

Simulation Intent: Capturing mesh requirements

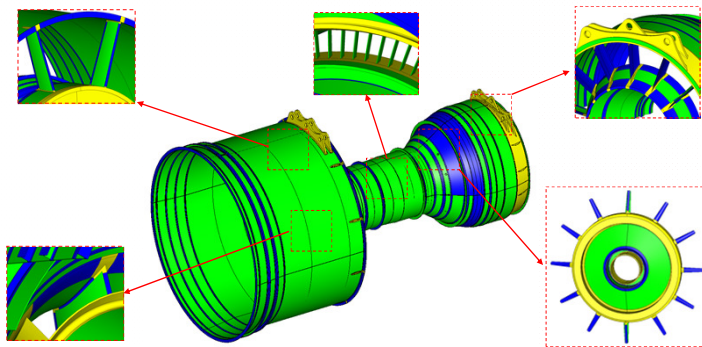
D. Nolan, J. Makem, C.G. Armstrong, T.T. Robinson, C. Tierney,

INTRODUCTION:

- Simulation Intent captures from the outset of the design process how the component is to be idealised and represented in the simulation model
- In this work simulation intent is used to construct meshes for an aero engine component
- Thin-sheet and long-slender regions are identified and subdivided out of an aerospace component^{1,2}.
- By defining different simulation intent, different meshing strategies can be used to create efficient meshes for the same subdivided model

MODEL PARTITIONING USING GEOMETRIC REASONING

- The CADfix Thin-Thick tool is used to identify and extract thin-sheet regions from the model.
- QUB algorithms then use tools based on the CADfix API to extract long-slender regions².
- The remaining regions are classed as 'Complex'.

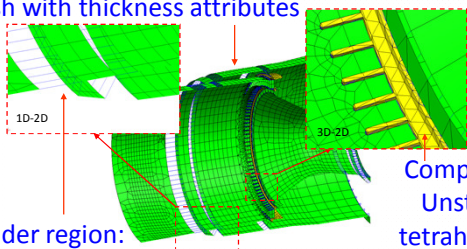


- Complex** (Yellow)
- Thin-sheet** (Green)
(Region has two long dimensions compared to thickness)
- Long-slender** (Blue)
(Region has one long dimension compared to cross sectional dimensions)

SIMULATION INTENT: USE A REDUCED DIMENSIONAL MESH, WITH ELEMENT TYPE MATCHED TO GEOMETRIC SHAPE

Thin-sheet region:

Shell mesh with thickness attributes



Long-slender region:

Beam elements with cross sectional attributes

267,993 DoF

Complex region:
Unstructured tetrahedral mesh

- Idealisation process automated in Siemens NX
- Interface data automatically calculated from the partitioned model is used to tie different regions together

SIMULATION INTENT: USE A REDUCED DIMENSIONAL MESH, WITH ELEMENT TYPE MATCHED TO GEOMETRIC SHAPE

Complex region:
Unstructured tetrahedral mesh

707,553 DoF

Long-slender region:
Swept pentahedral mesh

Thin-sheet region:
Hexahedral mesh swept through thickness

- Mesh automatically created in ABAQUS CAE
- Meshes at the interfaces of different regions conform

CONCLUSIONS

- Geometric reasoning has been used to subdivide aerospace components based on shape profiles
- Simulation intent has been used to define different mesh styles for subdivided regions