

# Delft3D Flexible Mesh scripting tutorial

## General

The goal of this exercise is to create a script which builds from scratch, configures and runs a flexible mesh model.

## Tutorial outline

After having performed the tutorial you will get an impression of how to do the following actions :

- [Create a Delft3D Flexible Mesh model](#)
- [Create a regular grid](#)
- [Add bathymetry data and crop grid](#)
- [Add one observation point and create multiple boundaries](#)
- [Specify the boundary conditions](#)
- [Set spatially varying initial conditions and model parameters](#)
- [Run the model](#)
- [Extract and visualize output data](#)