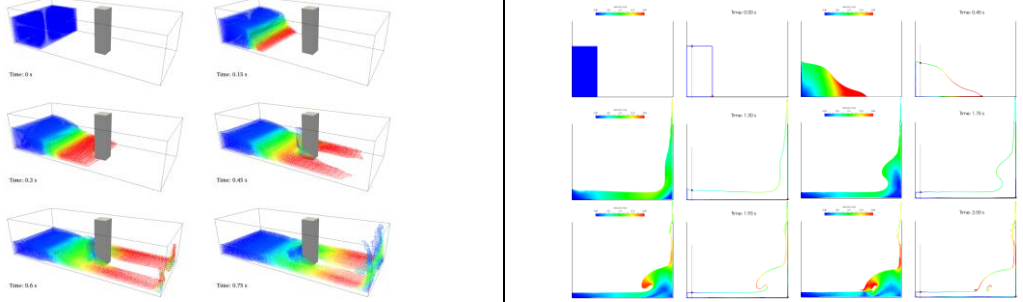
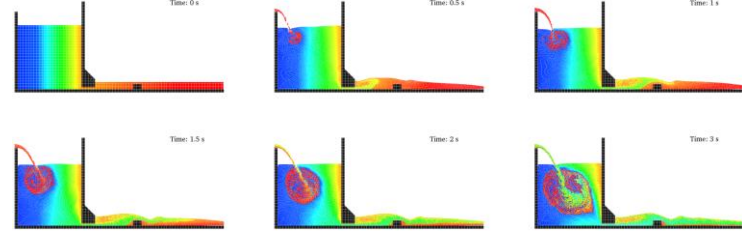
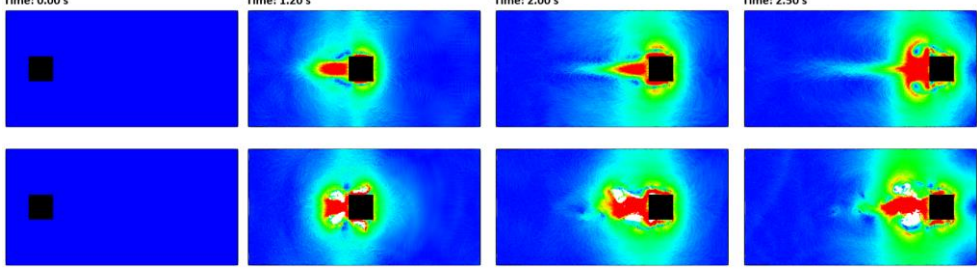
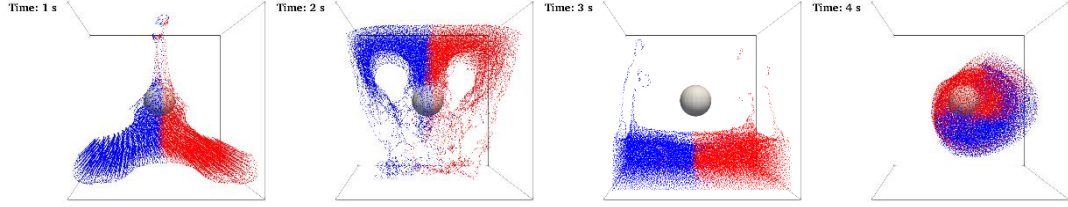
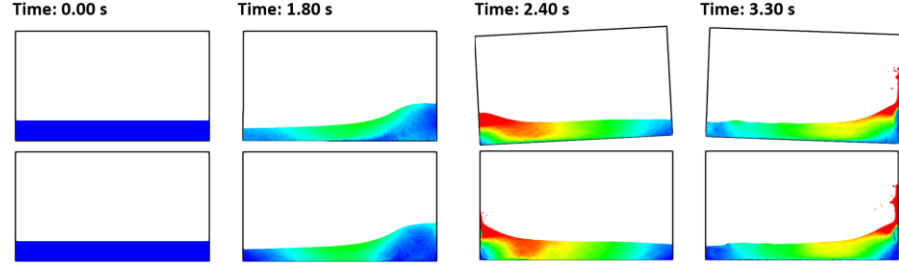
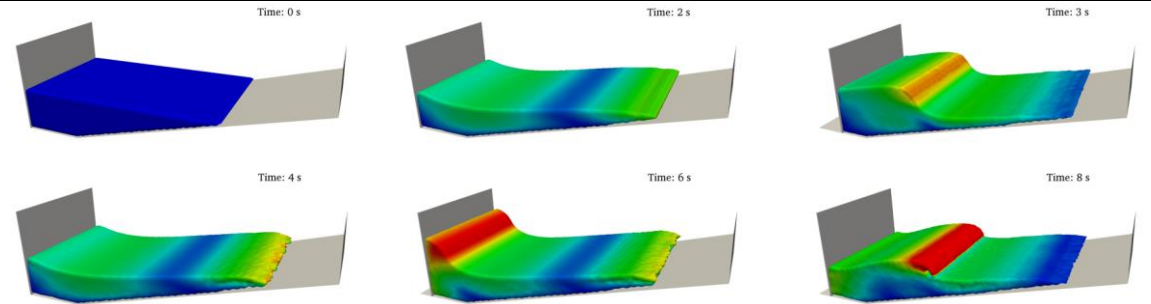


<p>01_DAMBREAK</p> <ul style="list-style-type: none"> 3-D dam break flow impacting on a structure: numerical velocity, pressure and force are computed. Video 2-D dam break and validation data from [Koshizuka and Oka, 1996] experiment. Video 	
<p>02_PERIODICITY</p> <ul style="list-style-type: none"> 2-D case with Periodicity in X direction. Video Density diffusion term is applied. 	
<p>03_MOVINGSQUARE</p> <ul style="list-style-type: none"> 2-D case with square that moves with rectilinear movement. Video Example with no gravity; parameter “b” needs to be specified by the user. Shifting is used for this internal flow (no need to detect free surface). 	
<p>04_EXTERNALFORCES</p> <ul style="list-style-type: none"> External acceleration is loaded from a file and applied to two different volumes of fluid. Video Density diffusion term is applied. 	
<p>05_SLOSHINGTANK</p> <ul style="list-style-type: none"> 2-D sloshing tank that reads the rotational movement of the tank itself from a file. Video 2-D sloshing tank that reads external acceleration from a file. Validation with SPHERIC Benchmark #10 where pressure is computed. Density diffusion term is applied. 	

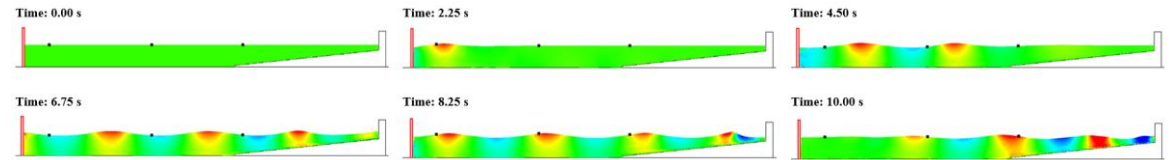
06_WAVEMAKER

- 3-D tank with Periodicity in Y direction and piston with sinusoidal movement. [Video](#)
Density diffusion term is applied.



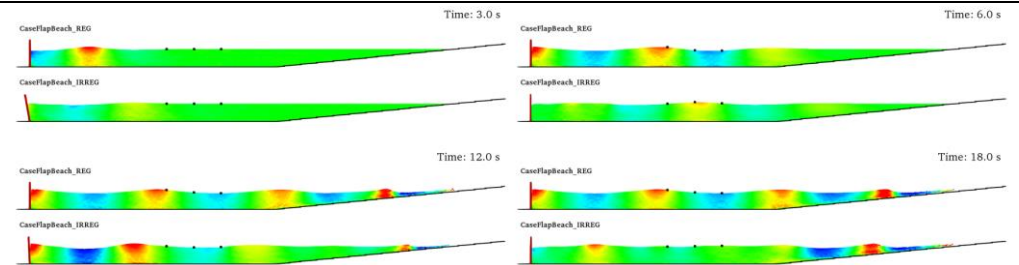
07_WAVEMAKERFILE

- 2-D tank with piston motion loaded from external file and external structure (STL). [Video](#)
Validation data from CIEMito experiment: numerical computation of wave surface elevation and force exerted onto the wall.



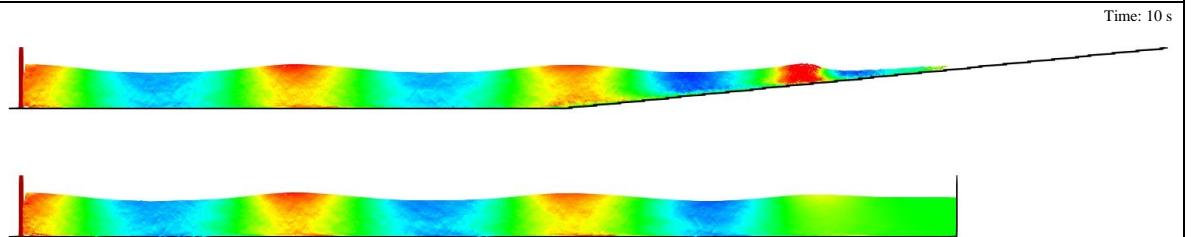
08_WAVESFLAP

- 2-D regular waves generated with flap and comparison with 2nd order wave theory (beach). [Video](#)
- 2-D irregular waves generated with flap and comparison with 2nd order wave theory (beach).



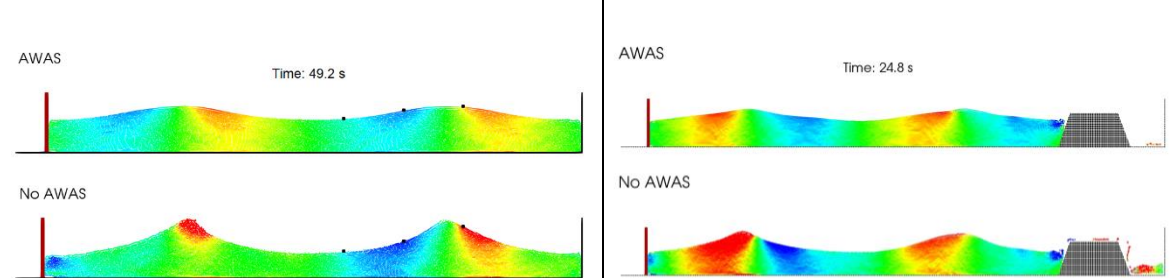
09_WAVESPISTON

- 2-D regular waves with piston and comparison with 2nd order wave theory (beach & damping). [Video](#)
- 2-D irregular waves with piston and comparison with 2nd order wave theory (beach & damping). [Video](#)



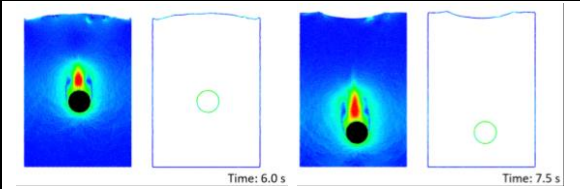
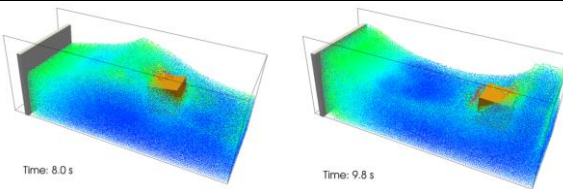
10_WAVESPISTONAWAS

- 2-D regular waves generated with piston interacting with a vertical wall with and without AWAS. Forces against the wall and dike with and without AWAS are compared. [Video](#)
- 2-D regular waves generated with piston interacting with a trapezoidal dike with and without AWAS. Forces against the wall and dike with and without AWAS are compared. [Video](#)



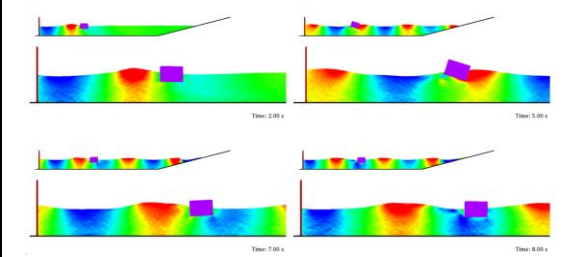
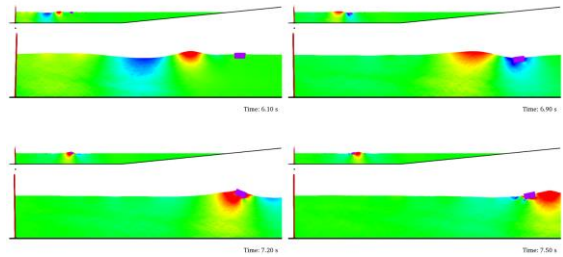
11_FLOATING

- 3-D floating box in a wave tank with Periodicity in Y direction and piston with sinusoidal movement. Delta-SPH is used. [Video](#)
- 2-D falling sphere that uses laminar+SPS viscosity. Validation data from [Fekken, 2004] and [Moyo and Greenhow, 2000]. [Video](#)



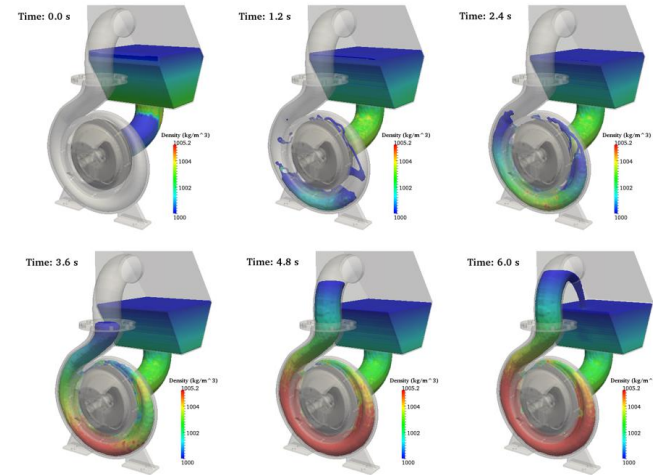
12_FLOATINGWAVES

- 2-D floating box under the action of non-linear waves with flap that reads rotational motion from a file and uses laminar+SPS viscosity. [Video](#)
Validation data (motions of the box) from [Hadzic et al., 2005].
- 2-D floating box under the action of regular waves with piston. [Video](#)
Validation data (motions of the box) from [Ren et al., 2015].



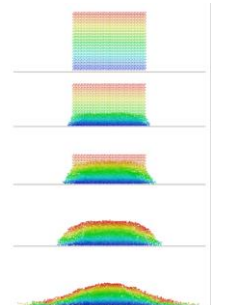
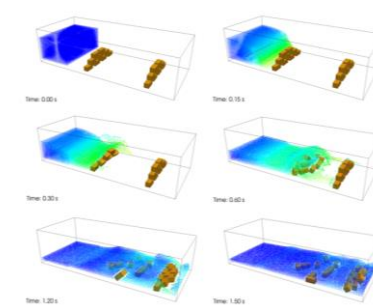
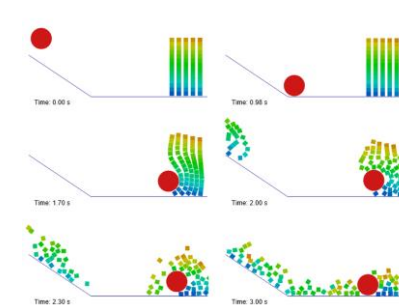
13_PUMP

- 3-D external geometries are imported (STL) and filling algorithm is used. Rotational movement is imposed. [Video](#)



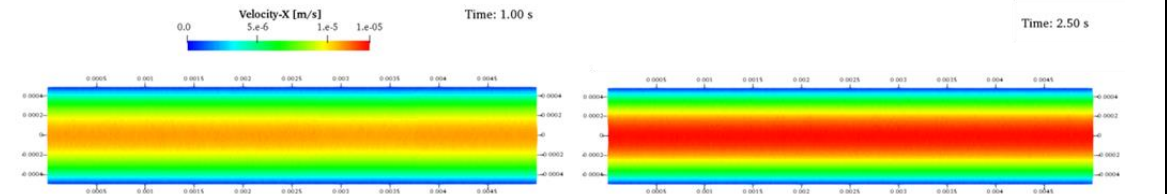
14_DEM

- 2-D case only with DEM of a ball that impacts with blocks. Example without fluid particles. [Video](#)
- 3-D dam-break and blocks where interaction between blocks and with walls used DEM and properties of materials. [Video](#)
- 2-D case with 2000 floating objects that interact in terms of DEM approach. [Video](#)



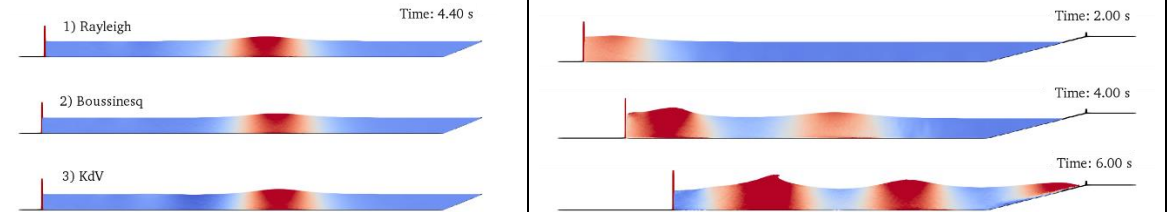
15_POISEUILLE

- 2-D case of Poiseuille flow with laminar+SPS viscosity and using high resolution. [Video](#)



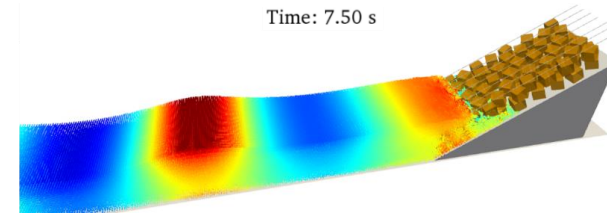
16_SOLITARYWAVES

- 2-D solitary wave generated with 3 different theories. [Video](#)
- 2-D case of triple solitary waves. [Video](#)



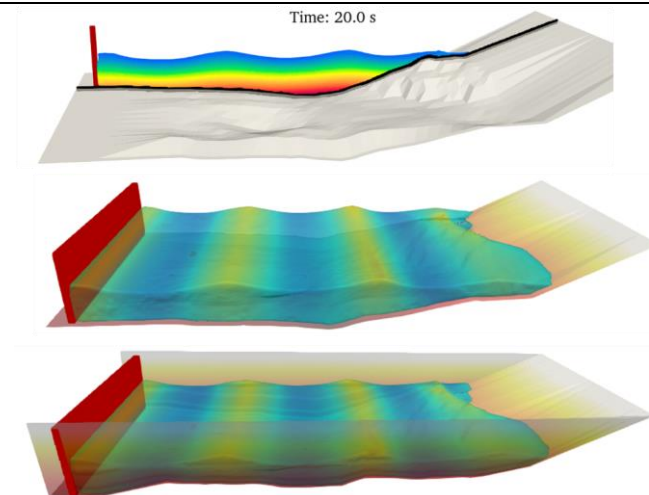
17_WAVERUNUP

- 3-D regular waves interacting with a layer armour breakwater (STL)
 - Gauge system is used to compute Run-up. [Video](#)
- Validation data from CIEMito: wave surface elevation and wave run-up.



18_BATHYMETRY

- 2-D simulation of regular waves using bathymetry automatically generated from XYZ points. [Video](#)
- 3-D bathymetry automatically generated starting from XYZ points for open periodic conditions.
- 3-D bathymetry automatically generated starting from XYZ points for closed domain. [Video](#)



19_FOCUSEDWAVES

- 2-D focused waves are generated with piston following the NewWave theory [[Whittaker et al. 2017](#)].
[Video](#)

