**MMG3D**

- MMG3D is a tetrahedral fully automatic remesher. The generated meshes can be isotropic or anisotropic. Moreover, it allows one to deal with rigid body motion and moving meshes. The software is based on local mesh modifications.

  [Anisotropic mesh]

**Technological barrier**

MMG3D allows to generate an anisotropic mesh according to a map of variable size.

The mesh process is based on local modifications, and then is very robust.

**Possible fields of application:** numerical simulation in the aeronautic field, for example

- Isotropic mesh

**Language, environment:** C

**Keywords:** HPC, mesh, anisotropic mesh adaptation

**Licence**

GPL, although private licensing remains possible.

**Academic partners**

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http://www.math.u-bordeaux1.fr/~dobj/logiciels/mmg3d.php