

# Supplementary Material 1.

## Numerical simulation animations.

MOV. S1. Front Dominated Fingering ( $R_B = 0.4$ ;  $R_C = 2.0$ )

MOV. S2. Dual Fingering ( $R_B = 1.0$ ;  $R_C = 2.0$ )

MOV. S3. Rear Dominated Fingering ( $R_B = 1.6$ ;  $R_C = 2.0$ )

MOV. S4. Stable ( $R_B = -0.5$ ;  $R_C = -1.0$ )