

# Surface Modeling and Plate Meshing

A Seminar for FEMAP v11.2.1 Users

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#### 1. OVERVIEW OF WHAT WE ARE GOING TO DO

Congratulations! This is a technical seminar and we do these seminars to improve the skill sets of our analysis clients using FEMAP, NX Nastran and LS-DYNA. Since you are watching, you should be commended for taking the time to sharpen up your skill set.

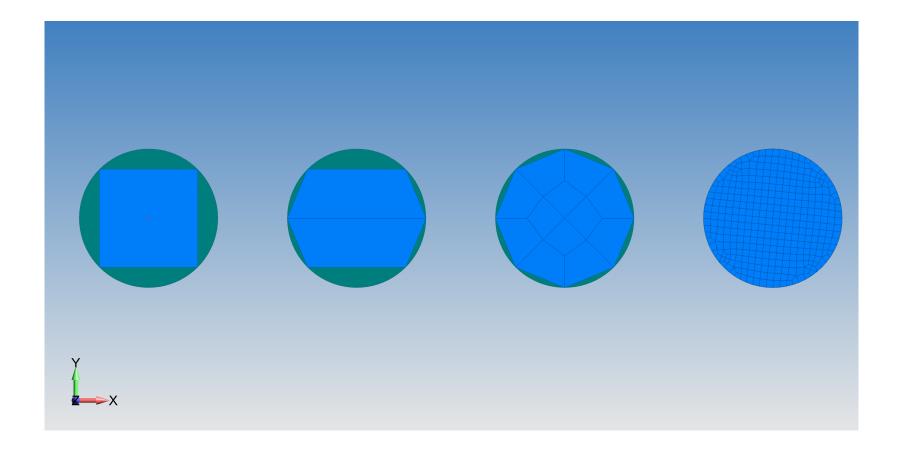
#### 1.1 SEMINAR OUTLINE

- 1. We'll discuss the basis about why it is important to carefully build your geometry and how it leads to a quality mesh
- 2. How to create surface geometry from "rangy" solid geometry
  - a. Workflow
  - b. Manifold versus non-manifold
  - c. Using the Meshing Toolbox from Entity Locator to Move Point
- 3. Meshing skin geometry
  - a. Mapped meshing, washers, box options within Meshing Toolbox
  - b. Contouring mesh metrics from warping, Jacobian to Explicit Time Step
  - c. Updating Mesh thickness via elements or surfaces
- 4. How to continue the learning process



#### 2. WHY

A lot of these operations might seem like overkill to many simulation engineers with the premise that poor element quality can be made up for by just increasing the mesh density. I mean isn't that the foundation of the FEA method? More is better since one is converging to the theoretical geometric ideal?



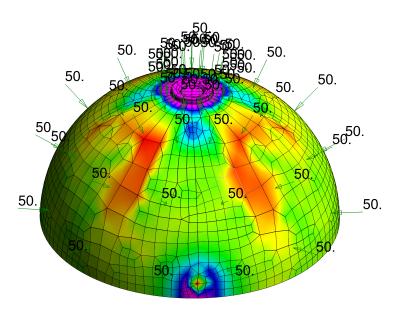
Usually the brute force approach works okay but there is no free lunch



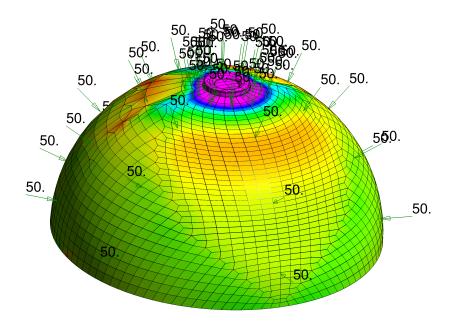
# 2.1 MESH QUALITY

The mesh bogie man is still popular but is rarely seen anymore since everyone typically over-meshes their structures

# An exaggeration of a bad mesh



### A more normal mesh

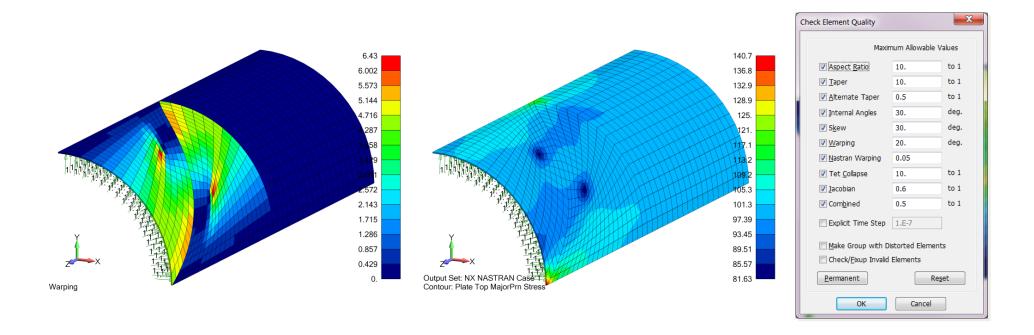




### 2.2 Mesh Quality Is Often Important When You Finish The Project

This example is from our FEMAP and NX Nastran class. It is just a friendly reminder about the importance of mesh quality. The stress should be a uniform 100 psi but thanks to warping, you can get a range of values.

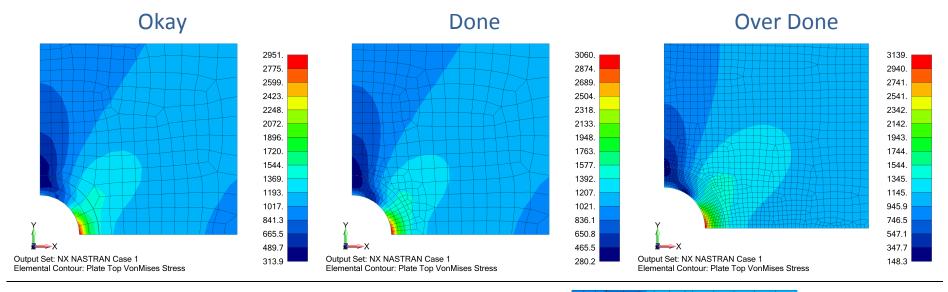
In the heat of battle to get a model built and running, it can be on so easy to just "run and gun"; that is to say, get it meshed, loaded up and analyzed. Often times it is only in the documentation stage where meshing irregularities become glaringly apparent.



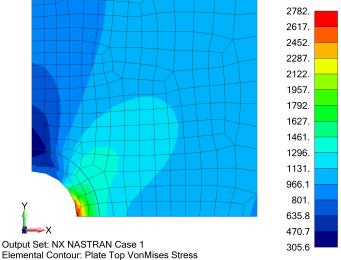


#### 2.3 Where the Few is Often Better Then the Many

Sort of an old example but it gets the point across



What Managers Worry About





## 2.4 CLEAN SURFACE GEOMETRY LEADS TO A QUALITY QUAD DOMINATE MESH

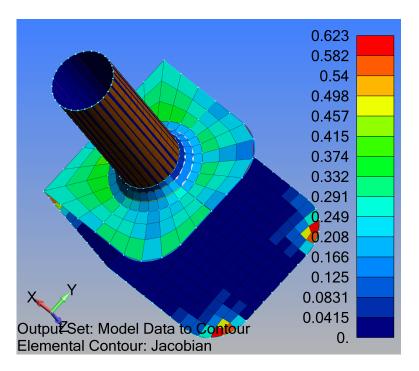
#### 2.4.1 MESHING TOOLBOX

From deep in the archives of Femap'ing comes the First Meshing Toolbox Example. It is such an important tool that this is the first introduction. The key concept is that you can mesh or not mesh the part but that all operations within the Meshing Toolbox can simultaneously update the mesh (or not if you don't want).

# Regular Surface Patterns = Regular Quad-Dominant Mesh

## **Usual Suspects**

# New and Improved





#### 3. EARLY EFFORT LEADS TO COMPLETE ANALYSIS BENEFIT

It takes time to do surface geometry and even more time to do it cleanly.

#### 3.1 WORKFLOW FOR SOLID CHUNK OF JUNK TO BEAUTIFUL SKIN OF CREAM

- Clean Solid Geometry
  - O Remove blends / Check for Small Holes / Don't try to mid-surface the impossible
- Automatic Midsurface or Offset Tangent Surface or Build from Scratch
  - O Don't get attached to one method think a bit prior to jumping
- Non-Manifold Add
- 9 Prepare Geometry for Easy Quad Dominant Meshing

#### 3.2 How to Get There

Hey give yourself some credit – your're watching this seminar – half-the-battle "an open mind to new stuff...."

Look at our other Surface Technique Seminars under Applied CAx and especially the Femapv11.2 Update Seminar

Read the manual – it is nicely done and has useful and very applicable suggestions. It is written by simulation engineers for other simulation engineers. They try to think like someone having to beat geometry into form.



#### 4. LET'S START LEARNING TO BE A SURFACE MESH GURU

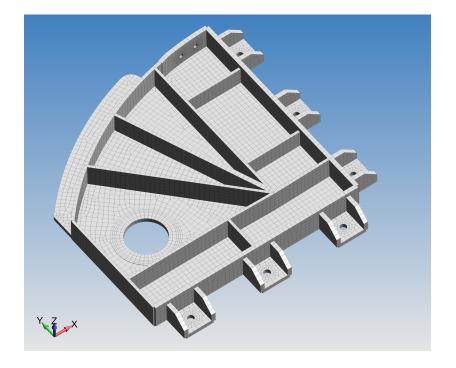
We are going to go through the process from start to finish and try to show as many of the geometry preparation features possible within FEMAP. We won't cover'em all. It would be too time consuming.

# Solid Geometry

Challenges: variable thickness sections, rounded edges, large fillets that effect thickness changes and un-necessary holes

#### Final Meshed Part

Clean quad dominant mesh with high-quality and low node count that reflects original part

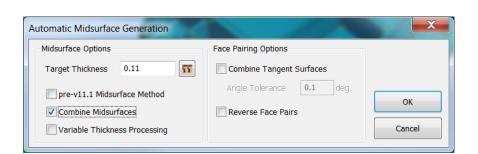


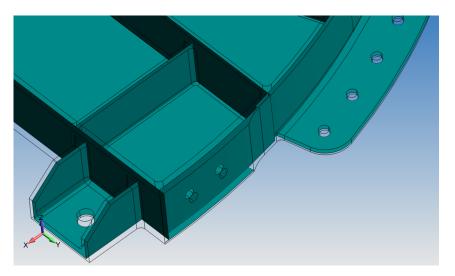


#### 5. CREATING CLEAN SKINS

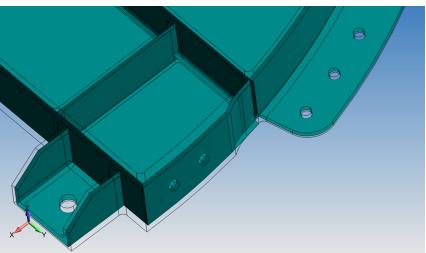
#### 5.1 MIDSURFACE THE CHUNK

One has to explore a bit with the Target Thickness. Several new options – IMPORTANTLY "Combine Midsurfaces"





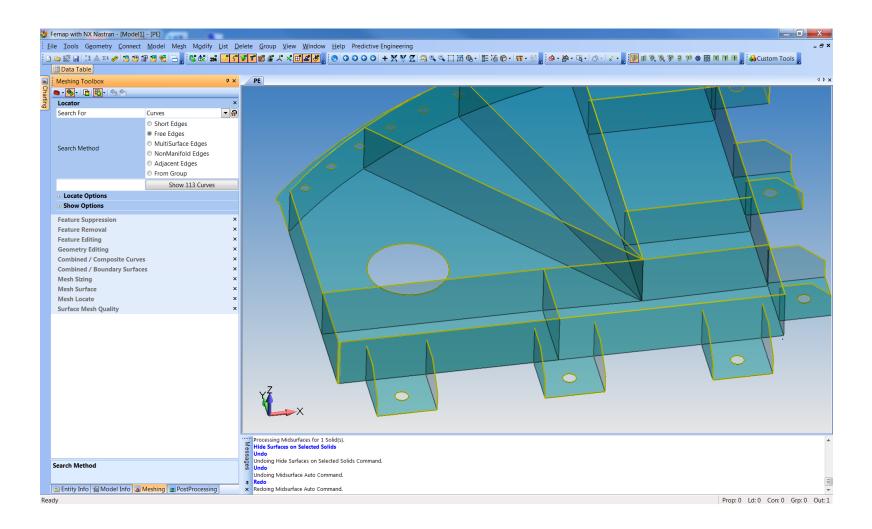






#### **5.2 LOCATE FREE EDGES**

I have been remiss in not using the Entity Locator. The idea is to inspect what you have and quickly see if you are heading down the right path or it is time to bail. One can "locate" curves, surfaces or elements. Note that when one has used "Combine Midsurfaces" you have a general body that is continuous (i.e., non-manifold add has been used).

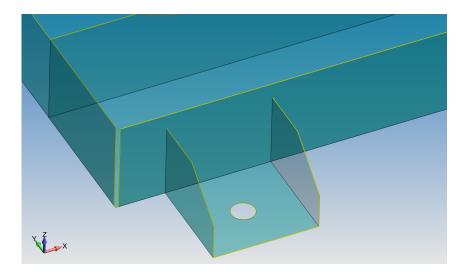




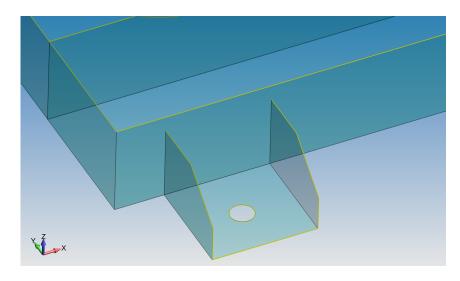
# 5.3 GEOMETRY EDITING – EXTEND / LINEAR / SURFACE (SINGLE SURFACE MODE)

This is a handy way to close up a corner. The logic is to pick your destination surface and then the curve of the surface you want to extend. The reason for Single Surface Mode is that we are extending to one surface.

Fixing a Loose Corner



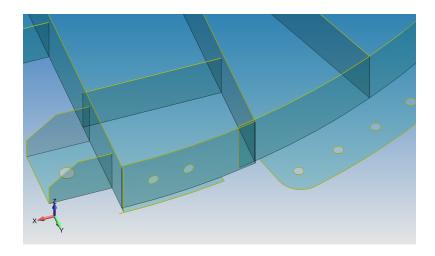
# Locate Free Edges

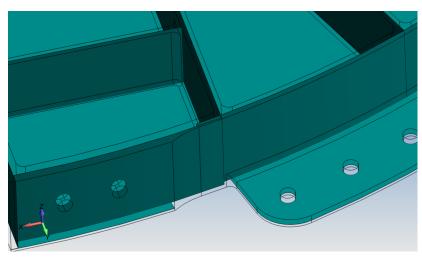


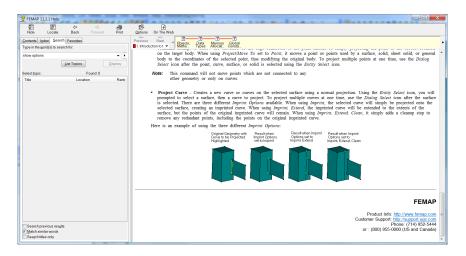


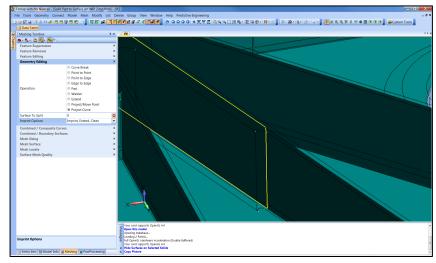
# 5.4 GEOMETRY EDITING — PROJECT CURVE/IMPRINT OPTIONS

Now comes the fun stuff of trying to fit the geometry into what we want to mesh. This option has several sub-options – never be too proud to just read the manual. We are going to use just Imprint and then the complete Imprint, Extend, Clean to get what we want.





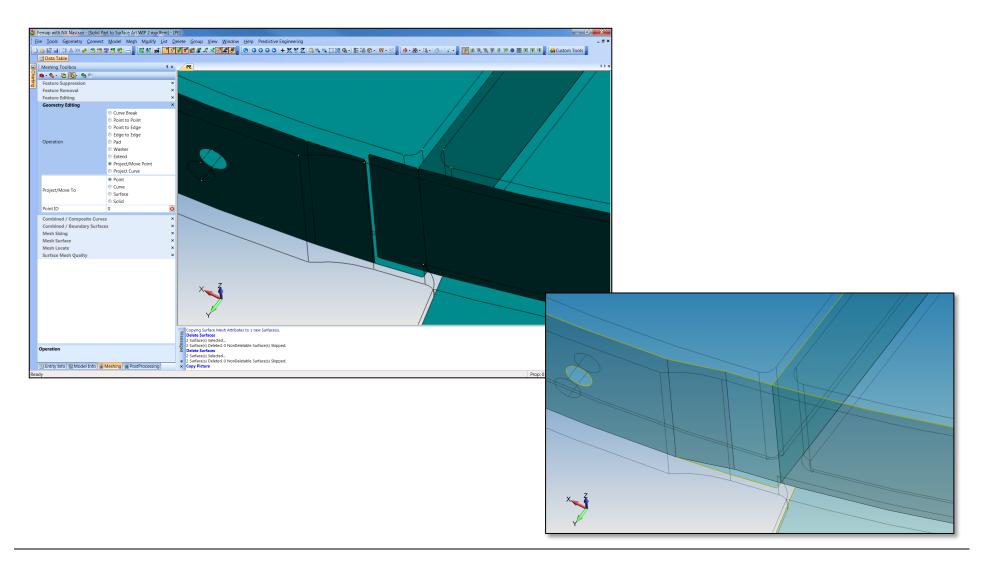






# 5.5 GEOMETRY EDITING - PROJECT/MOVE POINT (THE "IT CAN DO THAT?" COMMAND)

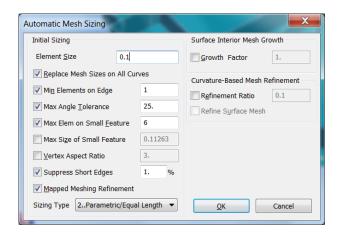
Okay, after deleting a few extraneous surfaces, we're ready to close up the gap by moving over the surface. What is cool is that since it is all joined, when you move the surface it seals it (the Entity Locator tool). This command can do more than you think for morphing existing geometry into new shapes.

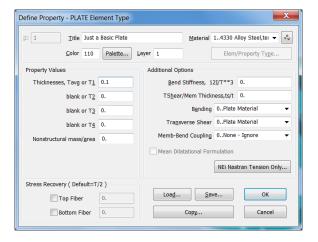


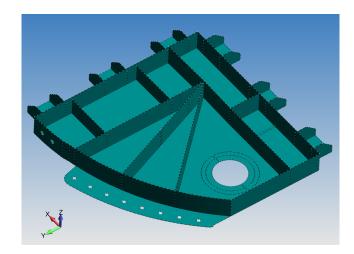


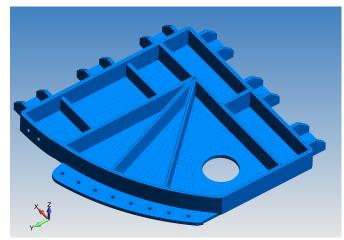
#### MESHING FROM A FOUNDATION OF A SINGLE COHERENT SKIN

Starting with our clean skin doesn't mean that we can't go back and change stuff that is meshed it just means we have a pretty good place to move forward from.









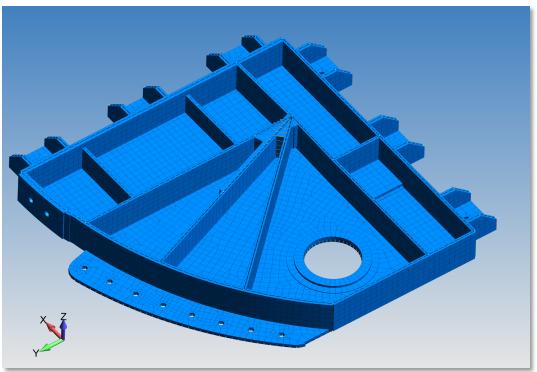


#### 6.1 THE BIG DEMO MOVE FOR NEWBIES

#### 6.1.1 MODIFY / UPDATE ELEMENTS / MIDSURFACE THICKNESS AND OFFSET

This command takes the linked midsurface skin and updates the elements (not property) to match the thickness of the original geometry. There are limitations. If you delete surfaces created in the original step – you break the associativity to the original solid. That is why it is important to work on the original skin within the Meshing Toolbox. Since it updates the elements, one doesn't have individual control over the sections via "Properties".



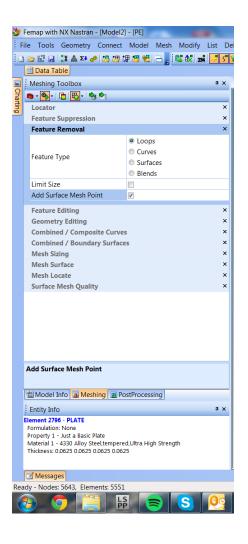


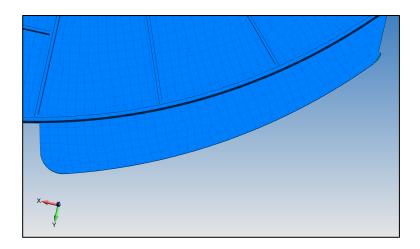


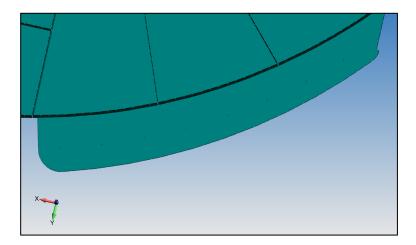
#### 6.2 LET'S MAKE IT LOOK PRETTY

We'll now do some cleanup on the mesh to get something that is more analysis friendly.

#### 6.2.1 FEATURE REMOVAL / LOOPS (ADD SURFACE MESH POINT)



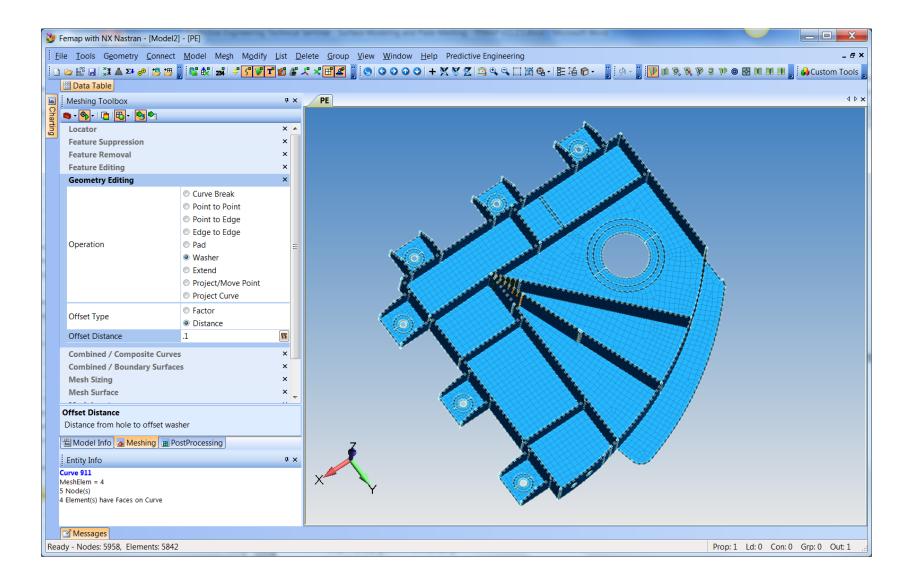






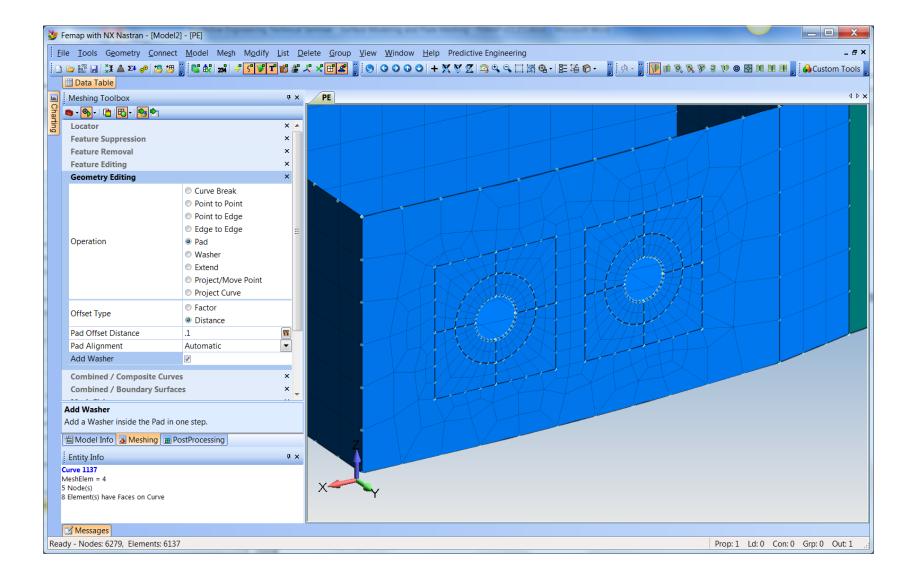
#### 6.2.2 GEOMETRY EDITING / WASHER / OFFSET TYPE, DISTANCE (0.1)

This is nothing new but it is interesting to see how it works so well.





### 6.2.3 GEOMETRY EDITING / PAD / OFFSET TYPE, DISTANCE (0.1), ADD WASHER

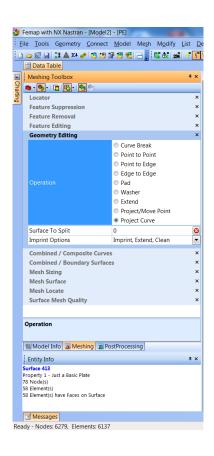


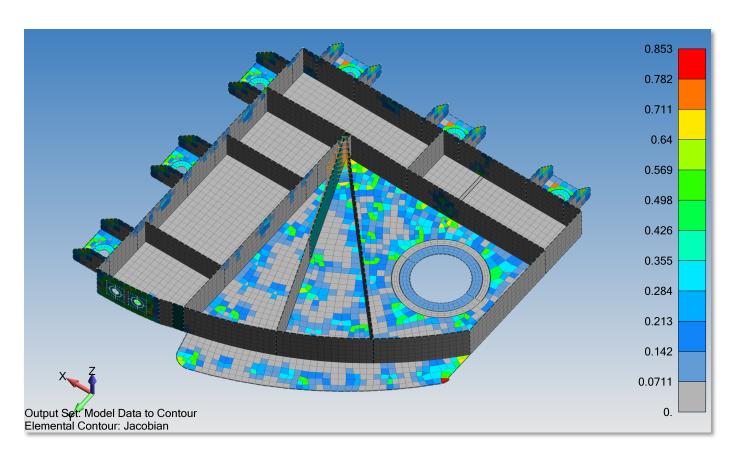


# 6.3 **ELEMENT QUALITY CHECK**

Once everything is sealed up and meshed, an element quality check can be done.

One of the advantages of a clean skin is that changes to the mesh can be quickly made to improve the quality.







#### 7. CLOSING COMMENTS

You guys did great – you made it through the seminar!

#### 8. RESOURCES

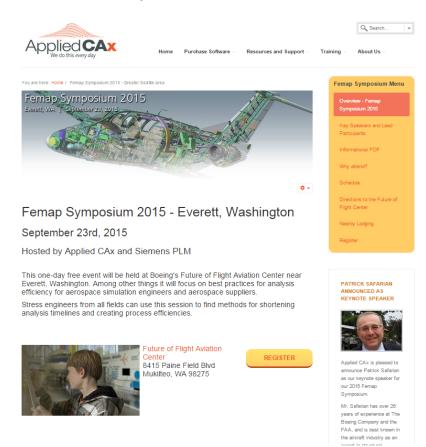
www.AppliedCAX.com - "API of the Month"

**FEMAP Manual** 



#### 9. WHAT'S NEXT?

# FEMAP Symposium September 23, 2015



# FEMAP and NX Nastran Training October 19-23, 2015

