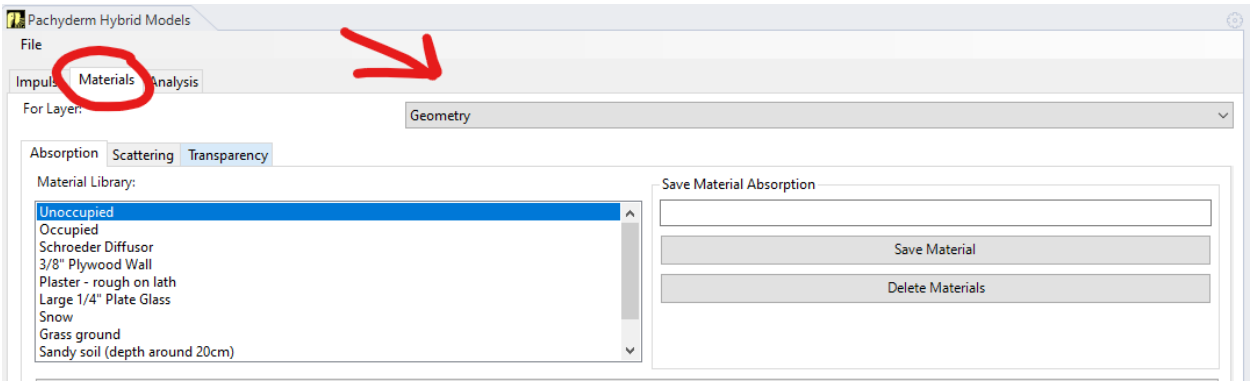
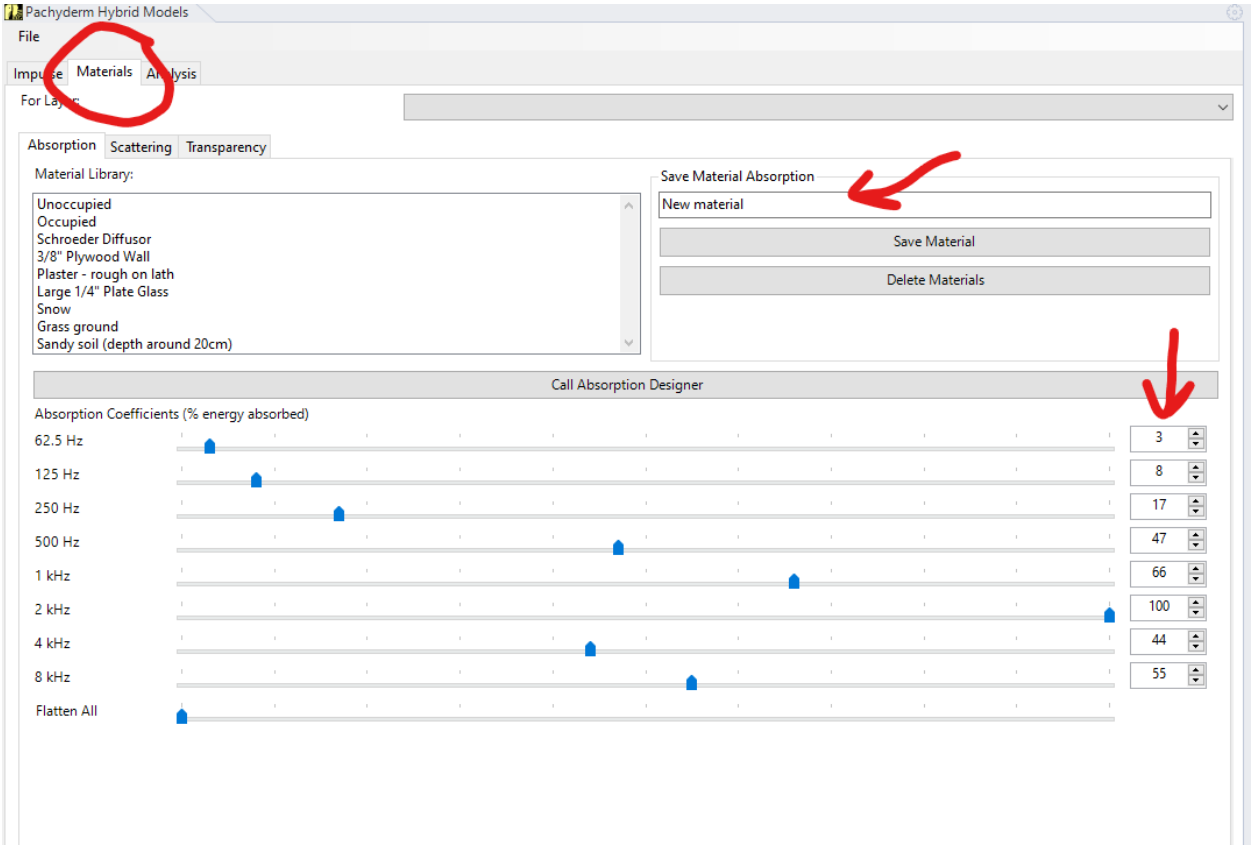
Adding materials to PachyDerm

Type in the command line “PachyDerm_Acoustic”

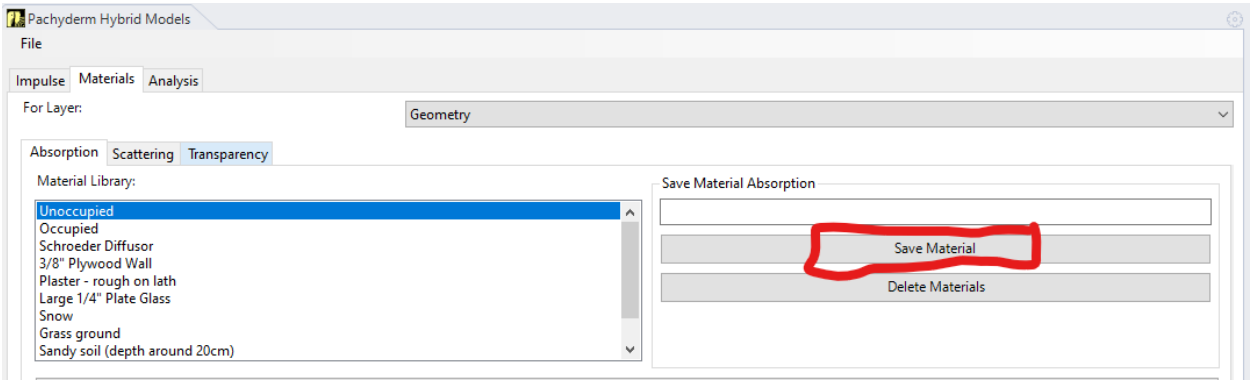
Go to the materials tab and choose the layer you want to assign a new material to:



Create a name of your new material and add the numbers from the tables below.



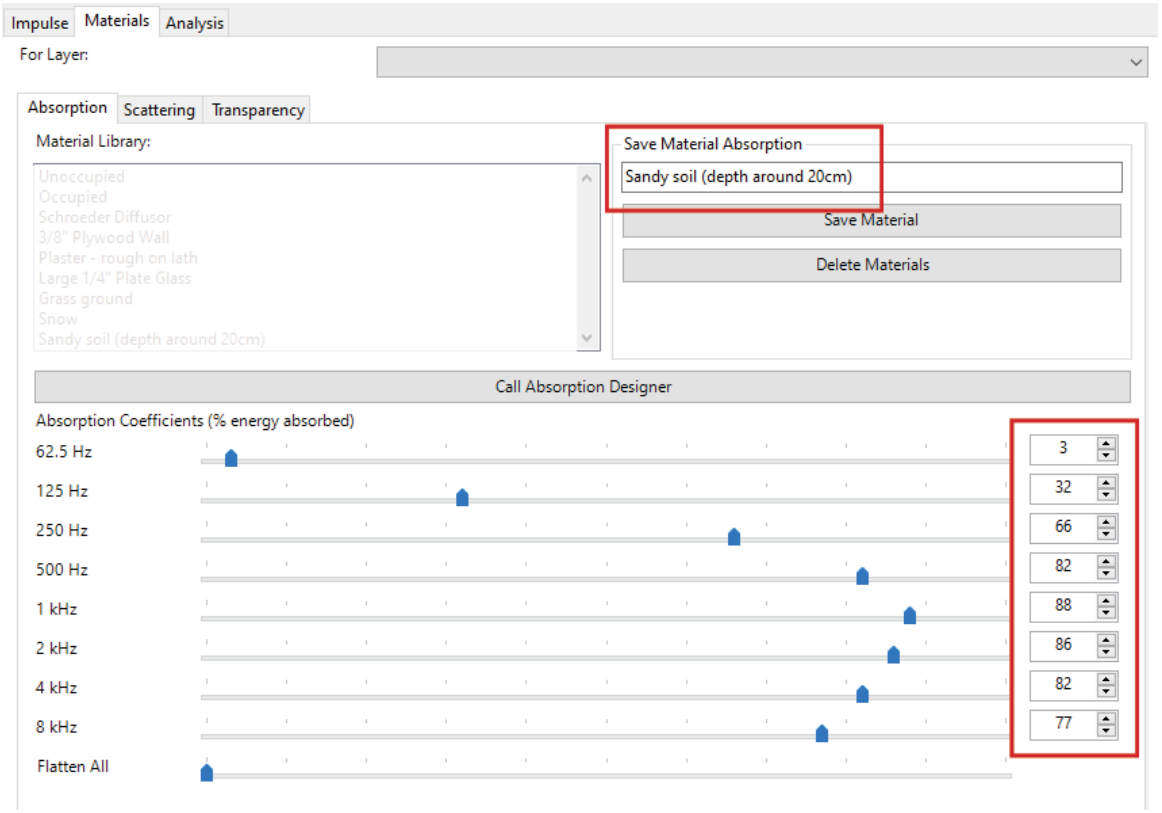
After naming the new material and adding the parameters click “Save material”



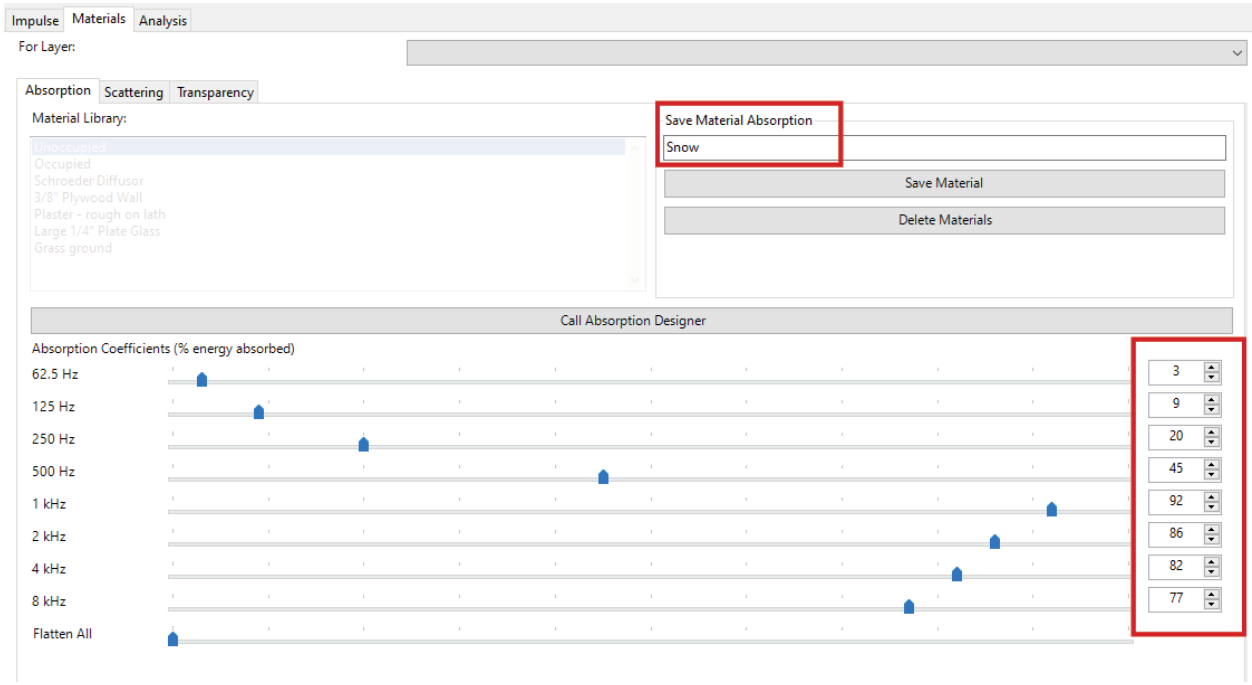
You would have to do it for 3 different materials – “Snow”, “Grass ground” and “Sandy soil” add assign them to the layers that you have with a geometry.

After that you can go to the second instruction file and start to run a simulation!

Parameters for the “Sandy soil”



Parameters for the “Snow”



Parameters for the “Grass ground”