

Supporting Material for “Simulating the processes controlling ice-shelf rift paths using damage mechanics”

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Figure S1

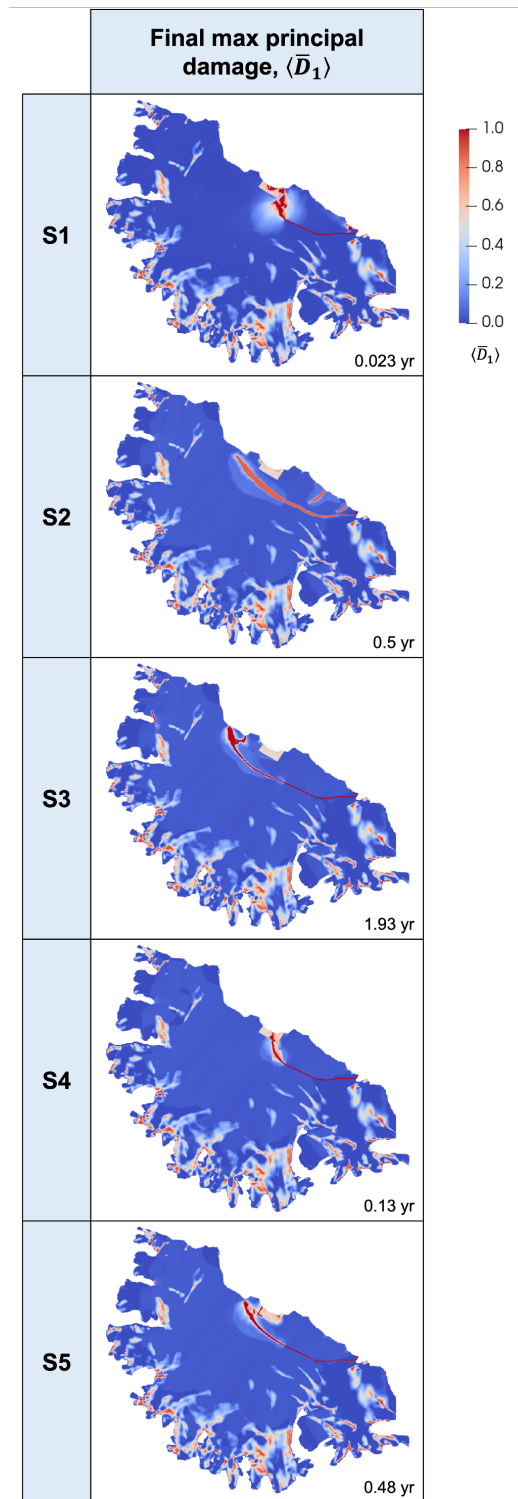


Fig. S1. The final maximum principal damage fields, $\langle \bar{D}_1 \rangle$, upon calving, when running the five rifting simulations with the same damage stress threshold, $\sigma_{th} = 0.154$ MPa. Here, the damage field is not as sharp or well-constrained to the rifting of interest as compared to Figure 8, where σ_{th} is adjusted to allow rifting while minimizing damage accumulation elsewhere. However, the same general rift paths are obtained with either approach.