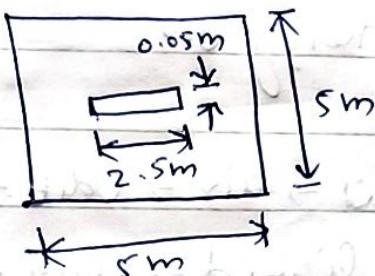


Quenching

Geometry :

X Y plane. \rightarrow Sketch \rightarrow Rectangles \rightarrow dimensions



operation: add frozen

Concept \rightarrow Surface from sketches \rightarrow Select sketch 1 \rightarrow generate
Sketch 2 \rightarrow Draw a rectangle ~~coinciding~~ coinciding with
inner rectangle

Concept \rightarrow Surface from sketches \rightarrow Select sketch 2 \rightarrow operation
= add frozen \rightarrow generate

Select Body, selection and select the two bodies
 \rightarrow Right click \rightarrow Form new part.
Click share Topology.

Mesh

Generate Mesh

Select the top & bottom edges of the inner rectangle

\rightarrow Mesh \rightarrow insert \rightarrow sizing \rightarrow No. of divisions 200

\rightarrow Update mesh

\rightarrow Create named selection for solid & fluid by body
selection

Setup:

General : Transient

~~Models~~ Models : Energy on

Materials → Fluids → air → Edit → Fluent Database

→ Water liquid → Copy → Close

→ Change/Create → Close

Cell zone conditions → Fluid → Material Name to
Water liquid → OK

Report Definition → New → Volume average → Temperature
→ Fluid → Change Name to Fluid temperature
→ New → Volume average → Temperature
→ Fluid → Change Name to Fluid temperature

Graphics → Contours → Temperature → Volume average
→ Save and Display

Calculation activities → Solution Animation

→ Select contour-1 → OK

Initialization : Standard initialization → Temperature 300K

Patch : solid → Temperature = 500K → Patch

Run Calculation