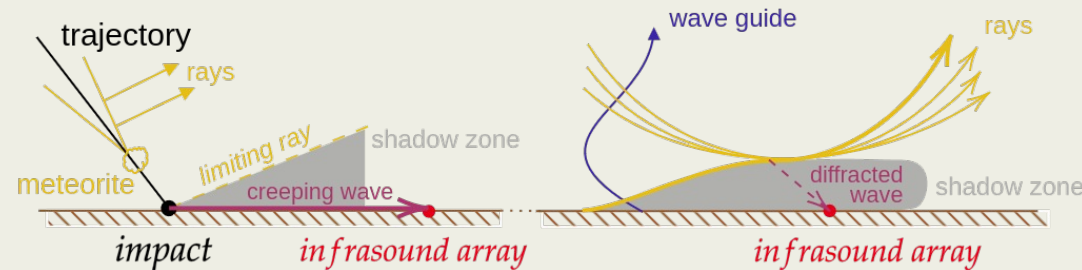


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- Our poster is about 3D numerical simulation of infrasound propagation in the shadow zone.
- This problem is present in various infrasound events, where the source geometry or the heterogeneous propagation medium can create these zones.



- Operational simulation methods such as ray tracing cannot account for the diffraction effect, which excludes propagating in the shadow zone.
- We have to find another numerical method that describes all the physical effects needed but at the same time is not computationally costly to be used in operational