3D Microstructure Generation
For 3D problems efficient algorithms are of utmost importance, e.g. a 3D image at resolution $512 \times 512 \times 512$ features more than 100 million voxels. Consequently, data management and data handling are challenging. The current project is the development of an efficient algorithm to generate randomized 3D microstructures with various inclusion shapes under given geometric constraints.

The working group supports flexible working hours and is interested in a long-term employment.

Tasks
- modeling of randomized 3D microstructures
- software engineering
- object oriented programming in Python

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