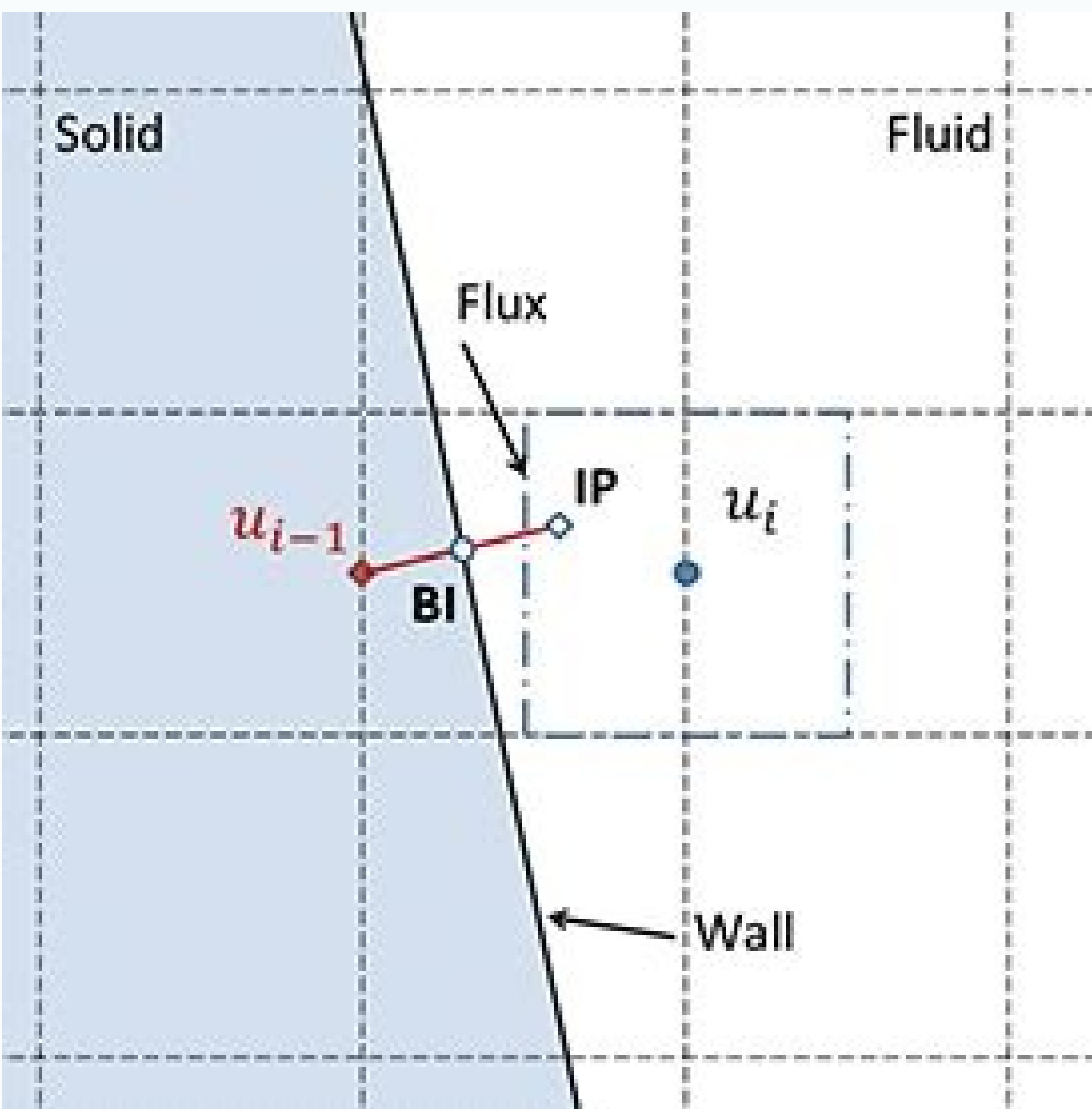


I'm not robot!

3D immersed boundary

Basically the same as 2D but adding a third dimension.

Greatly increases computational cost but this might be offset by the generation of more realistic models.



IB: the math below the surface

- 1) Fluid
- 2) Structure/boundary
- 3) Interactions

We need to know:

- how the fluid moves
- how the boundary moves
- how the boundary impacts the fluid
- how the fluid impacts the boundary

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