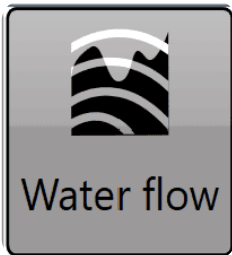


# Rainfall Simulator

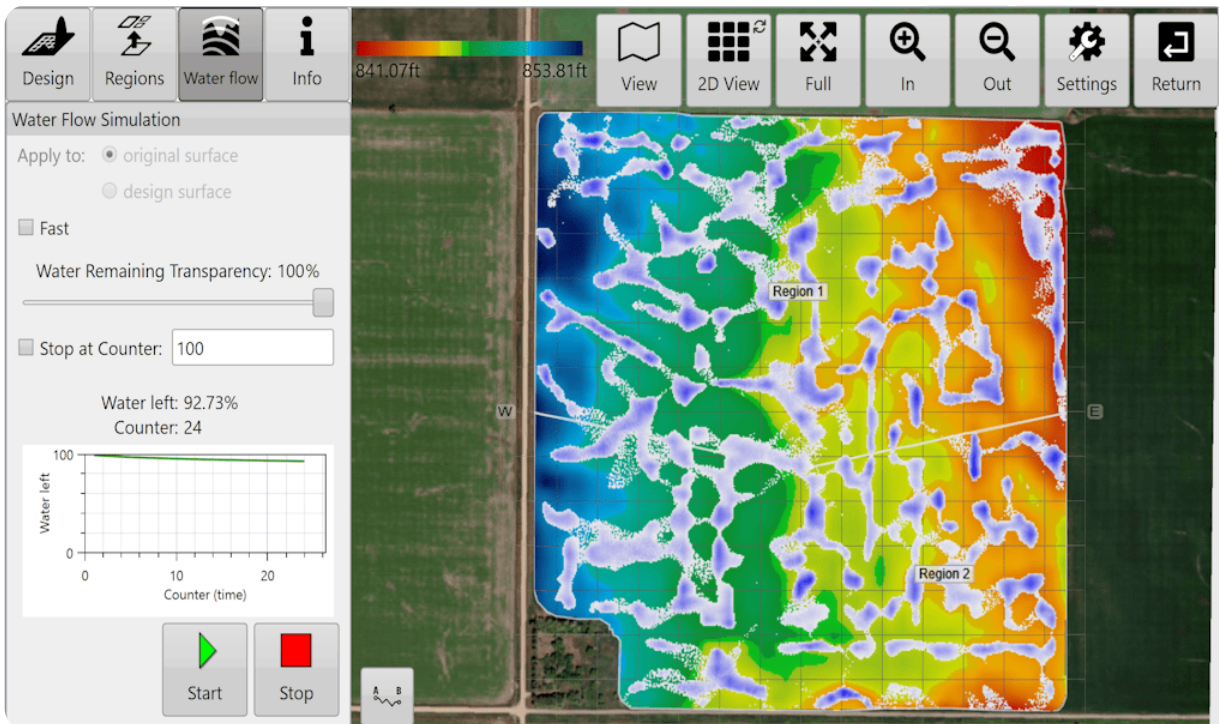


**One of the many unique features of the T3RRA product suite is our inclusion of a rainfall simulation tool. This allows a very visual and easily relatable analysis of how a field surface affects water runoff and ponding.**

**It should first be used after a survey and prior to any design being placed on the field. The intent of this is twofold:**

- 1. To verify that the created surface does in fact truly represent the field. By looking at the water flow, a person familiar with the field will usually be able to say “Yes, that is the normal pattern of water runoff I would see”. In this case the operator can be confident that the survey has created an accurate model of the field. On the other hand, if the simulation produces results that are not expected it may be wise to critically revisit the survey and perhaps collect more data.**

**2. To compare the design with the original surface. It is expected that the design will result in a pattern of drainage different to the original. Analyzing the design will quickly tell you if the new surface is going to have the effect on drainage that you expect.**



**The rainfall simulator cannot tell you how long a field will take to drain. There are simply too many variables, such as the soil type, the soil moisture level and the soil depth before reaching hardpan. Such a calculation is beyond the scope of this software. It can however provide you with an indication of how much faster one design will be over another. You can do this by comparing the iteration counter value of two different designs at a given drainage % value. Even so, be aware that the timing information of the simulation is qualitative in nature, not quantitative.**

**For a youtube video tutorial on the rainfall simulator visit**

**<https://youtu.be/LJ5Vw9Q7tqA>**

**or use your phone to scan this barcode**



**When the water simulation is stopped, you can switch between the design and original surfaces to compare changes in water flow.**

**The 'Stop at counter' is useful if you want to compare the remaining water at a specific counter value between design and original surfaces.**

**The water simulation can be viewed in 2D or 3D just like when examining elevation and design surfaces normally.**