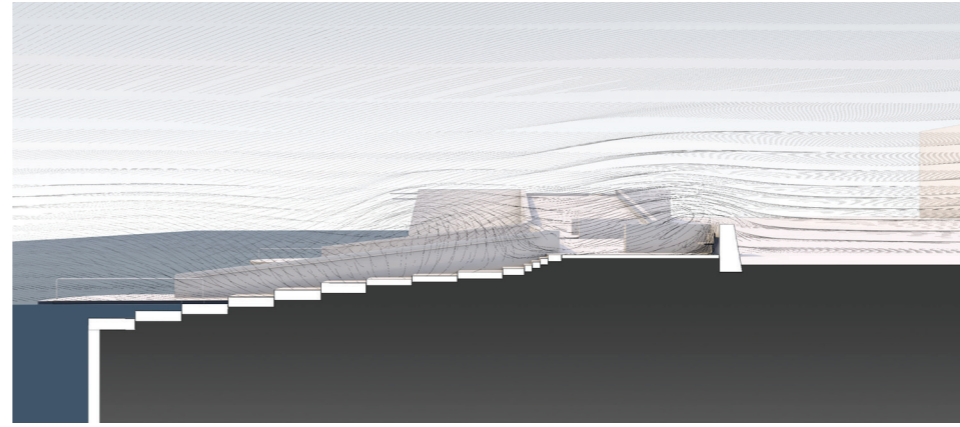
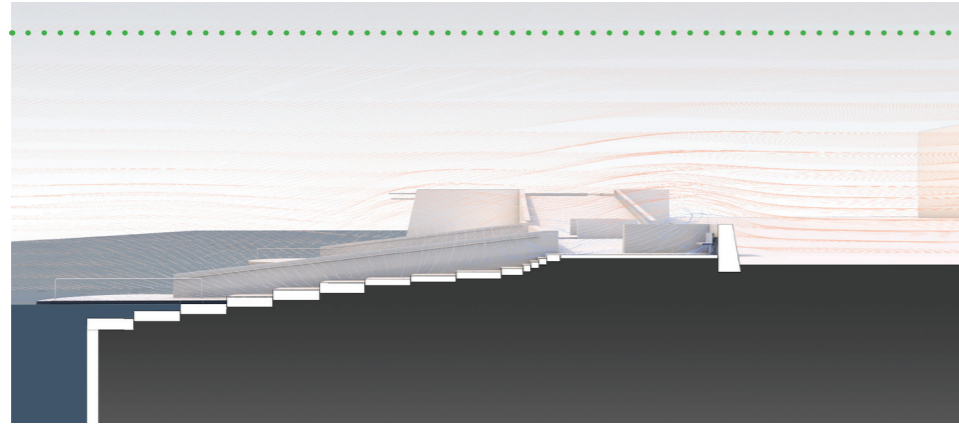
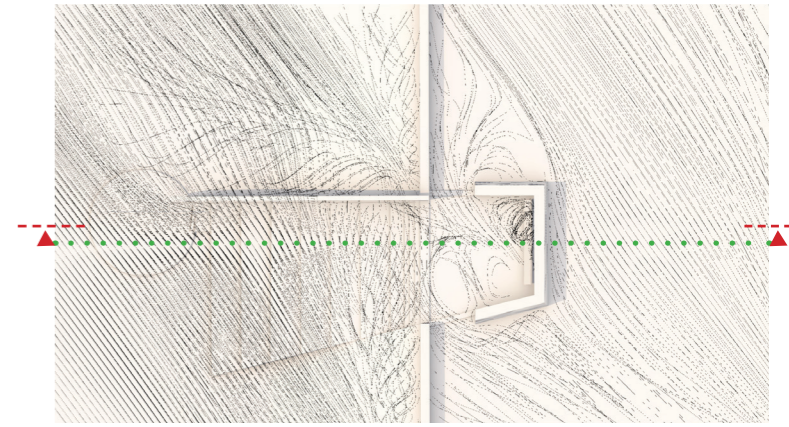


# Large eddie simulation mit Simscale Streamline Generation mit Paraview

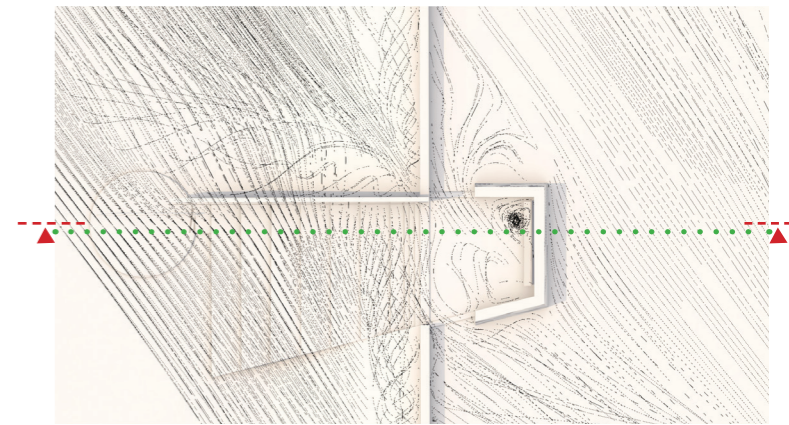
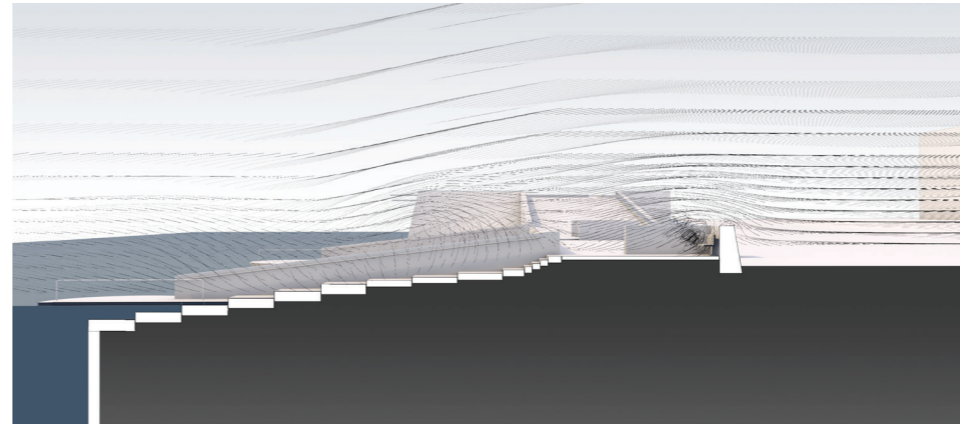
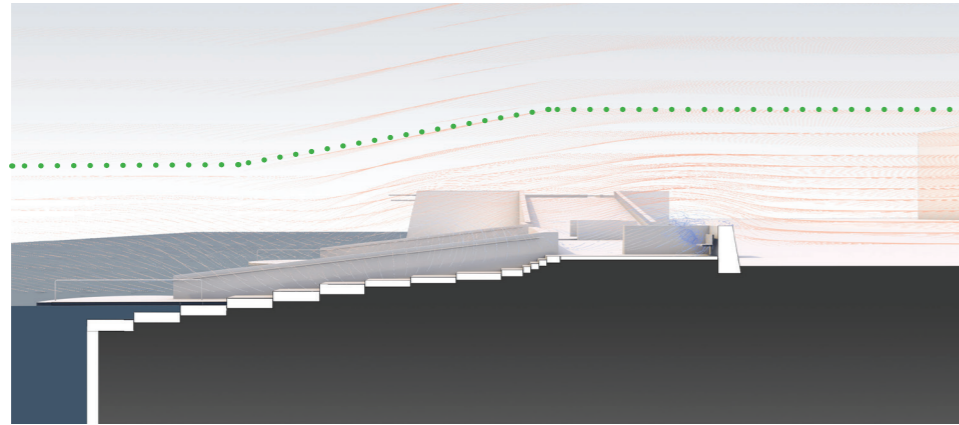
1. Streamline source:  
linear grade



..... Streamline source  
- - - - Schnittlinie  
▲



2. Streamline source:  
linear, dem Gelände-  
verlauf folgend



3. Streamline source:  
Kugel

