



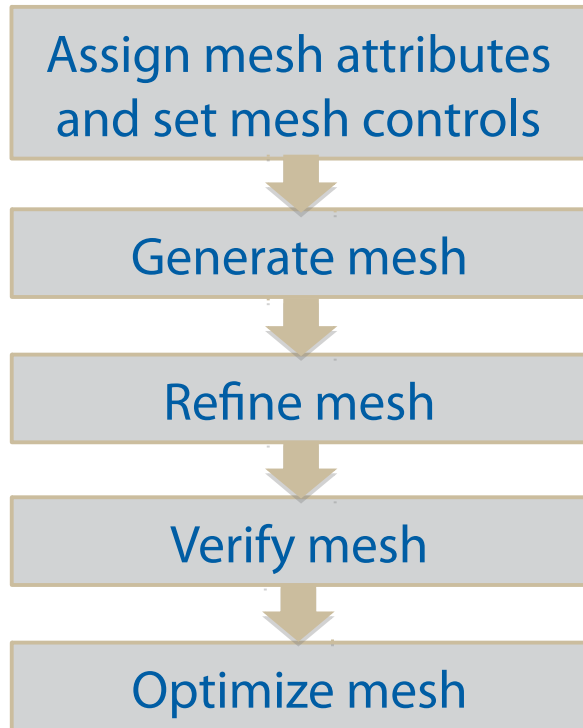
ABAQUS

ME 498CM Fall 2015

Meshing

ABAQUS Meshing

Meshing Workflow



OBJECTIVE—*balance results accuracy against rate of convergence*

CREATION—*seeding, element type, remeshing techniques*

VERIFICATION—*element quality, shape factor, aspect ratio, element degeneracy*

REMESHING/REFINEMENT—*based on results of analysis incl. large deformations or gradients*

ABAQUS Meshing

Dependent v. Independent

■ Dependent

Instance is a pointer to the meshed original part

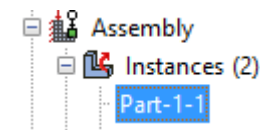
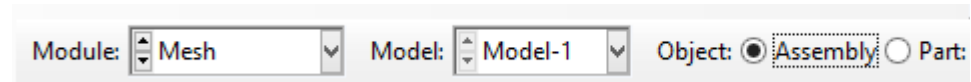
■ Independent

An independent part instance is a copy of the geometry of the original part

No customization allowed:
cannot modify geometry,
partition, virtual topology

How to Switch:

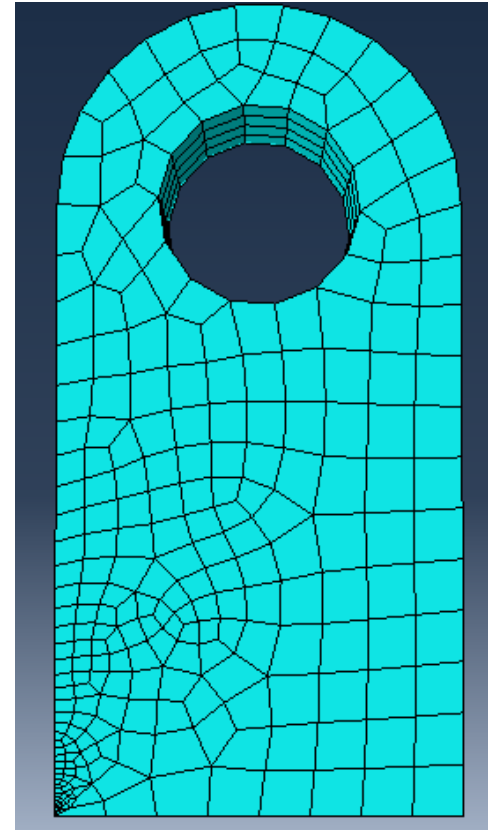
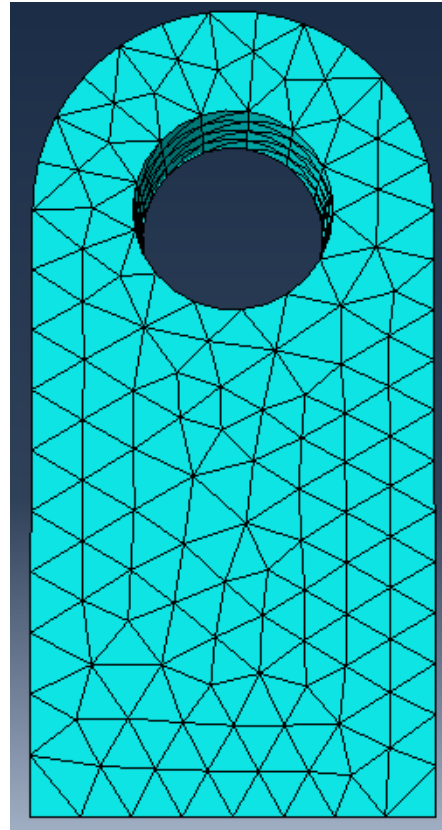
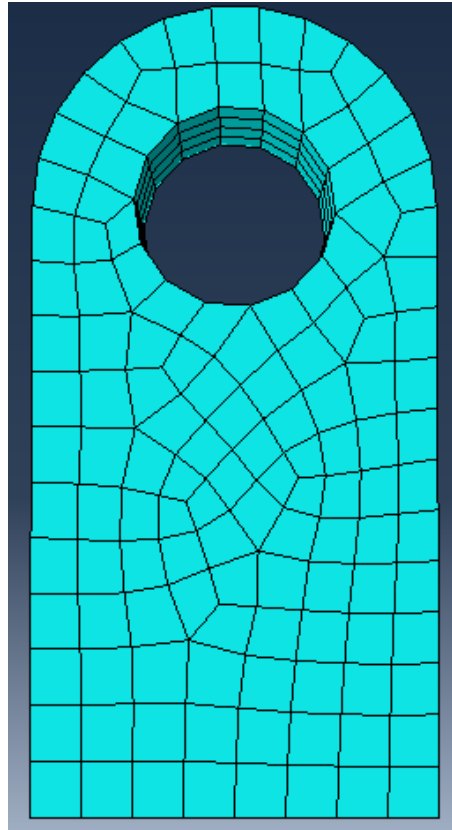
1. In the context bar, change the Object
2. In the model tree, right click the instance name



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Mesh Attributes

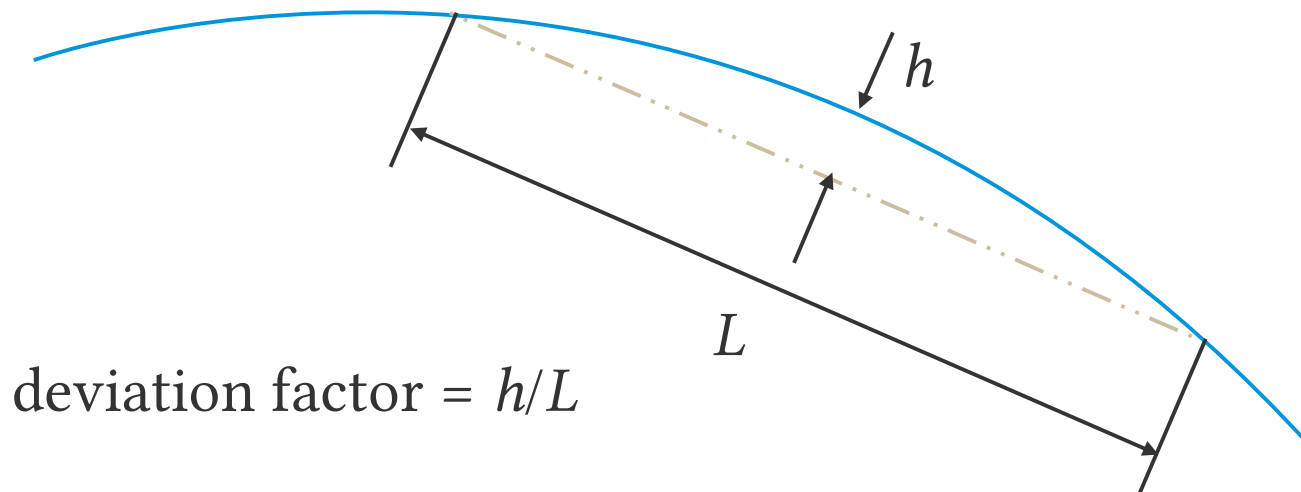
- Element shape control
- Seed assignment and bias



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Mesh Attributes: Curvature Control

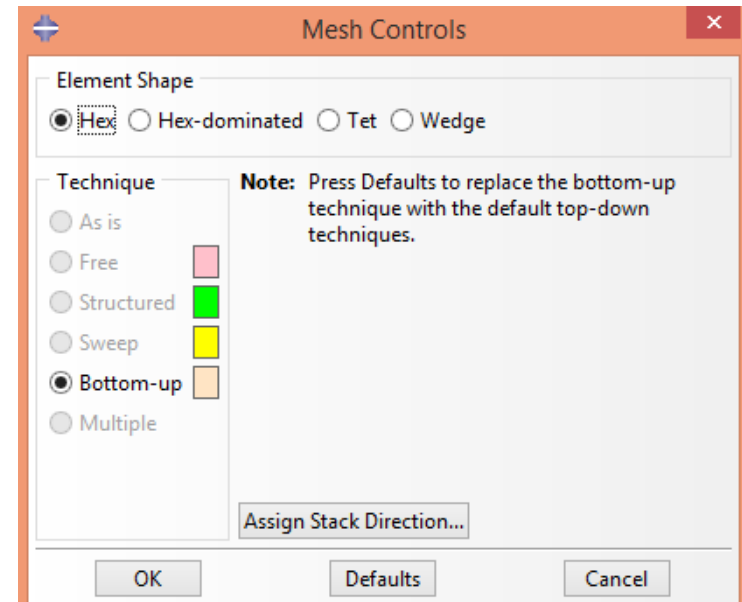
- Seed distribution based on edge curvature and target element size
- Accounts for deviation factor and minimum size factor



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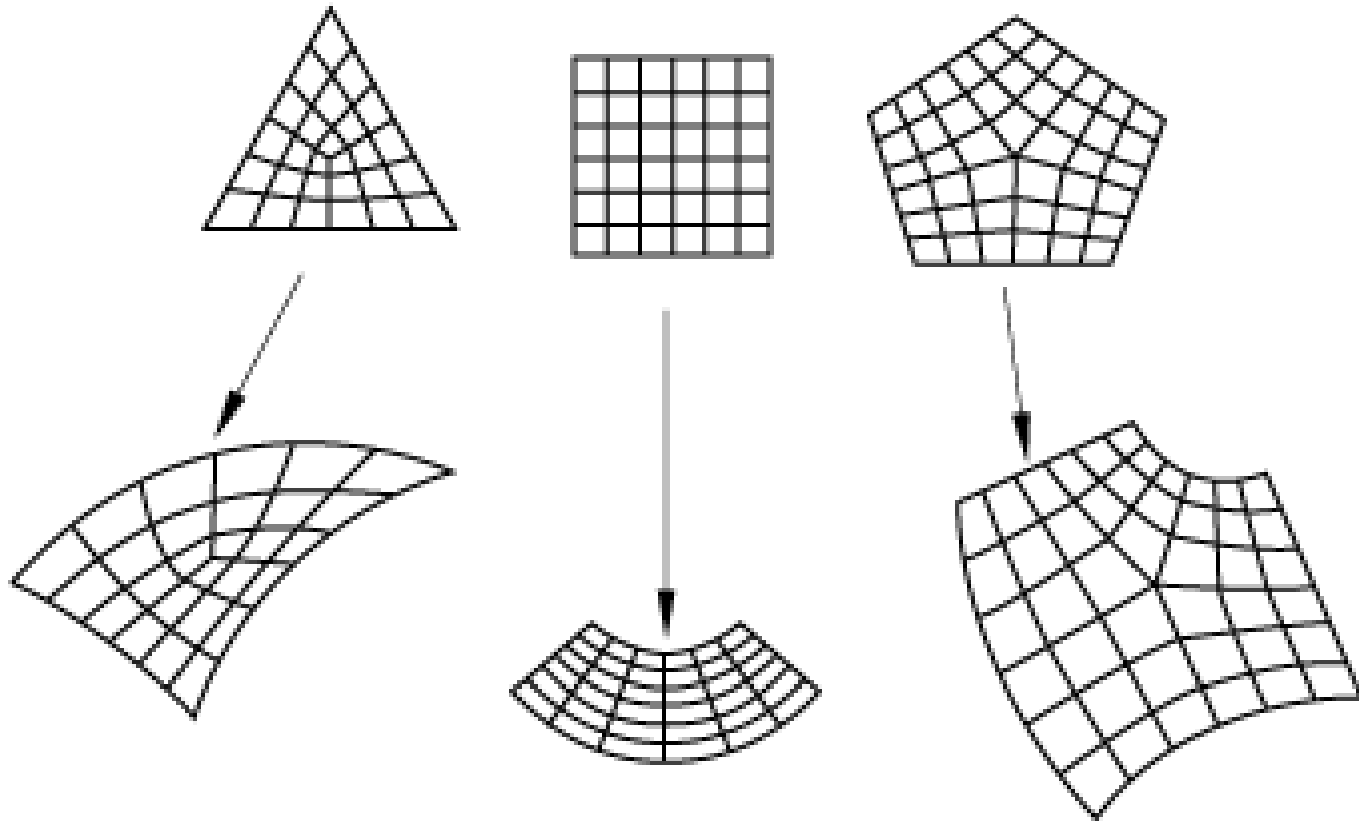
Meshing techniques

- **Top-down** meshing
 - **Structured** meshing
 - **Swept** meshing
 - **Free** meshing
- **Unmeshable** part
 - **Bottom-up** meshing



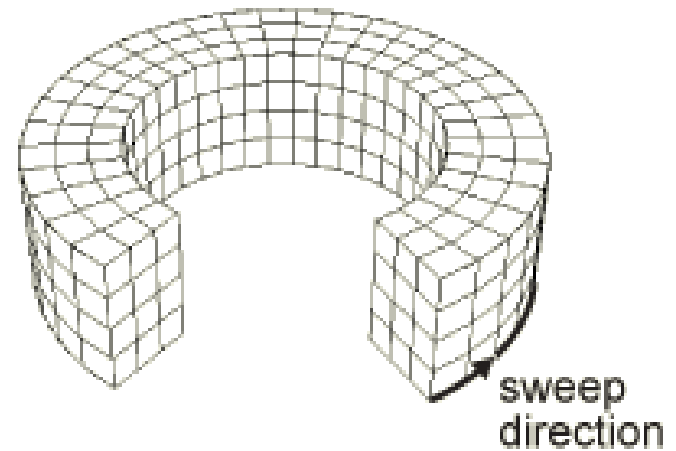
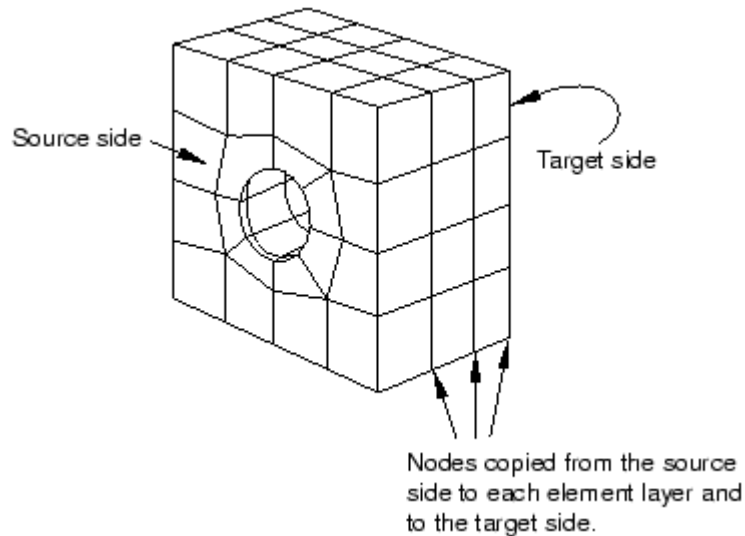
ABAQUS Meshing

Structured Meshing



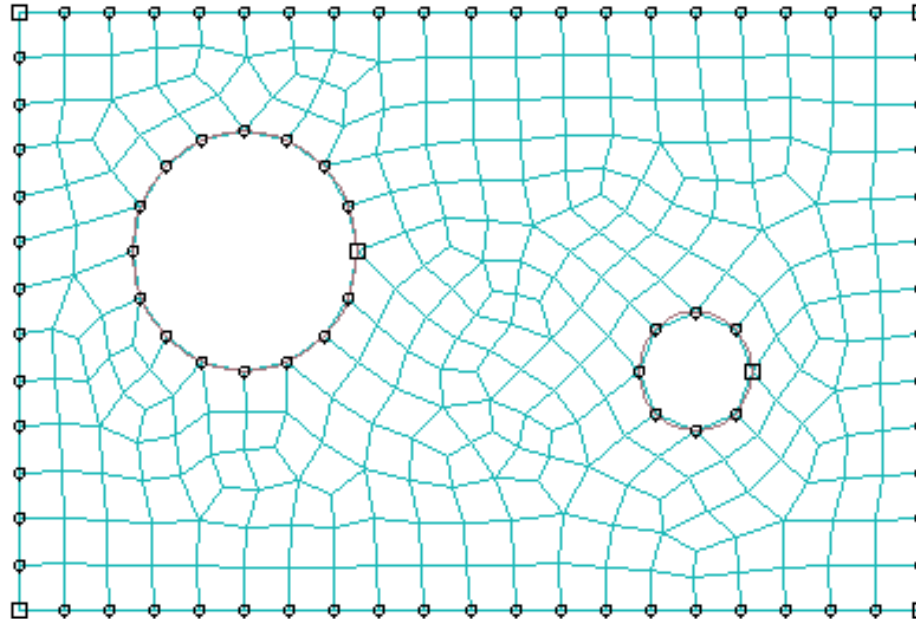
ABAQUS Meshing

Swept Mesh



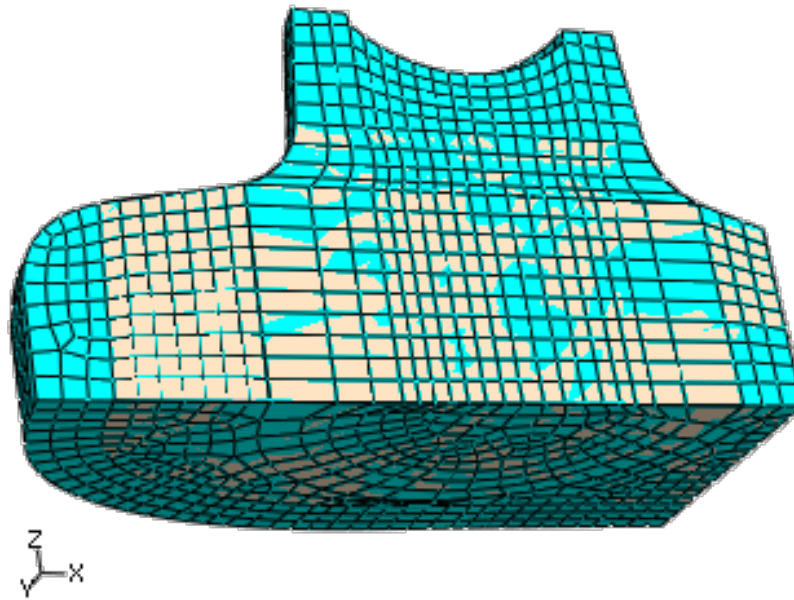
ABAQUS Meshing

Free Meshing



ABAQUS Meshing

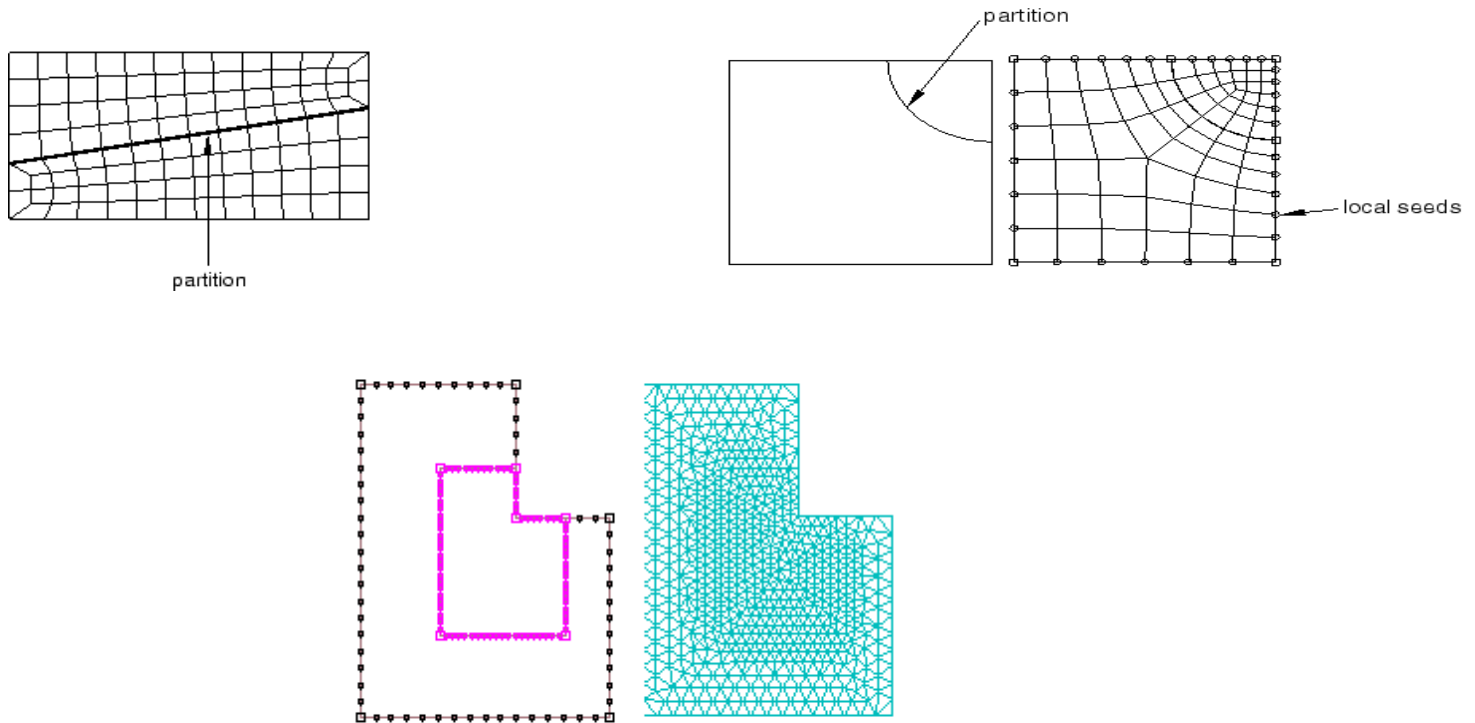
Bottom-Up Meshing



Example 17.11.10

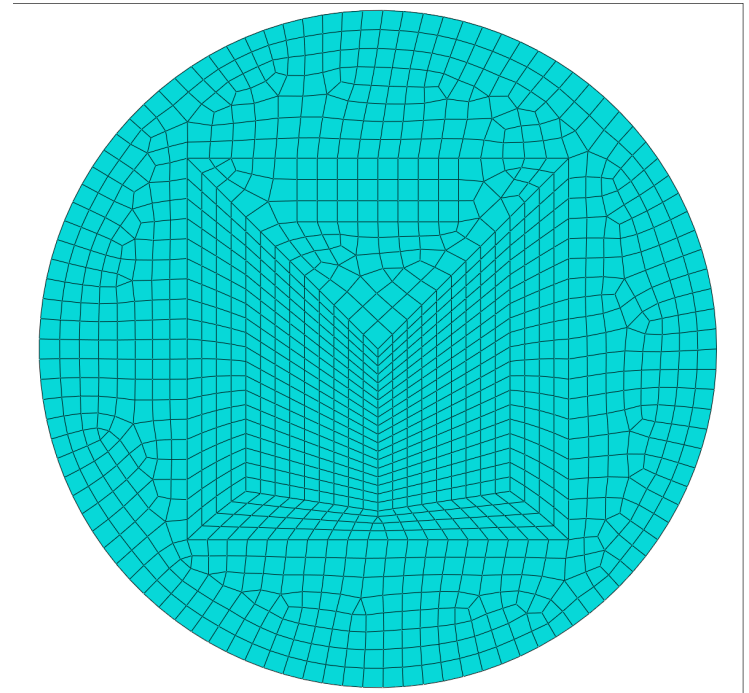
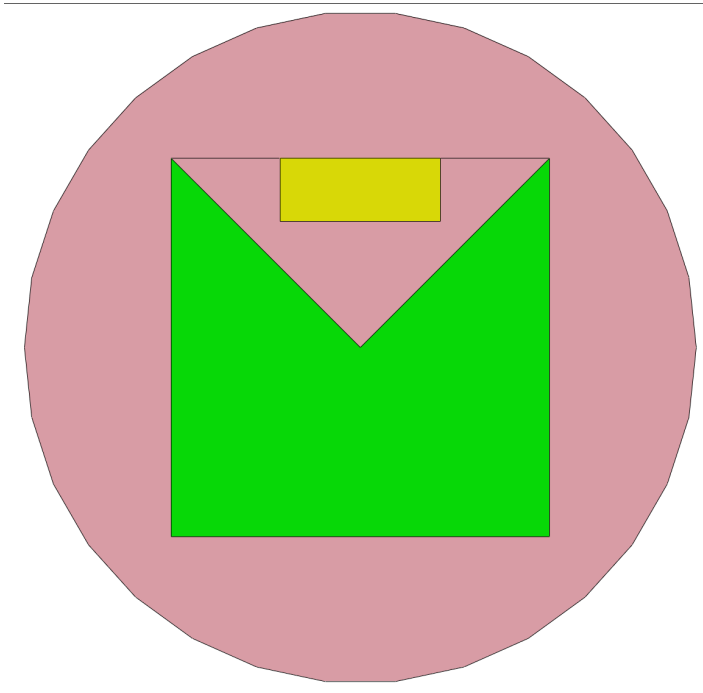
ABAQUS Meshing

Refinement by Partitioning



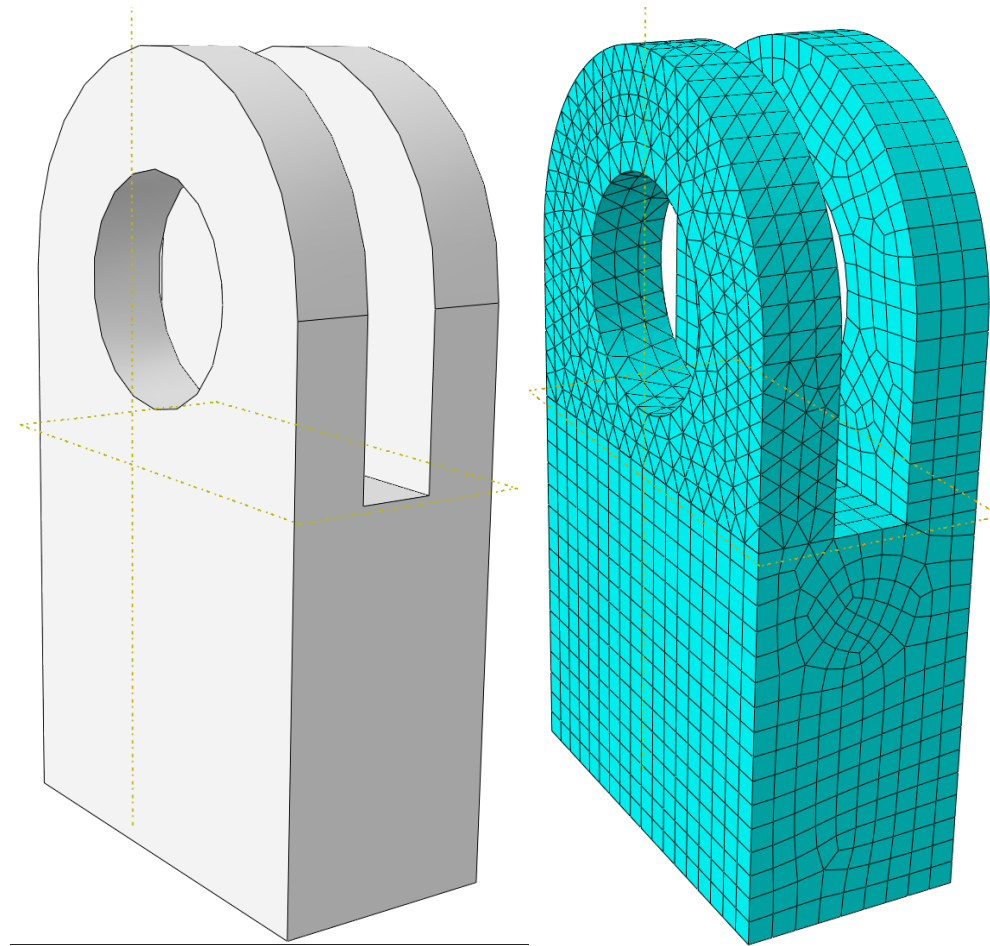
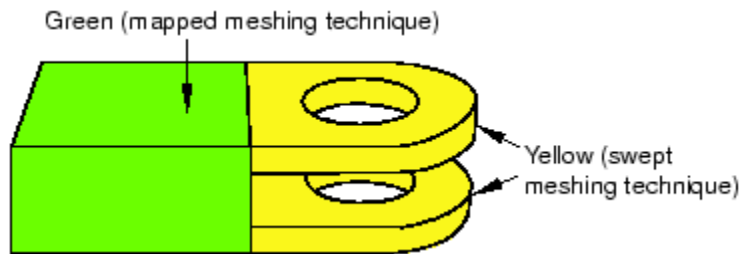
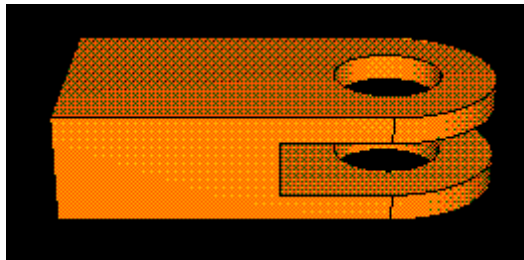
ABAQUS Meshing

Refinement by Partitioning



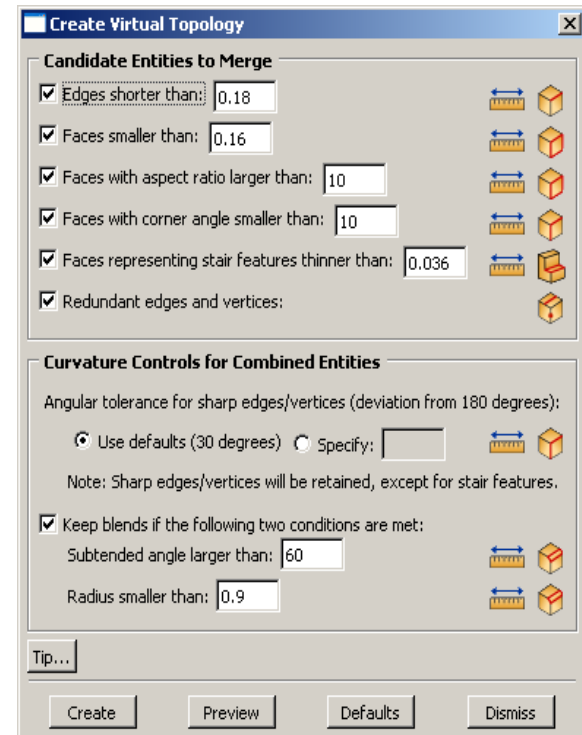
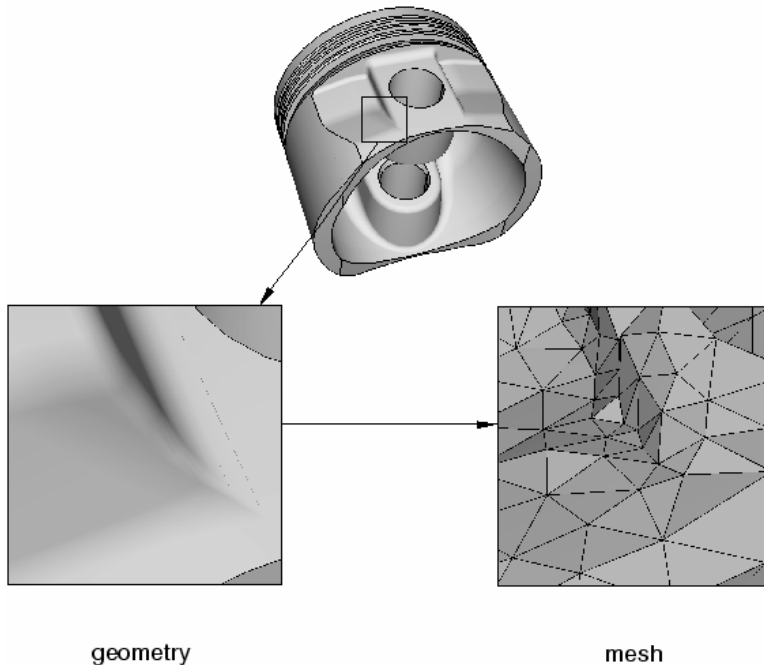
ABAQUS meshing

Refinement by Partition

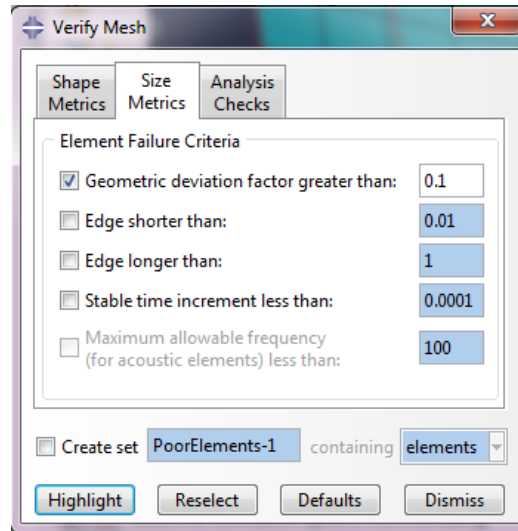


ABAQUS meshing

Refinement by virtual topology



ABAQUS meshing



Mesh Verification

Aspect Ratio:

Ratio between longest and shortest edge of a element.

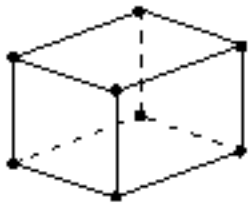
Shape Factor:

triangular and tetrahedral elements

Selection criterion	Quadrilateral	Triangle	Hexahedra	Tetrahedra	Wedge
Shape factor	N/A	0.01	N/A	0.0001	N/A
Smaller face corner angle	10	5	10	5	10
Larger face corner angle	160	170	160	170	160
Aspect ratio	10	10	10	10	10

ABAQUS Elements

Element Library



Continuum
(solid) elements



Shell
elements



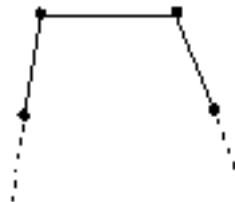
Beam
elements



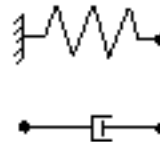
Rigid
elements



Membrane
elements



Infinite
elements



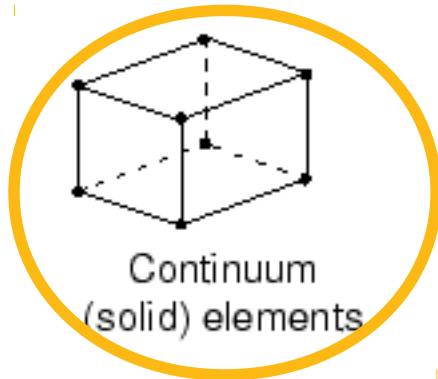
Springs and dashpots



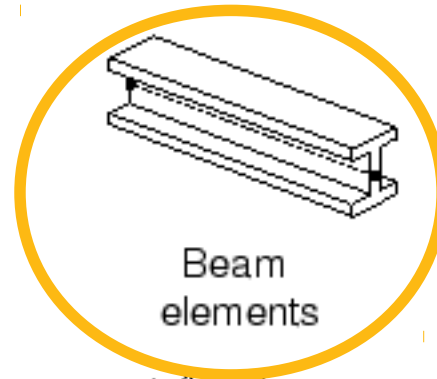
Truss
elements

ABAQUS Elements

Element Library



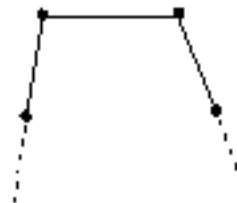
Shell
elements



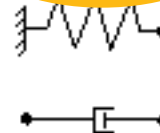
Rigid
elements



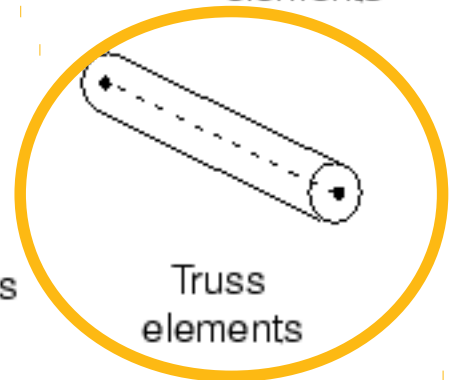
Membrane
elements



Infinite
elements



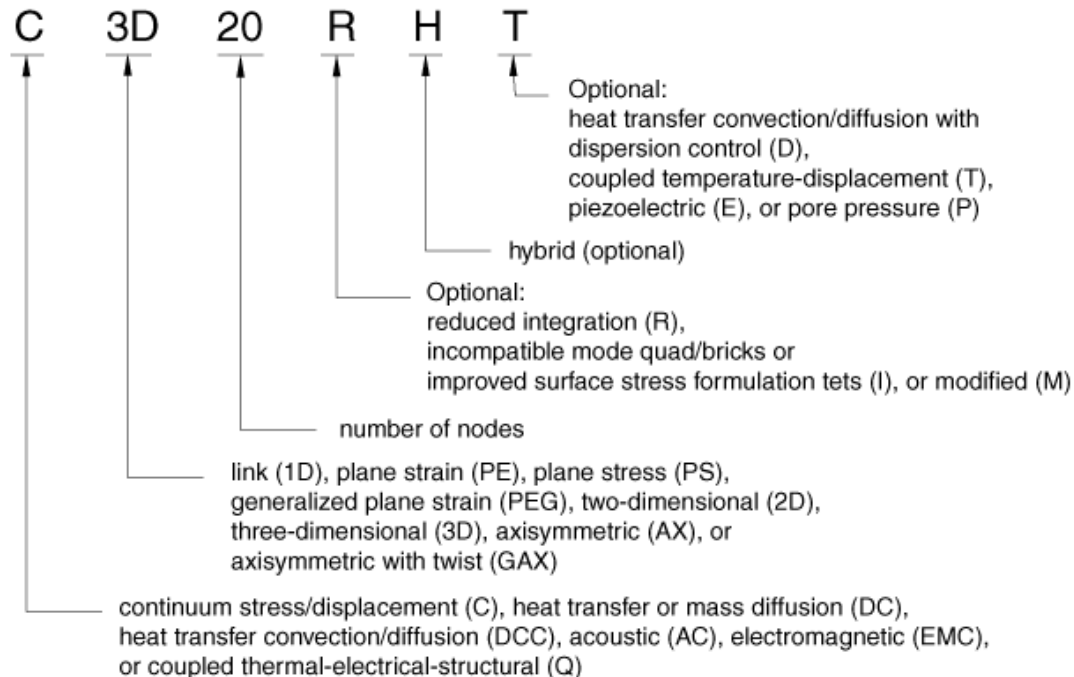
Springs and dashpots



+ gap/contact elements, etc.

ABAQUS Elements

Element Naming Convention



ABAQUS Elements

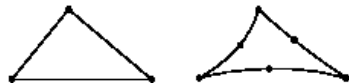
Element Selection & Properties

One-Dimensional

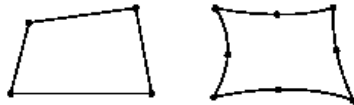


Lines

Two-Dimensional



Triangles

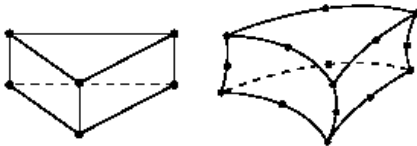


Quadrilaterals

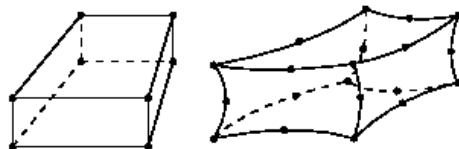
Three-Dimensional



Tetrahedra



Triangular
prisms (wedges)



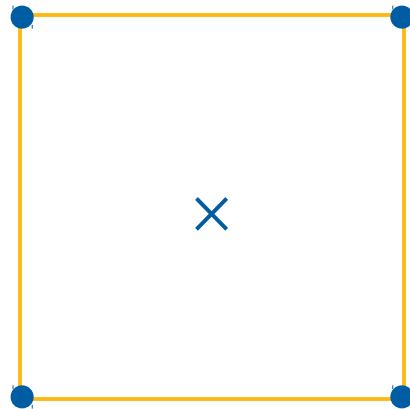
Hexahedra

Topologically,
 $CPE4 = CAX4R = S4R = DC2D4 = AC2D4$

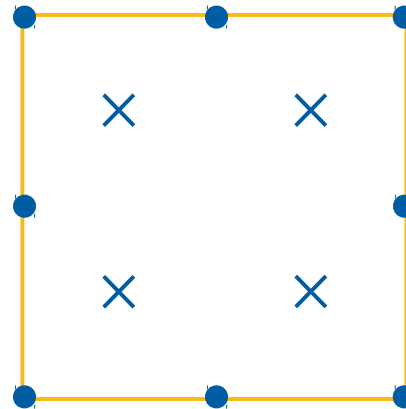
no checking of DOFs in CAE

ABAQUS Elements

Reduced Integration



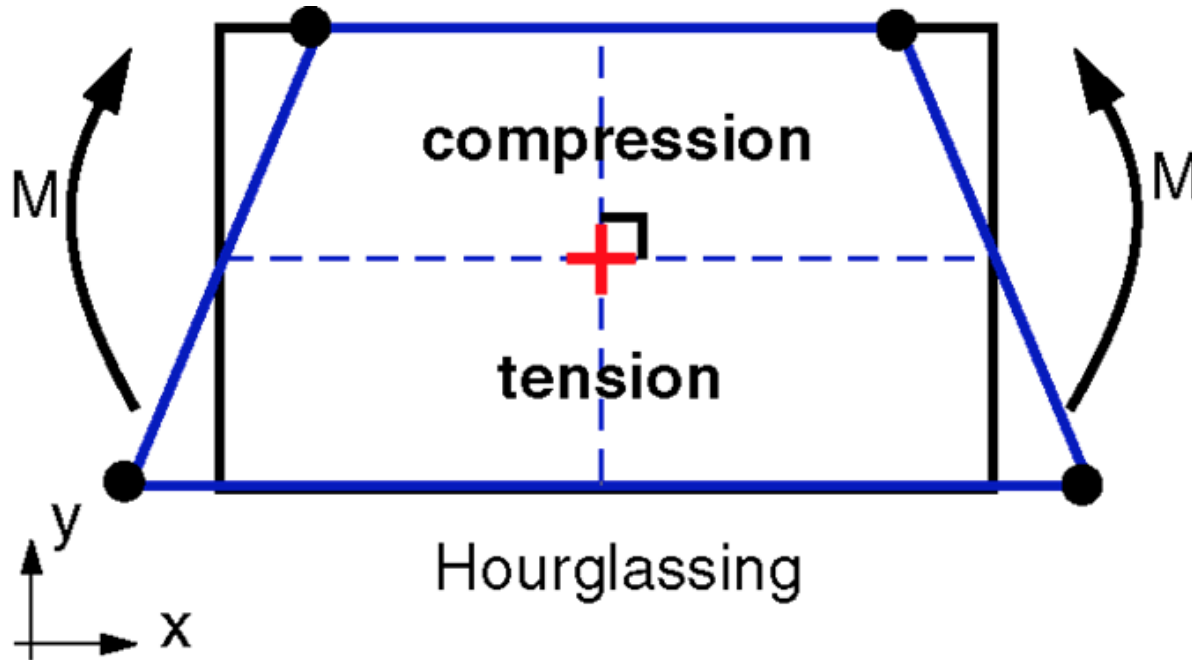
linear
(CPS4R etc.)



quadratic
(CPS8R etc.)

ABAQUS Elements

Hourglassing



ABAQUS Elements

Shear Locking

