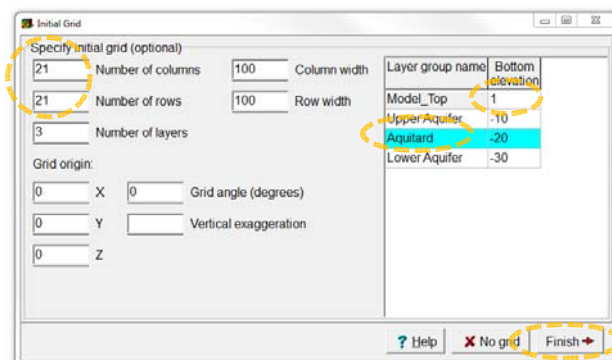
- ✓ Start ModelMuse by double-clicking on its icon.
- ✓ Choose **Create new MODFLOW model** and click **Next**.



3

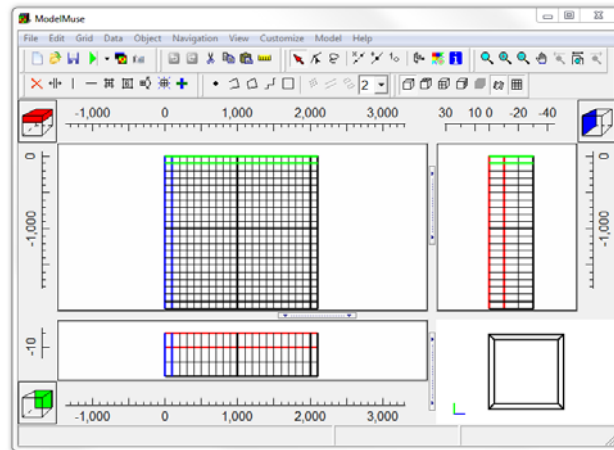
Initialize model grid

- ✓ Change the number of columns and rows each to 21.
- ✓ Set the **Model_Top** to 1,
- ✓ change the middle layer name to "Aquitard", and
- ✓ then click **Finish**.



4

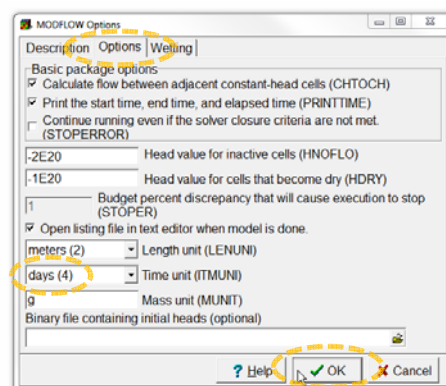
This is what you should get



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Change model units

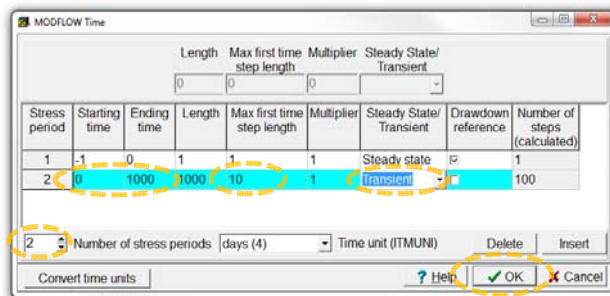
- ✓ Select **Model|MODFLOW Options...**,
- ✓ switch to the **Options** tab,
- ✓ change the time unit to "days",
- ✓ and click **OK**.



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Specify time discretization

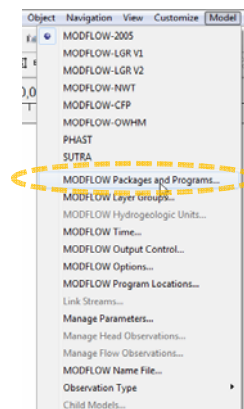
- ✓ Select **Model|MODFLOW Time...**
- ✓ Increase the number of stress periods to two,
- ✓ change **Starting time** to 0,
- ✓ Ending time to 1000,
- ✓ the length of the first time step to 10 and
- ✓ choose a transient stress period.
- ✓ Then click **OK**.



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Add well to model (1/4)

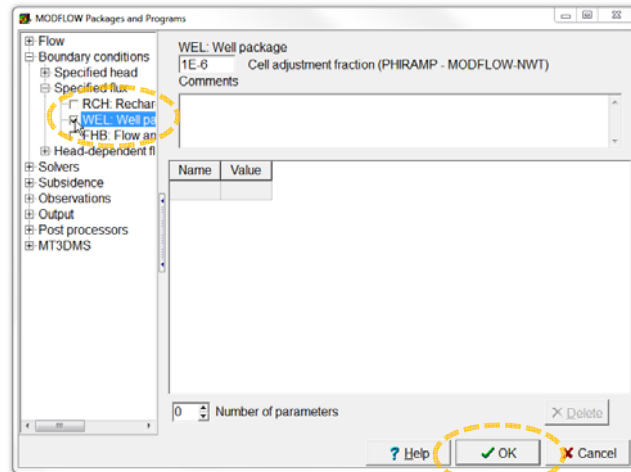
- ✓ The **MODFLOW Packages and Programs** dialog box is where you activate any of the optional packages in MODFLOW that you want to use. Select **Model|MODFLOW Packages and Programs...**



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Add well to model (2/4)

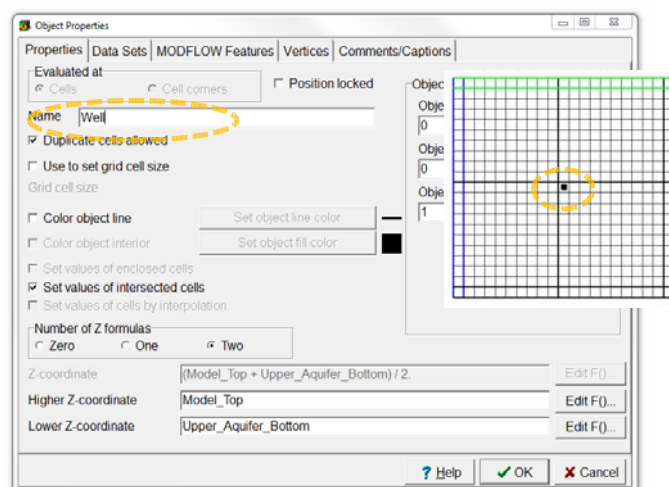
- ✓ The packages are listed in a tree control on the left. To activate a package check the checkbox or radio-button next to its name. Then set any other options for the package in the part of the dialog box to the right of the tree control. Check the checkbox for the Well package. Then click **OK**.



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Add well to model (3/4)

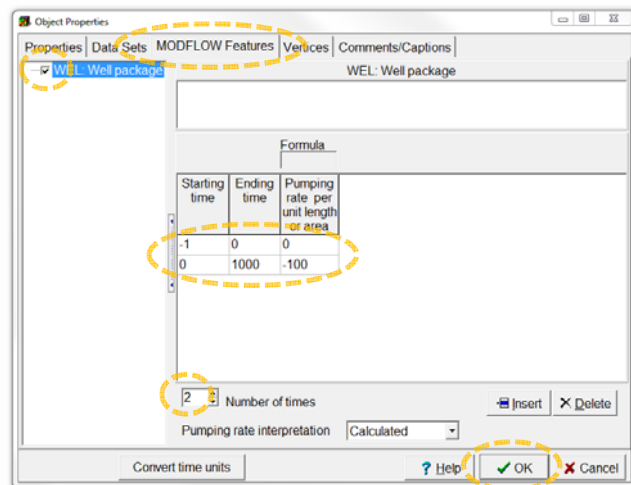
- ✓ Objects are used to specify the locations of things like wells, rivers, and drains. They are also used to set up spatially varying properties of data sets. In this case, we will use an object to define a well. Select **Object | Create | Point** and then click in the center of the grid (row 11, column 11).
- ✓ The **Object Properties** dialog box will appear. Change the object name into "Well".



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Add well to model (4/4)

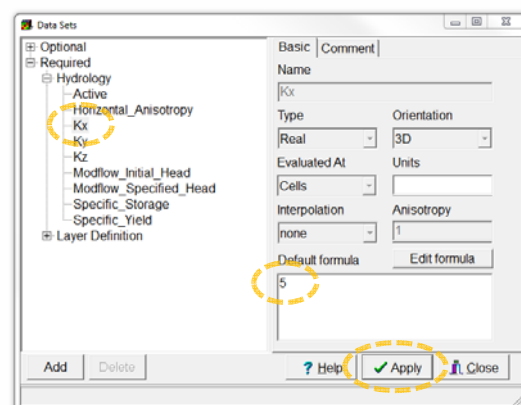
- ✓ Switch to the **MODFLOW Features** tab.
- ✓ Check the **Well package** check box.
- ✓ Increase the Number of times to 2,
- ✓ Enter a starting time of -1,
- ✓ an ending time of 0,
- ✓ and a pumping rate of 0 for the steady state stress period, and
- ✓ 0, 1000 and -100 for the transient one.
- ✓ Then click **OK**.



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Set default Kx

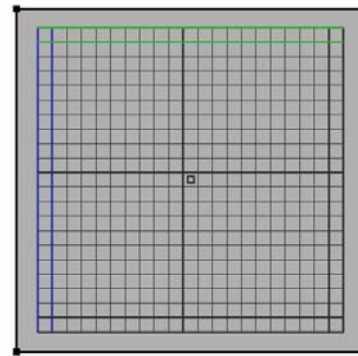
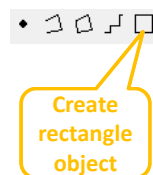
- ✓ The aquifer properties, layer elevations and other similar data are specified by data sets. Select **Data | Edit Data Sets...**
- ✓ Then select the **Kx** data set under **Required | Hydrology** and change its default formula to 5.
- ✓ Press **Apply**.



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Modify Kx Aquitard (1/3)

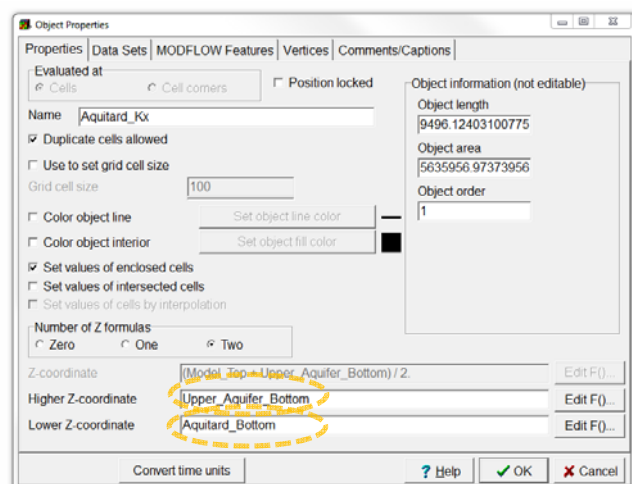
- ✓ Select **Object | Create | Rectangle** or use the corresponding button, and
- ✓ draw a rectangle in the top view, surrounding the entire grid.



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Modify Kx Aquitard (2/3)

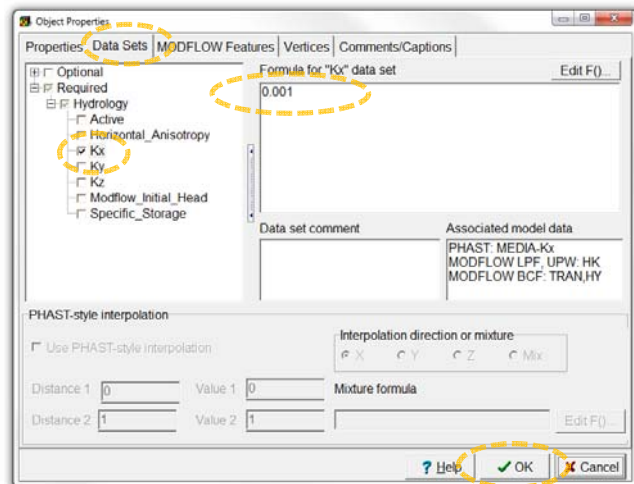
- ✓ In the **Object Properties** dialog box, change the **Higher Z-coordinate** to “Upper_Aquifer_Bottom”, and
- ✓ the **Lower Z-coordinate** to “Aquitard_Bottom”



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Modify Kx Aquitard (3/3)

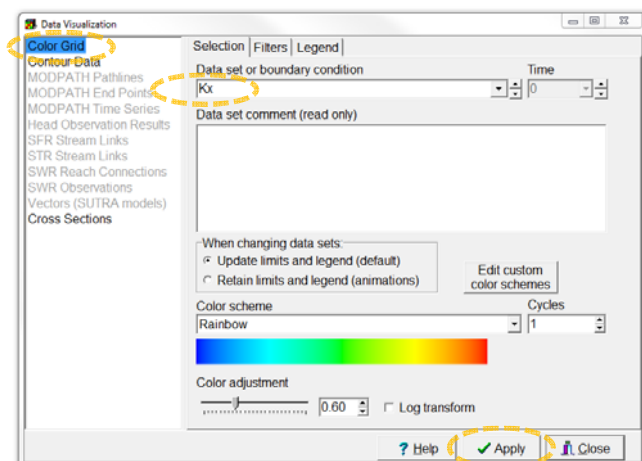
- ✓ Switch to the **Data Sets** tab, and
- ✓ change the formula for the **Kx** data set to 0.001.
- ✓ Then press **OK**.



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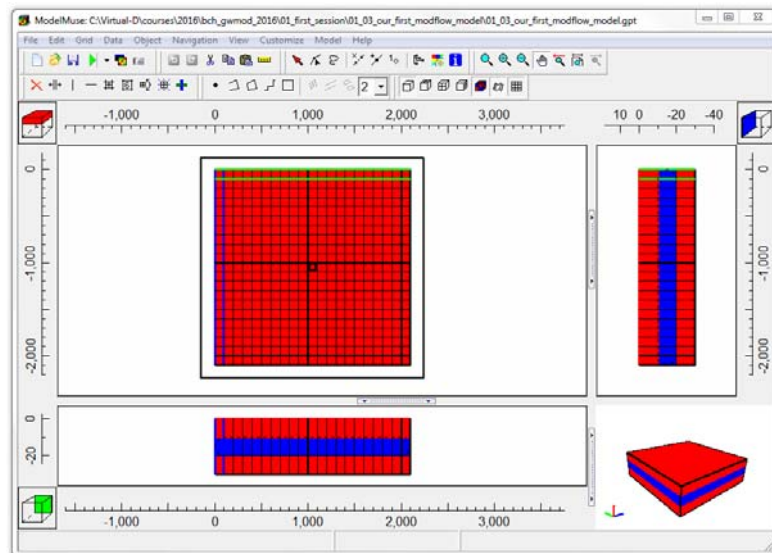
Visualize Kx data set

- ✓ Choose **Data | Data visualization**.
- ✓ Select **Color Grid**, and the **Kx** data set and
- ✓ press **Apply**.



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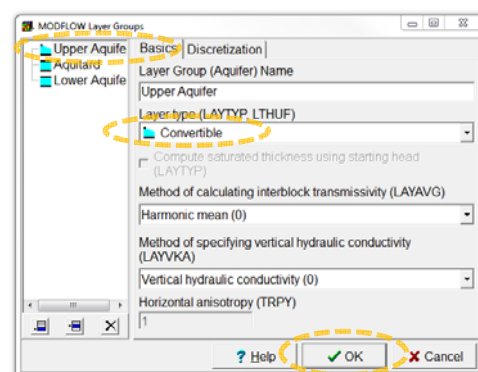
This is what you should get



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Change layer type

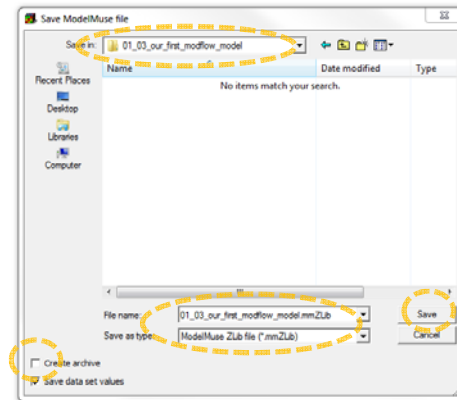
- ✓ Select **Model|MODFLOW Layer Groups...**
- ✓ Change the Upper Aquifer layer type to **Convertible**,
- ✓ and then click **OK**.



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Save model

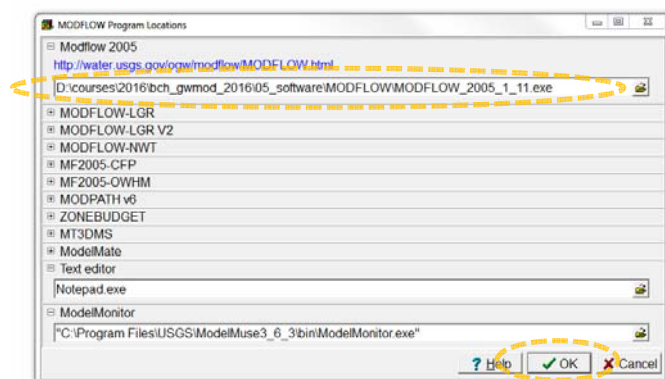
- ✓ Select **File|Save**, and
- ✓ select the folder
““/01_03_our_first_modflow_model/” and file name
“01_03_our_first_modflow_model.mmZLib”.
- ✓ Deselect the **Create archive** checkbox, and
- ✓ **Save** the file.



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Set MODFLOW executable location

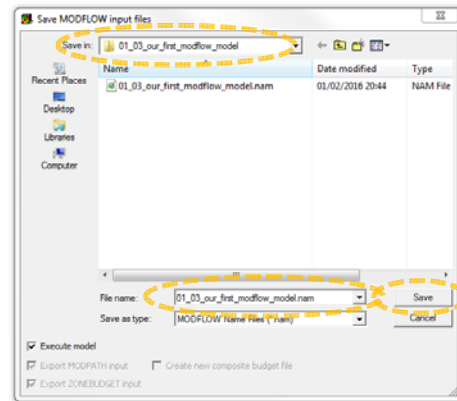
- ✓ Choose **Model|MODFLOW Program locations**,
- ✓ fill in the MODFLOW executable location
“.../bch_gwmod_2016/05_software/MODFLOW/MODFLOW_2005_1_11.exe”, and
- ✓ click **OK**.



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Run model (1/3)

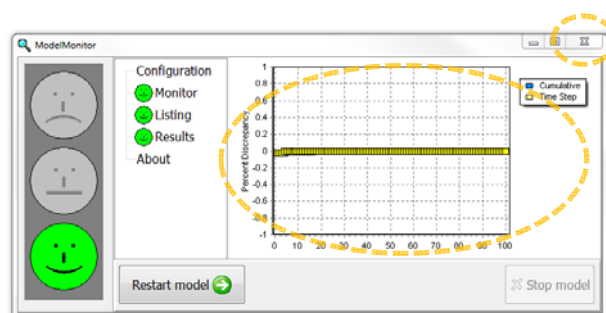
- ✓ Select **File|Export|MODFLOW Input Files**,
- ✓ select a file name like `"/01_03_our_first_modflow_model/01_03_our_first_modflow_model.nam"`, and
- ✓ click **Save**. ModelMuse will create the MODFLOW input files and start running MODFLOW.



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Run model (2/3)

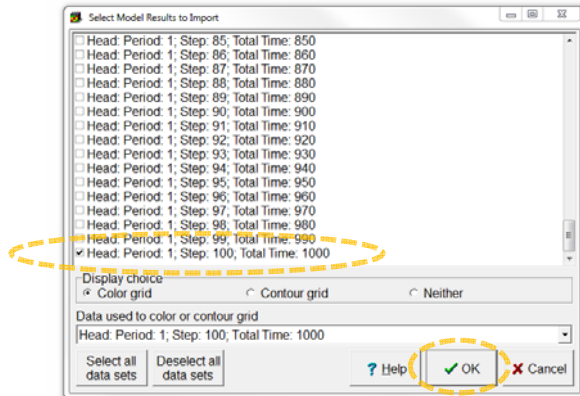
- ✓ ModelMonitor will graph the percent discrepancy in the budget. If the percent discrepancy is larger than 1%, there is probably a problem with the model. However, smaller percent discrepancies do not guarantee that the model is OK.
- ✓ Close ModelMonitor when the model is done running.



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Import model results (2/2)

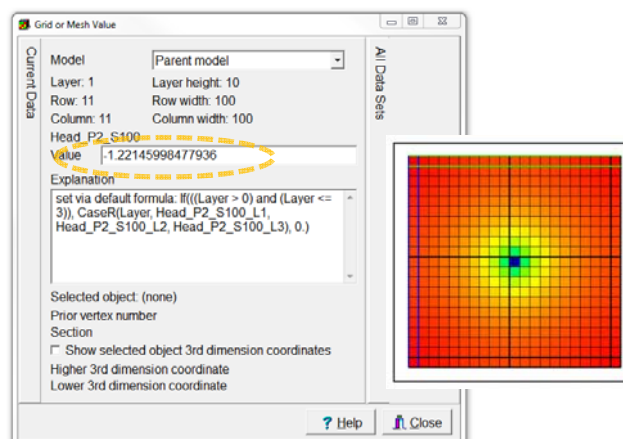
- ✓ In the **Select Model Results to Import** dialog box, the data for the last time step should already be selected, so just click **OK**.



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Check model results

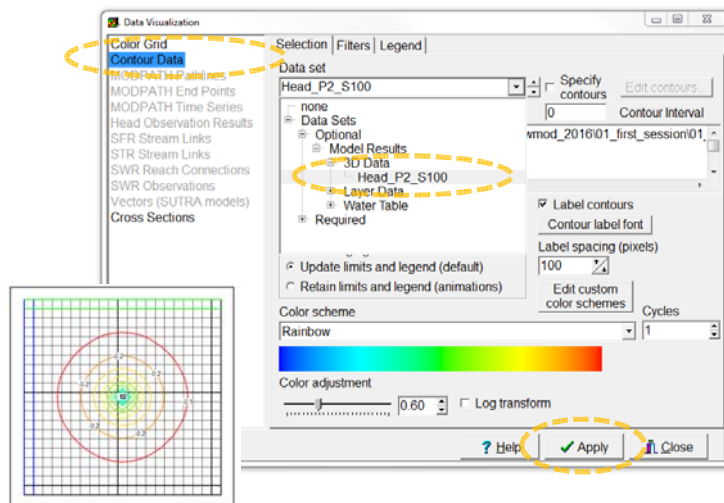
- ✓ Select **Data | Show Grid Values**. Move the cursor over the model grid and observe the value displayed in the dialog box. This is one way to see what the data value is at a particular location.



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Change visualization type

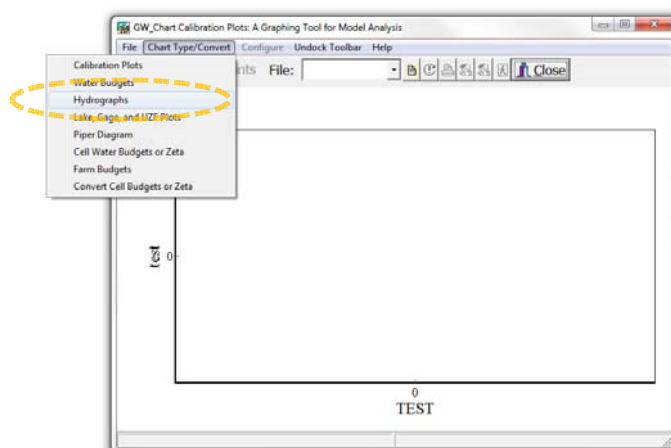
- ✓ Select **Data | Data Visualization...**
- ✓ Set **Color Grid** to none, and
- ✓ **Contour Data** to **Data Sets | Optional | Model Results | 3D Data | Head_P2_S100**.
- ✓ Then click **Apply**.



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Plot hydrograph (1/2)

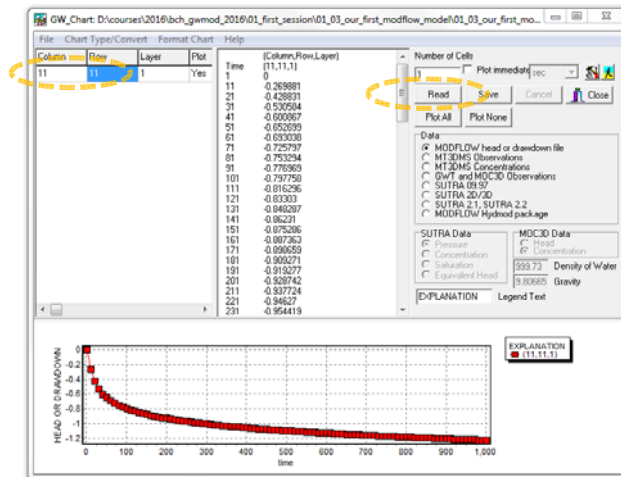
- ✓ Start **GW_Chart** and select **Chart Type/Convert | Hydrographs**.



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Plot hydrograph (2/2)

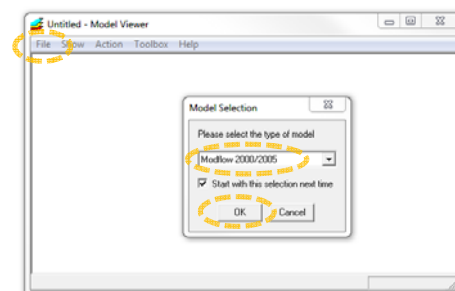
- ✓ Change the column and row to 11.
- ✓ Then click the Read button, and choose the file with heads for this exercise. GW_Chart will plot the change in head vs time.



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Animate in 3D (1/5)

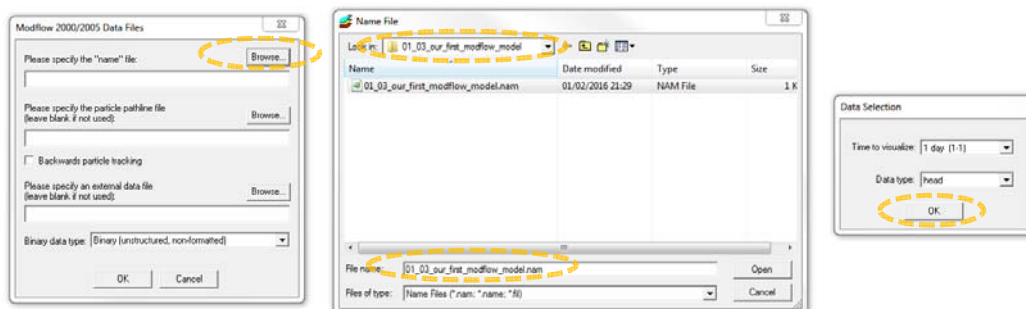
- ✓ Start Model Viewer. Select **File|New** and set the model type to a MODFLOW 2000/2005 model.
- ✓ Then press **OK**.



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Animate in 3D (2/5)

- ✓ Select **Browse...**,
- ✓ choose the name file from the model and click **Open**.
- ✓ Accept the defaults for the data selection, and click **OK**.



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Animate in 3D (3/5)

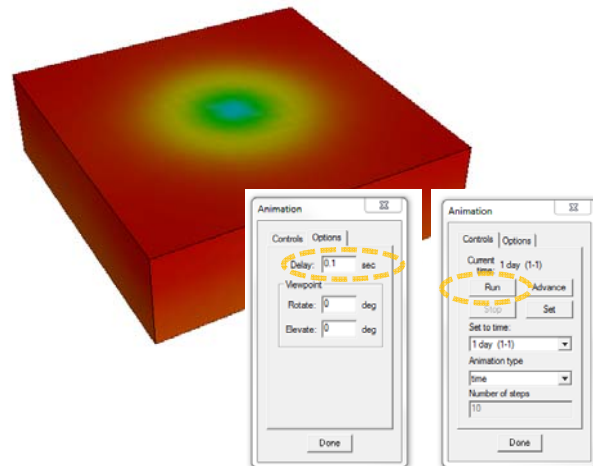
- ✓ Select **Show | Solid**.
- ✓ Select **Toolbox | Geometry**, set the scale for z to 20, and click **Apply**.
- ✓ Select **Toolbox | Color Bar**, set the limits to -1 and 0, and click **Apply**.



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Animate in 3D (4/5)

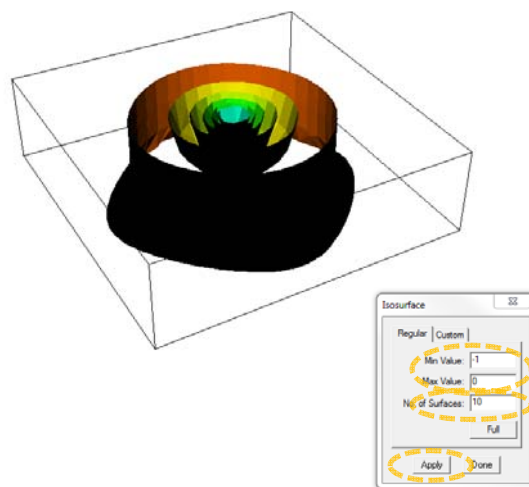
- ✓ Then select **Toolbox|Animation**.
- ✓ Under the **Options** tab, set **Delay** to 0.1, and
- ✓ and click **Run** in the **Controls** tab.
- ✓ Try dragging with the mouse to rotate the view of the model.



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Animate in 3D (5/5)

- ✓ Select **Show|Isosurfaces**.
- ✓ Select **Toolbox|Isosurface**,
- ✓ and set the limits again to -1 and 0.
- ✓ Also change the number of surfaces to 10,
- ✓ and press **Apply**.
- ✓ Now try animating the isosurfaces.



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*Questions? Found an error?
Please contact B. Rogiers at brogiers@sckcen.be.*

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