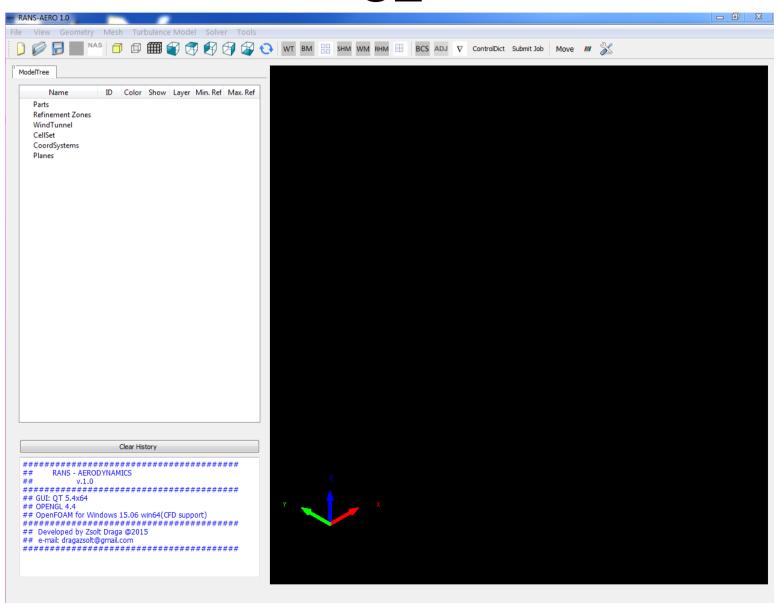
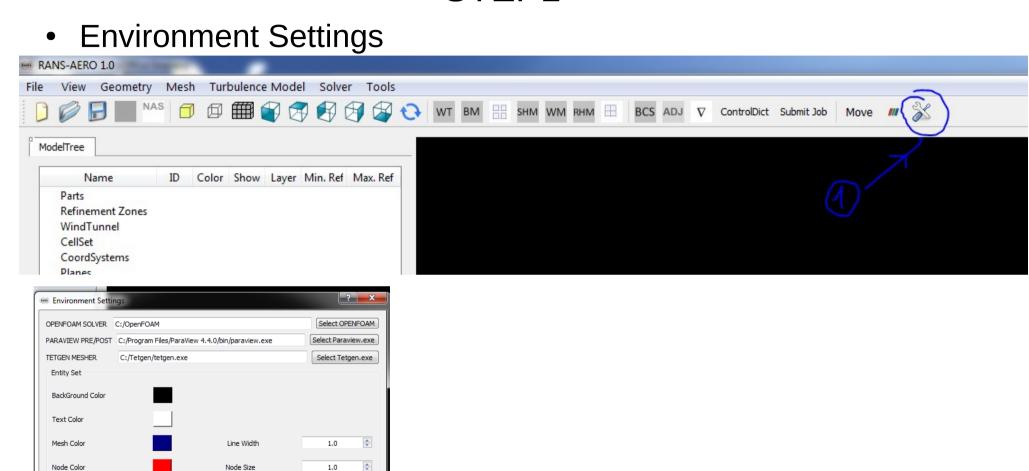
RANS AERO 1.0 32



STEP1



*

CLOSE

Edge Width

SET DEFAULT

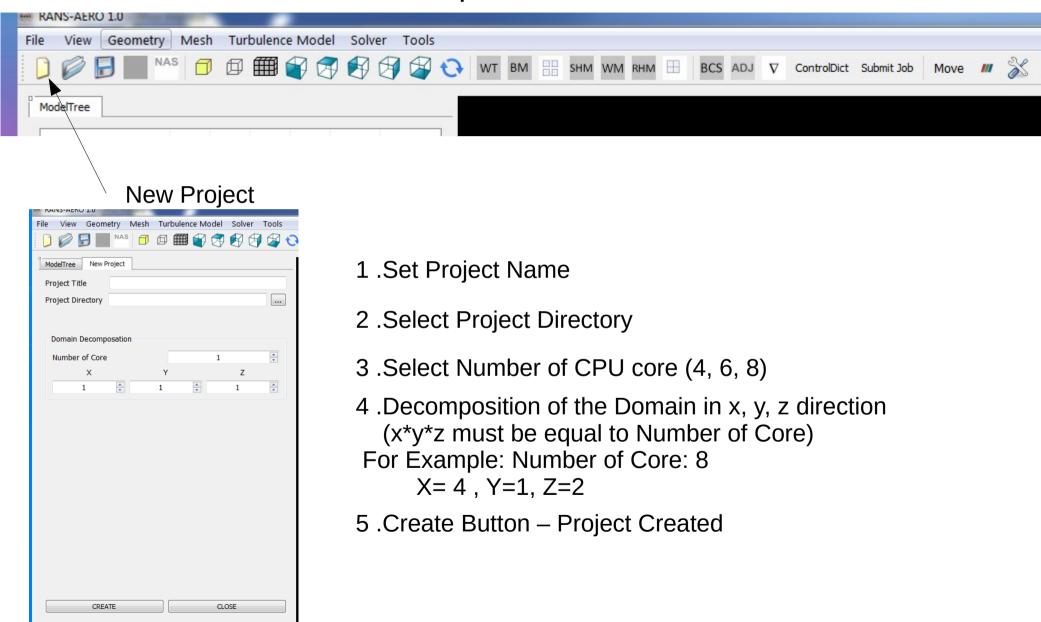
Axis Color

CoordSystem Axis Size

OpenGL Lighting Model Two Side Model

Feature Edge Color

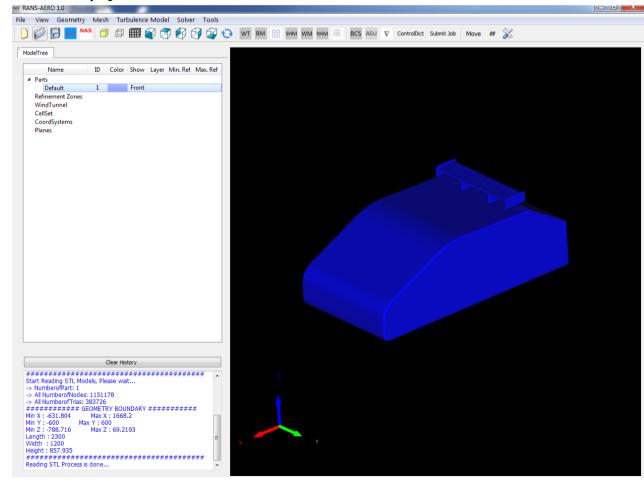
Step2 -Let start



Step3 – Read Geometry (STL (ascii) and Nastrain file, STL is preferred)

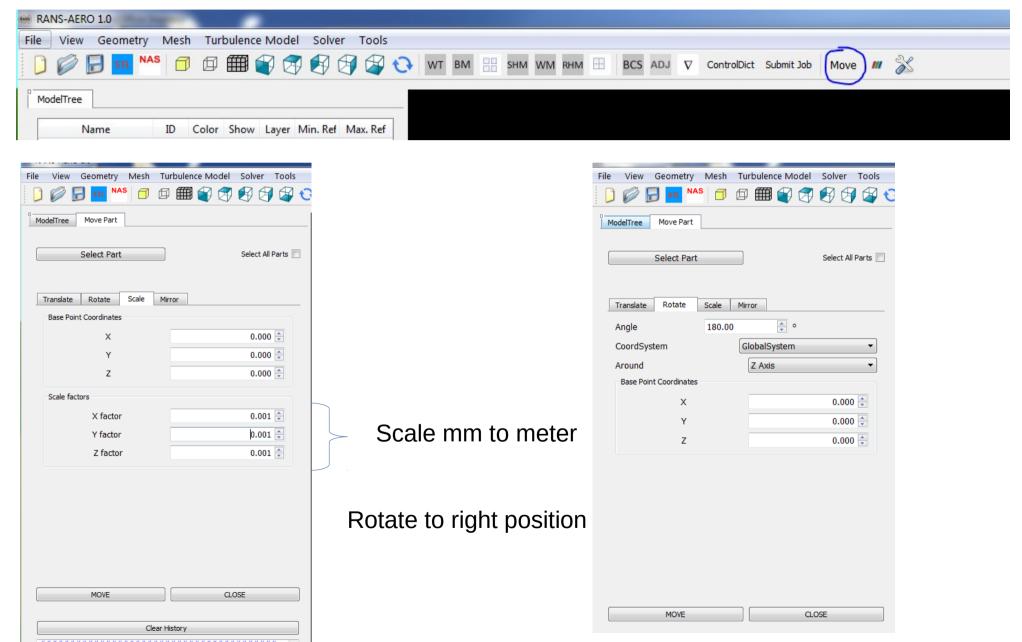


1. Multiply files can be selected

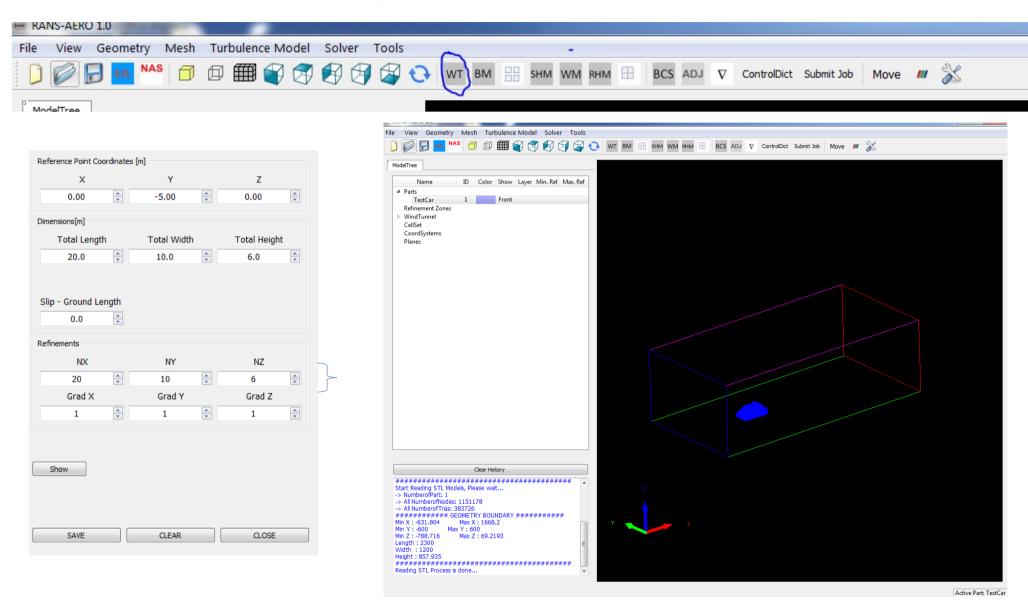


Select Part Name, Right Click . Change Part Name

Step4 – Set correct unit system (OPENFOAM – meter, kg, Newton system)



Step5 - Create Windtunnel



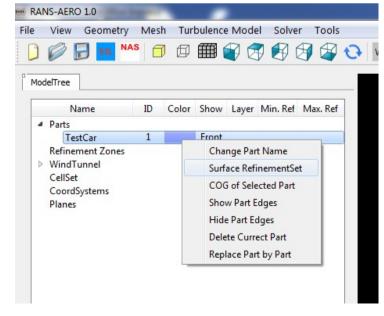
Step6 – BlockMesh (Base Mesh for Octree based snappyhexmesh)

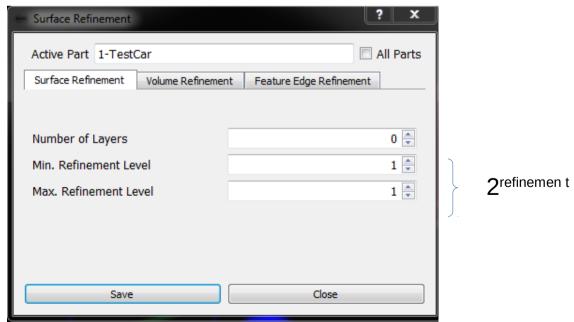


Step7 – Domain decomposition (Distribute Mesh for parallel meshing)

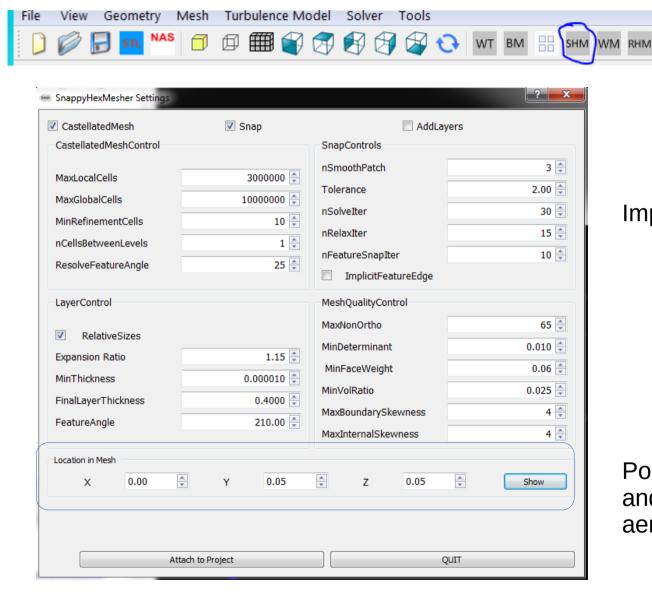


Step8 – Surface RefinementSet





Step9 – SnappyHexmeh (Volume Mesh)



ImplicitFeature Edge should be on

ControlDict Submit Job

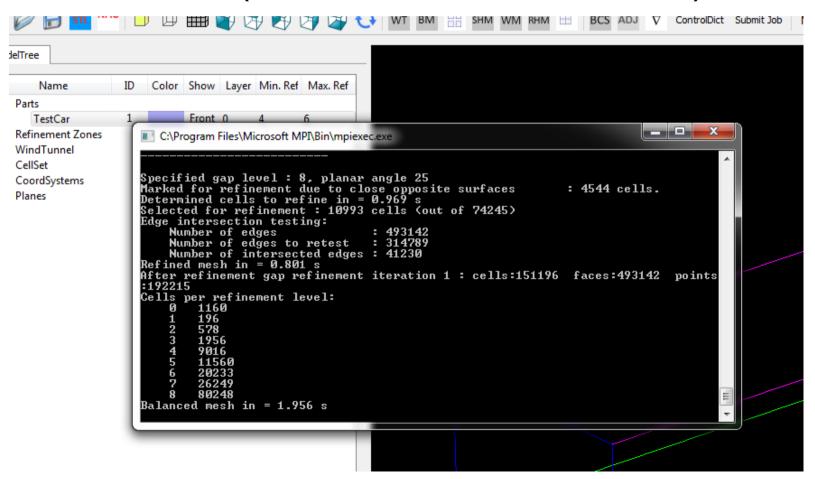
Move

Point must be inside of Windtunnel and outside from object (external aerodynamics)

Step10 - Write Snappyfile out



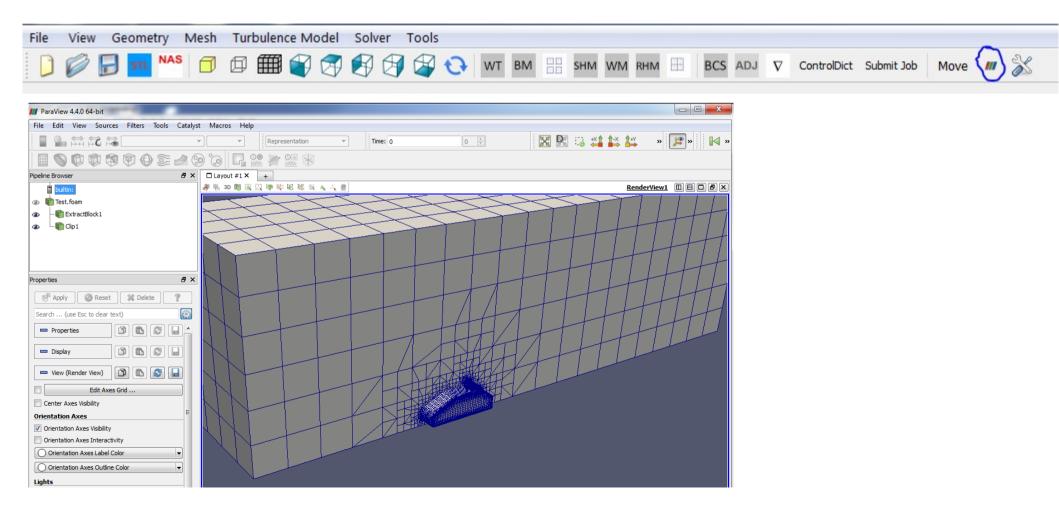
Step11 – Run HexaMesher (it takes from minutes to days) (1.5 million elements 1 GB RAM)



Step12 – Recombine the mesh

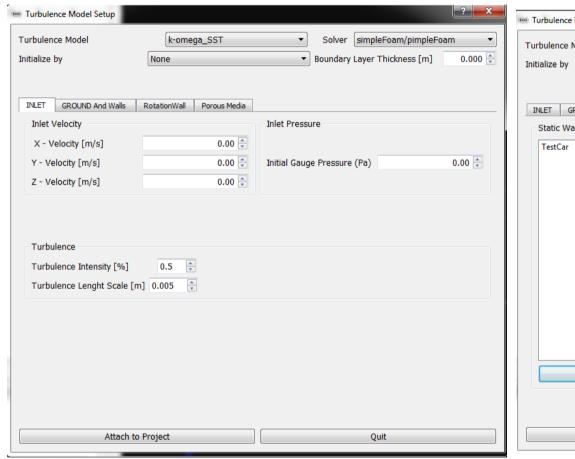


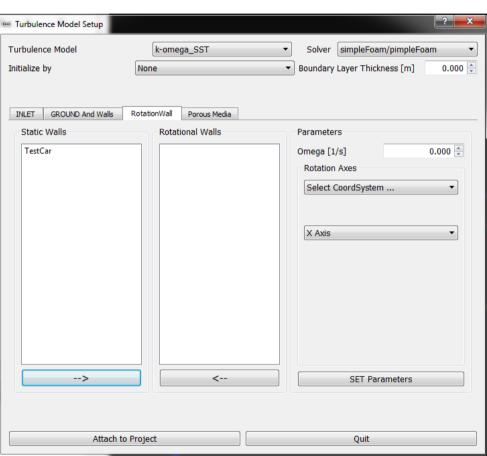
Step13 – Check Mesh – Open Paraview



Step13 – Set Turbulence Model







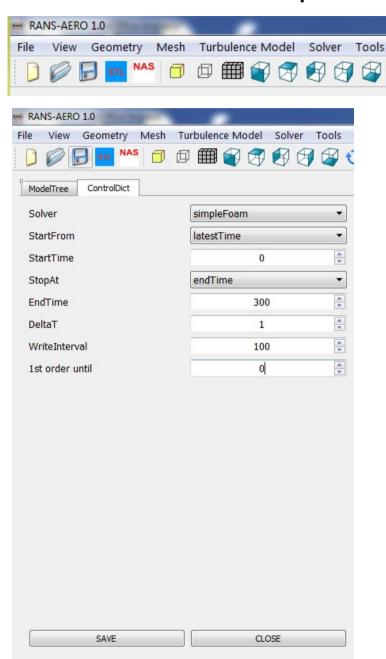
Step14 – ControlDict Settings

SHM WM RHM

BCS ADJ ∇

ControlDict Submit Job

Move ///



Step14 - Run Simulation



Step15 – Check Convergence

