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Hybrid Octree Grid Based Method and Application to an Aircraft Geometry

Geometry modelling and grid generation over complex objects is one of the important and essential aspect in Computational Fluid Dynamics. As the complexity grows with size, it becomes difficult to visualize and modify the grids. In this talk I will present and hybrid grid generate by using and Octree/Quadtree based method, the emphasis will be on the rapid acquisition of the geometry, the special design data structures, and some aspects related to the intersection algorithms.