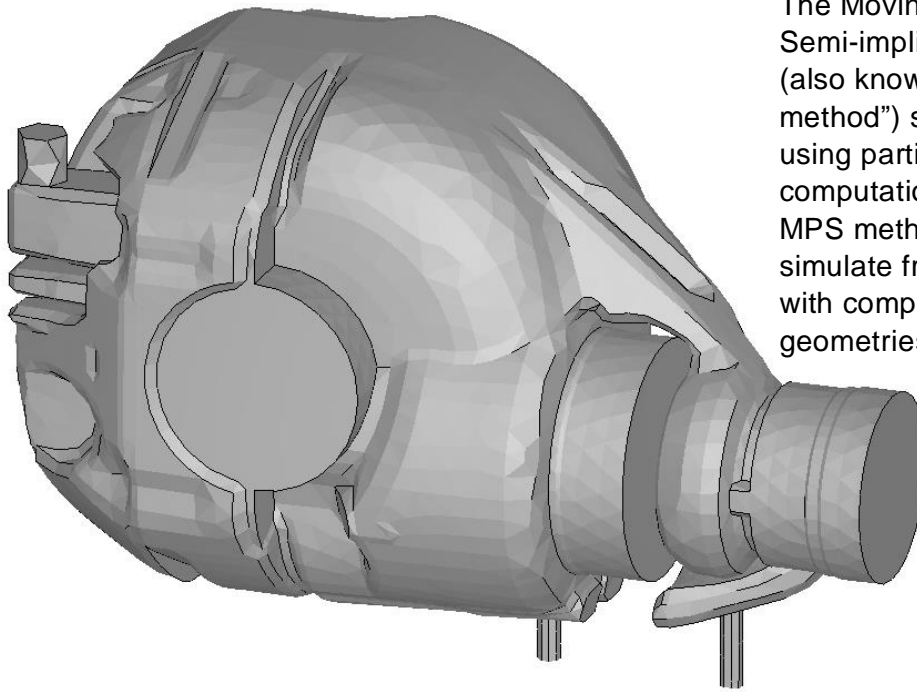
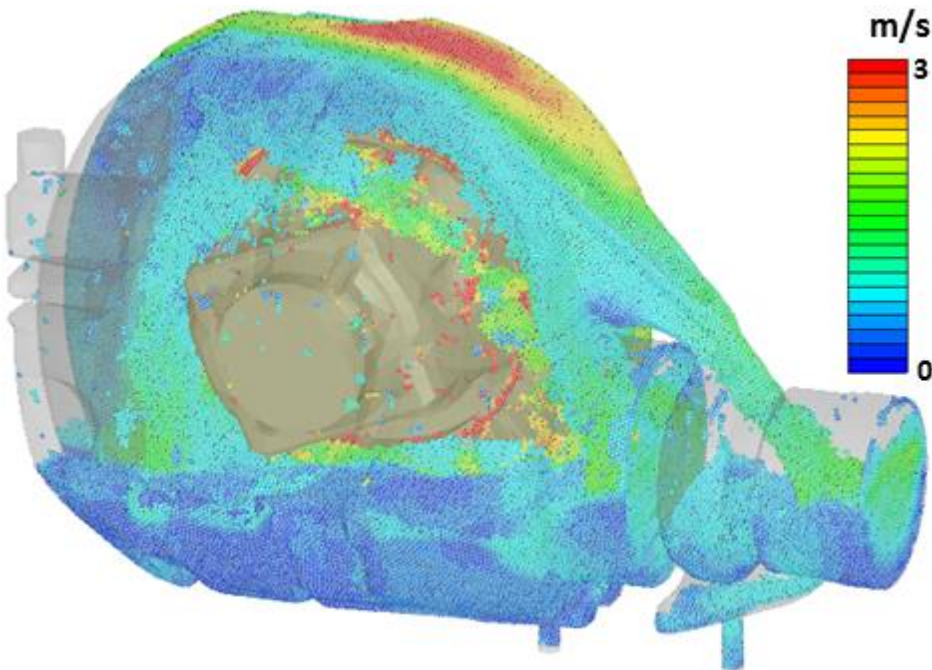


Liquid Behavior Simulation in Final Drive by MPS method



The Moving Particle Semi-implicit (MPS) method (also known as “particle method”) simulates the flow using particles instead of computational grids. The MPS method can be used to simulate free surface flows with complex free surface geometries.



Liquid flow at a given moment. The MPS particle display color represents the absolute value of liquid velocity