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The Virtual Ring Shear-Slip Mesh Update Method

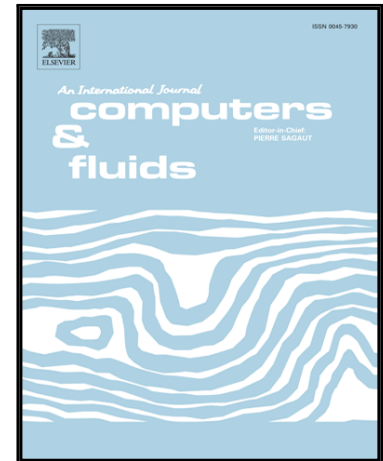
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Highlights

- An interface tracking method for objects in relative translational motion is shown.
- The computational mesh is extended and the movement is mapped onto a virtual ring.
- Deactivation of elements and nodes limits the computational overhead.
- The method is validated by means of a Couette flow with an analytic solution.
- Dynamic simulations of packaging machines can be performed in 2D as well as in 3D.

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