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The design is a fast process, and the geometry and are checked without the need for new tools. The are very easy to use, because the algorithms involved in are also easy to use, and the are very intuitive and powerful. From the point of view of the model, the give a complete to any structural geology model. The provide strong support to geotechnical investigation: the are useful for the design of structures, but they can also be used for the optimization of the strength and stability of structures (see Section \[sec:design\]). Although many similar software tools exist, our has strong elements that differentiate it from others: - The (with their programmable mappings) allow the simulation of extremely complex geophysical processes (in particular, subsidence processes), because they use different mappings for all of the layers and interactions of layers. - The are designed so that any user can design, simulate, and analyze structures, as long as they have the necessary geotechnical knowledge. - The are completely transparent: the consists of layers and mappings which are completely independent of each other. Because of this

independence, the can be used to test and evaluate structure designs that cannot be easily evaluated with other software. The introduces many new computational algorithms, but its main elements are the , which allow users to simulate geomechanical processes and structures. The allows geotechnical analysis by using the . Finally, the introduces new ways to visualize and to represent geomechanical processes, which represent a completely new approach to design and analysis. Introduction {#sec:introduction} ========== Geomechanical calculations are traditionally performed with finite element codes. These codes can be classified as finite volume or finite element codes. Each of these codes has both advantages and disadvantages. An is called a finite volume code if it computes a volumetric average (the sum of all the fluxes in a cell divided by the volume of the cell) of a vector field, and this volumetric average is used to calculate a number of fluxes (in particular, stresses and forces) and then to determine the structure behavior (for example, the displacements of nodes). An is called a finite element code if it computes a surface average (the sum of the fluxes in a face divided 82157476af

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