Abstract

Floating object case is one of the simple cases that has been researched in Water Simulation subject. Water movement in floating object case simulated with SPH method. This Model used for Navier Stroke equation and continuity equation and used for calculating movement of each particle. Simulation run in DualSPHysics for different frequency of piston, the result are the highest vertical position of the boat is on frequency of piston 0.3 Hz, the lowest vertical position of the boat is on frequency of piston 0.4 Hz, and the highest fluid wave is on frequency of piston 0.4 Hz. The simulation result then visualized as real as possible with Blender.

Keywords: floating object, SPH, DualSPHysics, Blender, visualization