

SESAM TUTORIAL

GeniE

Mesh Refinement Box

Valid from program version 8.2



Sesam Tutorial

GeniE – Mesh Refinement Box

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Valid from GeniE version 8.2

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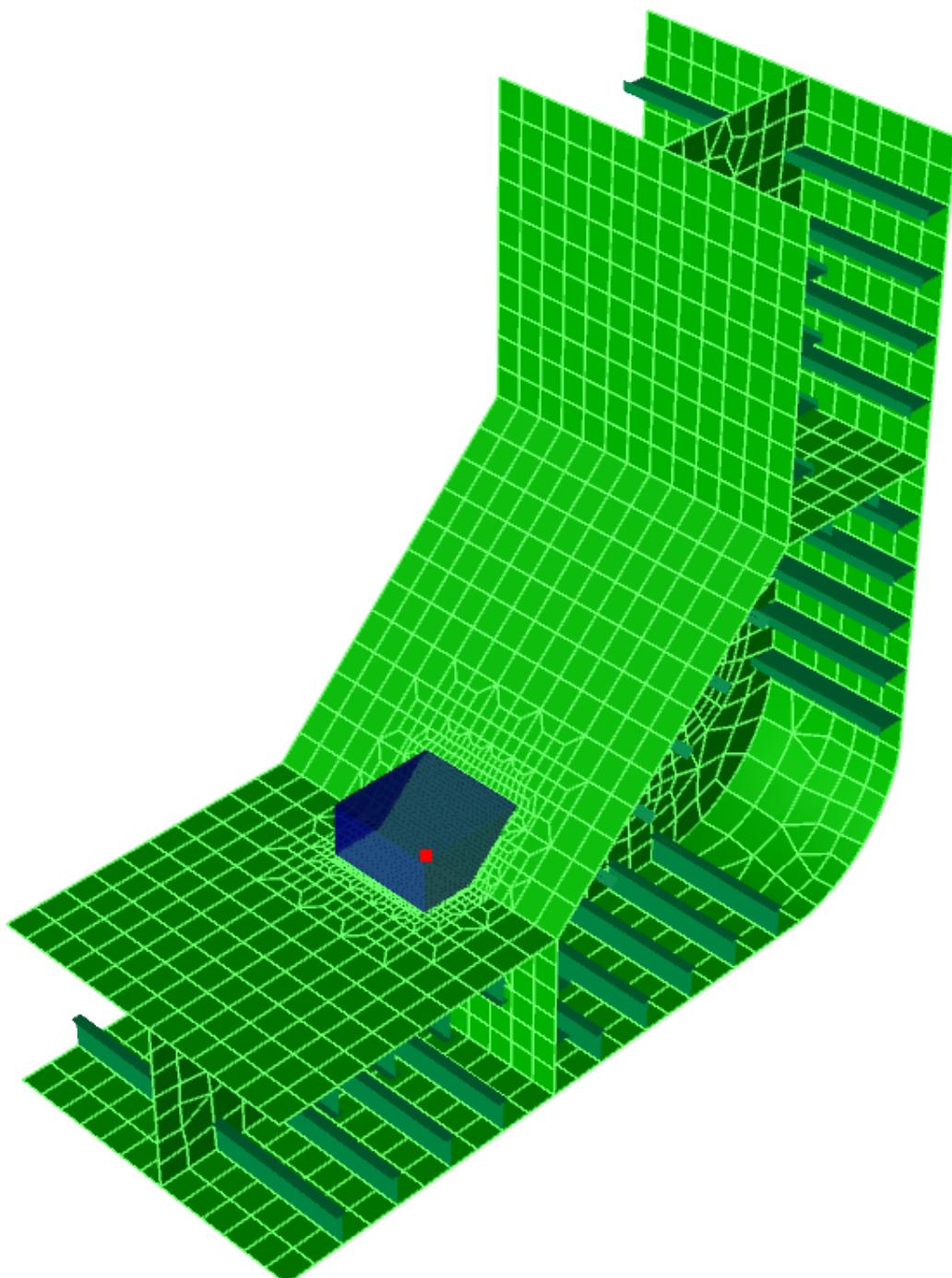
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1 INTRODUCTION

- This tutorial explains how to refine the automatically created mesh by two different features:
 1. Refinement around a hole by using the *Mesh Option for Hole* feature
 2. Refinement within a defined area by using the *Refine Box* feature
- A model of a simplified ship section is imported for the purpose of this tutorial.
- Note that there are more features for mesh editing than covered by this tutorial. Go to other tutorials to learn about such mesh editing features.

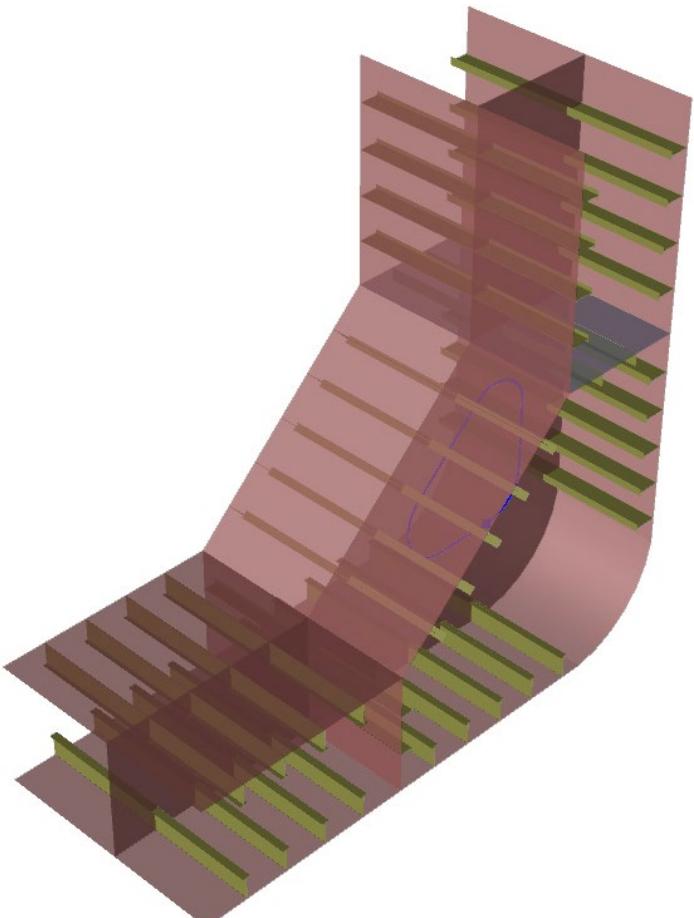
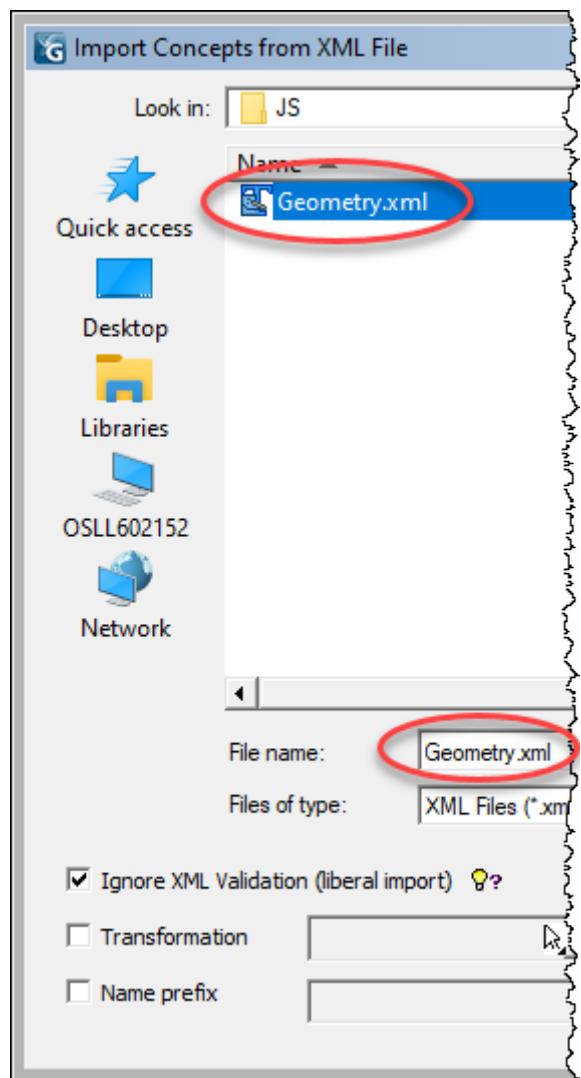
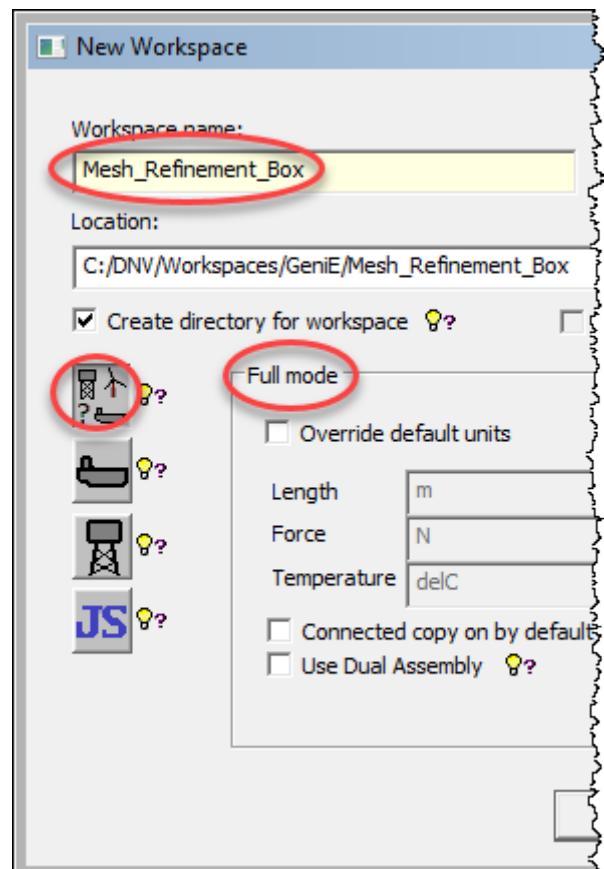


2 CREATE A NEW WORKSPACE AND IMPORT A MODEL

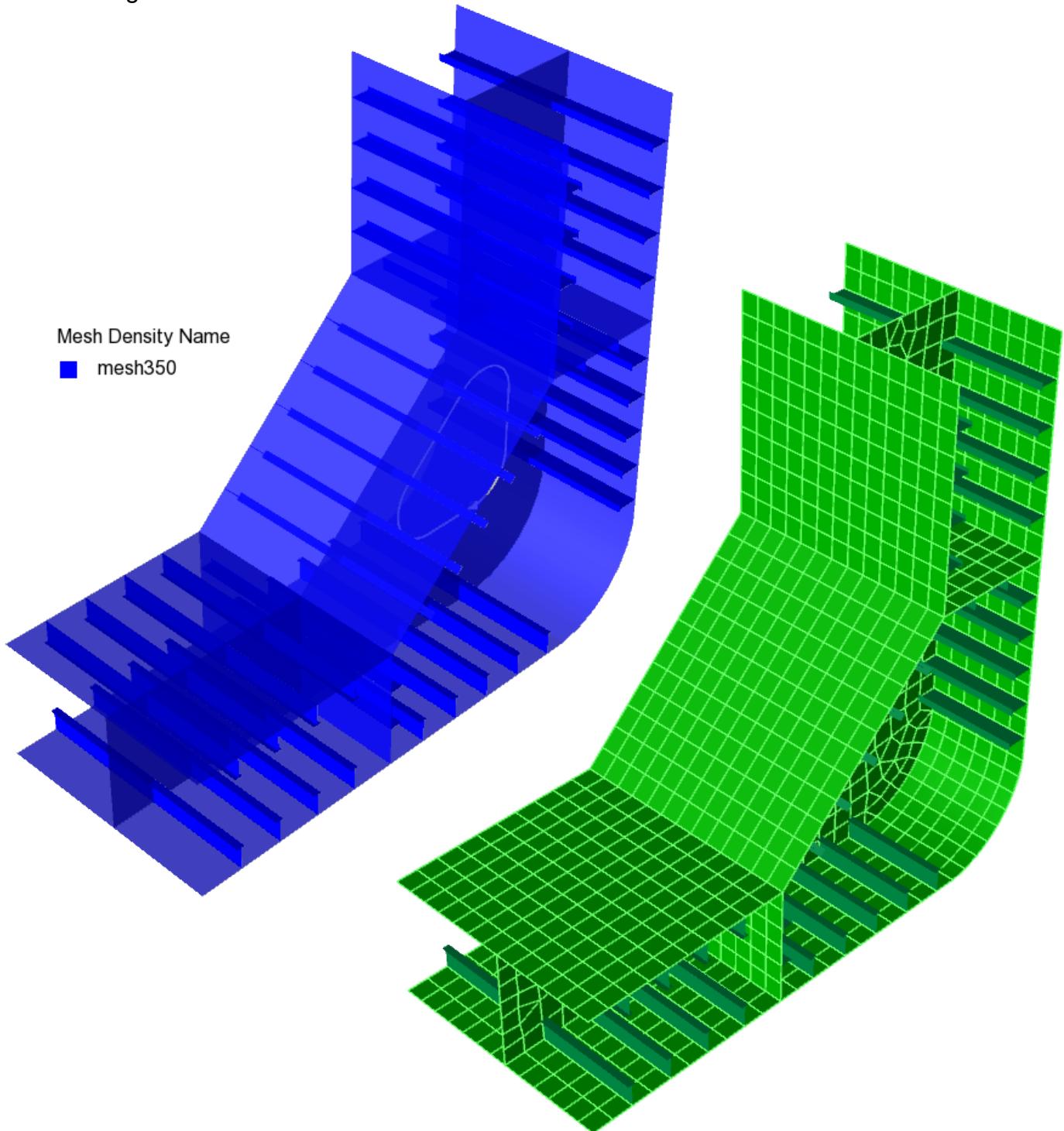
- Start GeniE and open a new workspace.
 - Give a workspace name, for example Mesh_Refinement_Box.
 - Press the *Full mode* button to open for curved geometry modelling.
 - Accept default units m and N and click OK.

- Use *File | Import | XML Concept Model* to import the file Geometry.xml. The file is found as part of the installation, typically at:
C:\Program Files\DNV\GeniE VX.Y-ZZ\Help\ Tutorials\TutorialsAdvancedModelling\ A14_GeniE_Mesh_Refinement_Box\JS

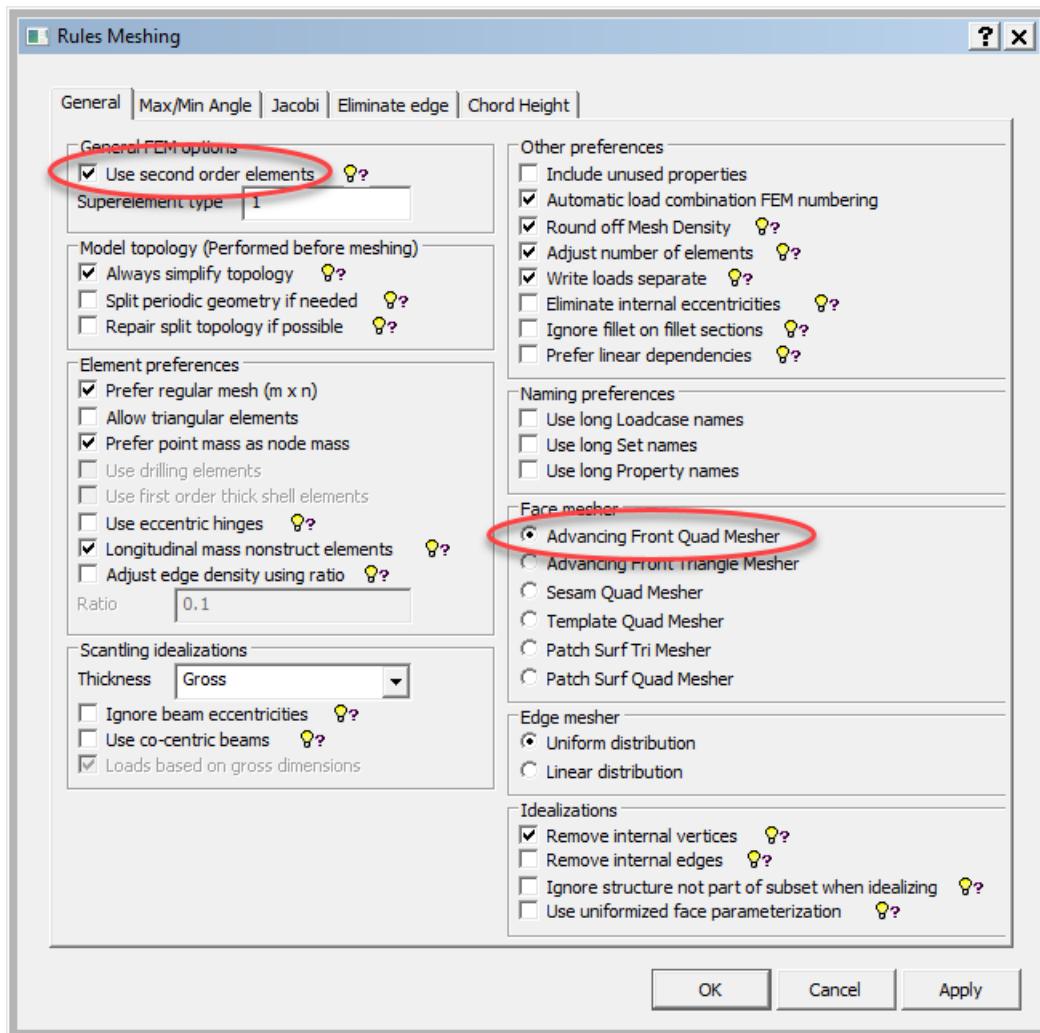
- The model shown to the lower right appears.



- The imported model includes mesh properties (see folder *Properties | Mesh* in the browser) but no mesh properties have been assigned to the model.
- Select the whole model (optionally by selecting the set named *concept_all* found in the folder *Utilities | Sets | Regular Sets* in the browser) and assign the mesh property named *mesh_350* to the model. Mesh properties are colour coded below.
- Use Alt+M to open the *Activity Monitor* and click *Start* to create the FE mesh shown to the lower right.

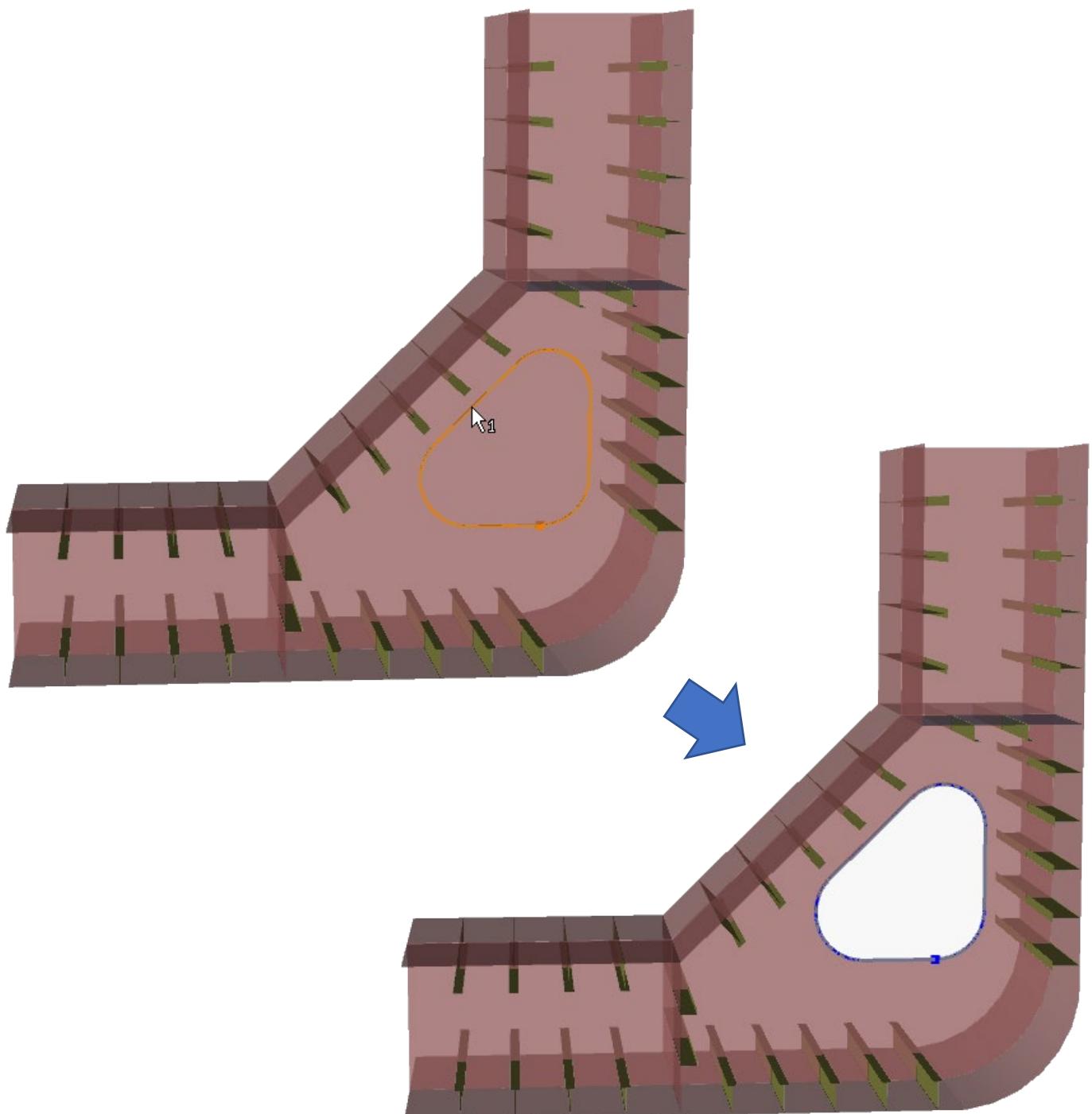


- Note that the mesh has been created using the *Advancing Front Quad Mesher* and that second order (eight-node quadrilateral and six-node triangular) elements are used. This is seen by *Edit | Rules | Meshing Rules*.



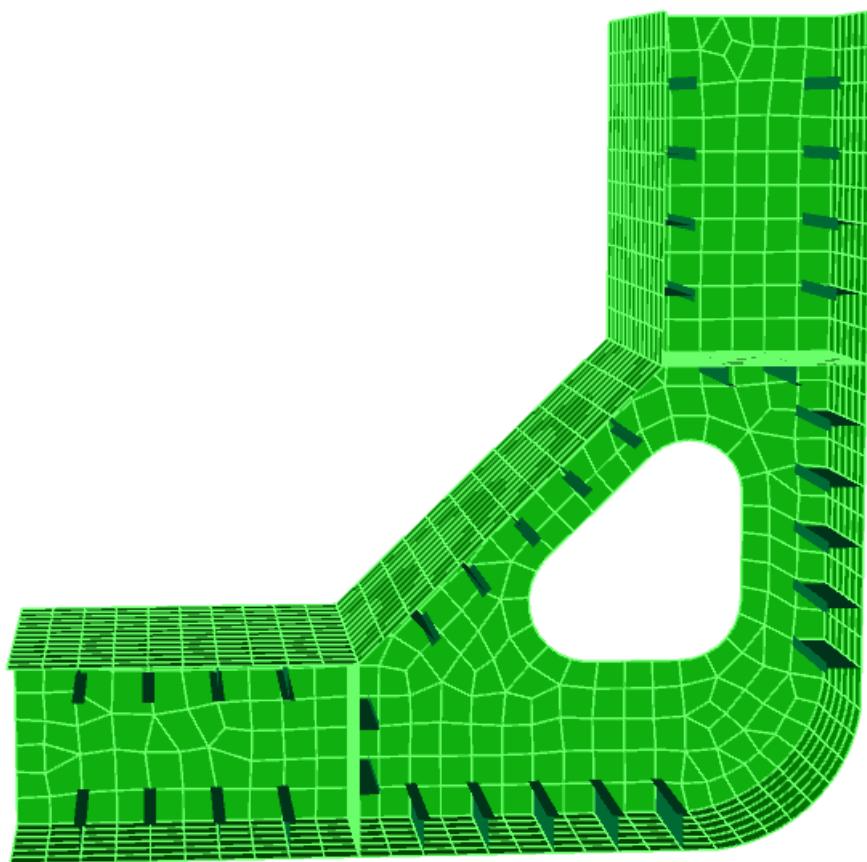
3 CREATE HOLE IN PLATE AND USE MESH OPTION FOR HOLE

- Use *Structure | Features | Hole from Guiding Curve* and click the guiding curve to create a hole in the plate as shown below.
- Note that this creates a hole concept that differs from a regular hole in the plate by being an object that, when deleted, the hole is no longer there.
 - Find the hole concept in the folder *Structure | Holes* in the browser.
 - Just as a test, try deleting it and see the hole is no longer there.
 - Use *Ctrl+Z* to undo the deletion, the hole reappears..



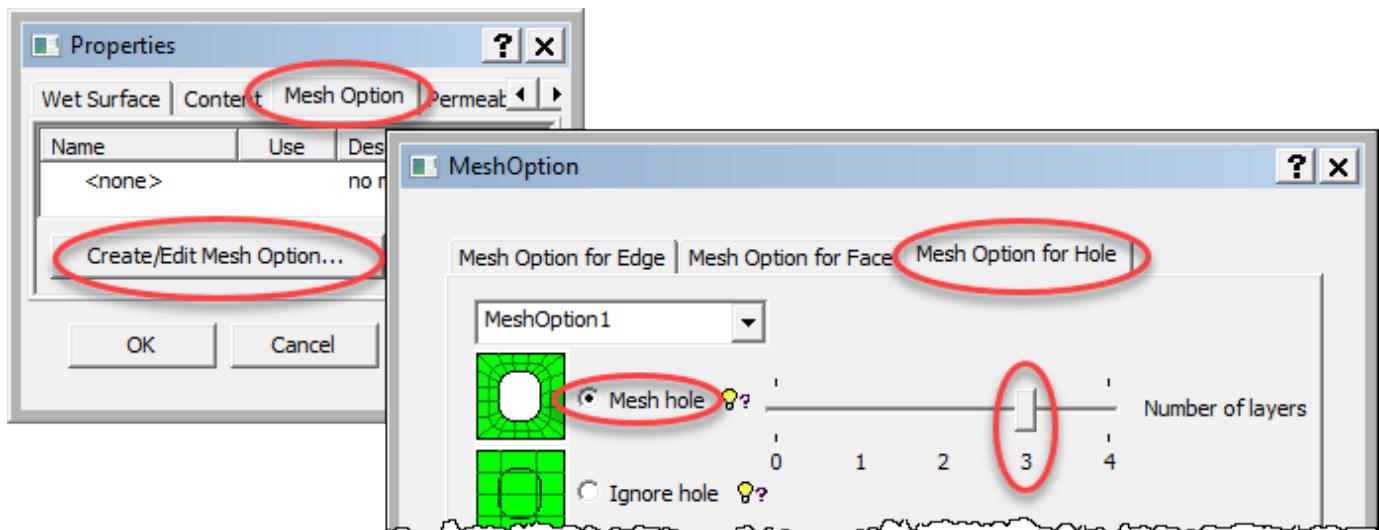
3 CREATE HOLE IN PLATE AND USE MESH OPTION FOR HOLE

- Recreate the mesh. The result is shown below.

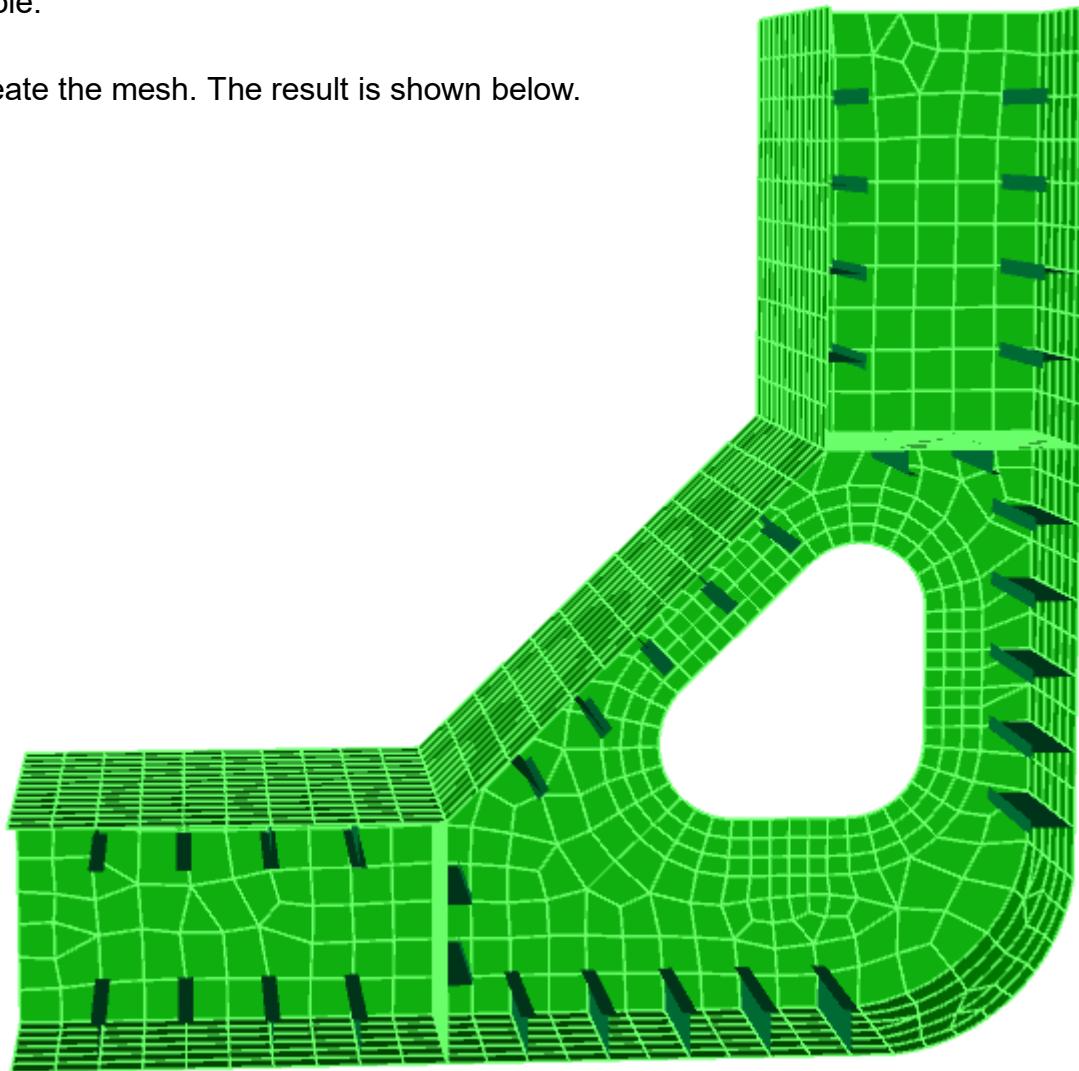


- The feature for automatic mesh generation will in most cases create satisfactory mesh around holes. However, in certain cases finer mesh around holes are required.
- Use *Edit | Properties* to open the *Properties* dialog. Go to the *Mesh Option* tab and click *Create/Edit Mesh Option* to open the *Mesh Option* dialog.

- In the *Mesh Option for Hole* tab, select *Mesh hole* with *Number of layers* set to 3.



- Select the hole in the *Structure | Holes* folder and assign the newly created mesh option named MeshOption1, found in the *Properties | Mesh Options* folder, to it.
- Also assign the mesh property named mesh200, found in the *Properties | Mesh* folder, to the hole.
- Recreate the mesh. The result is shown below.

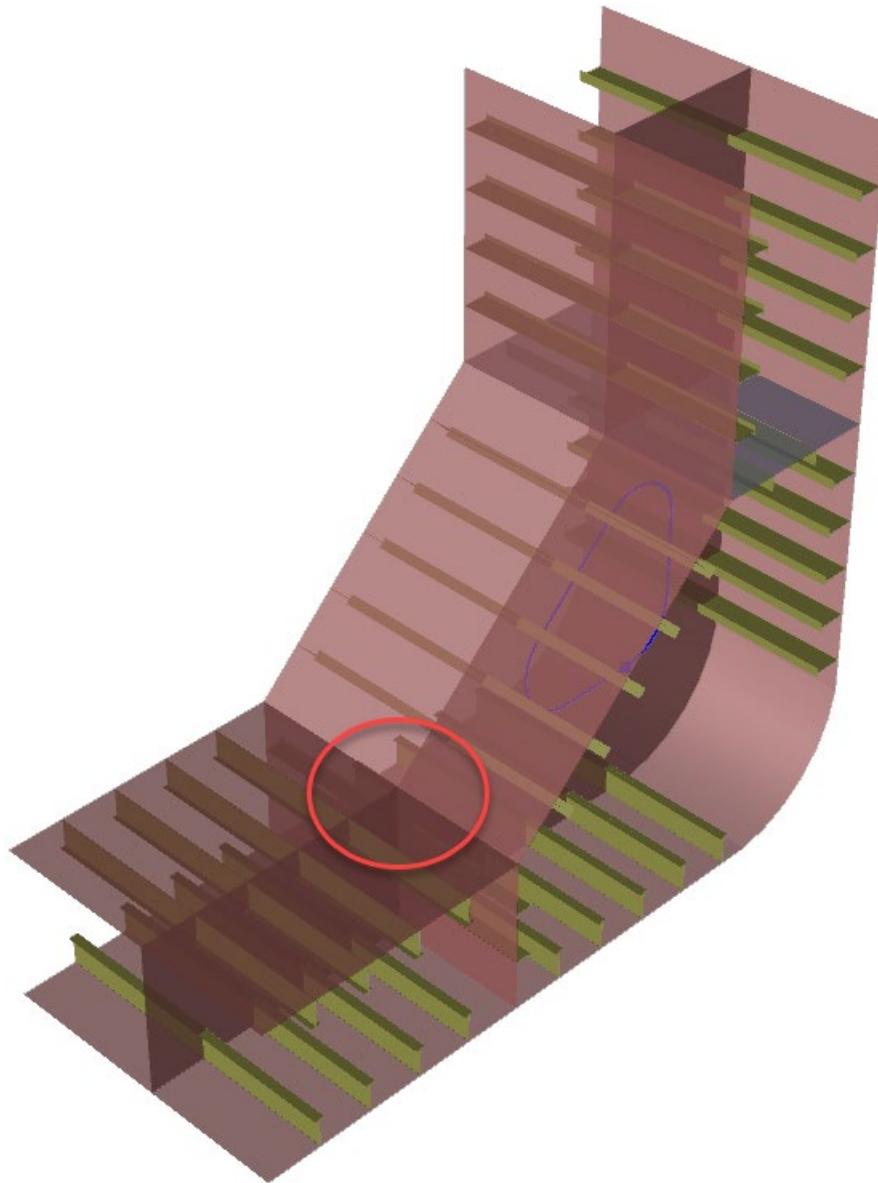


- There are other methods for creating holes and refining the mesh around it.
 - Holes can be created by deleting the 'plate inside the hole'.
 - Guide curves may be created around holes by *Guiding Geometry | Curves on Surfaces | Plate/Shell Edges' Offsets on the Surface* followed by creating feature edges based on these guide curves. Mesh properties may then be assigned to the feature edges.
 - Manual mesh editing and refinement may be done using the tools for manual mesh editing found in the *Edit Mesh* toolbar shown below. There is a tutorial dedicated to such mesh editing.
 - Such mesh refinement may also be done to the mesh above, e.g. using *Refine Grid Including The Boundary (2)*.



4 REFINEMENT WITHIN A DEFINED AREA USING THE *REFINE BOX* FEATURE

- Now we want to refine the mesh in the encircled area shown below. The reason for this might be that a detailed mesh is required for a fatigue analysis.

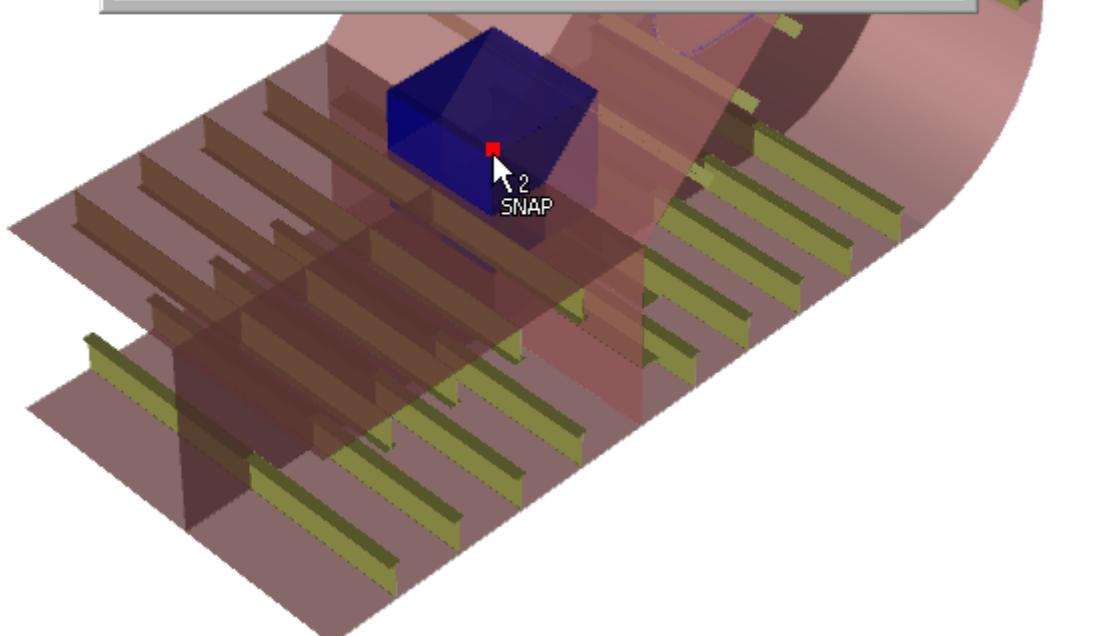
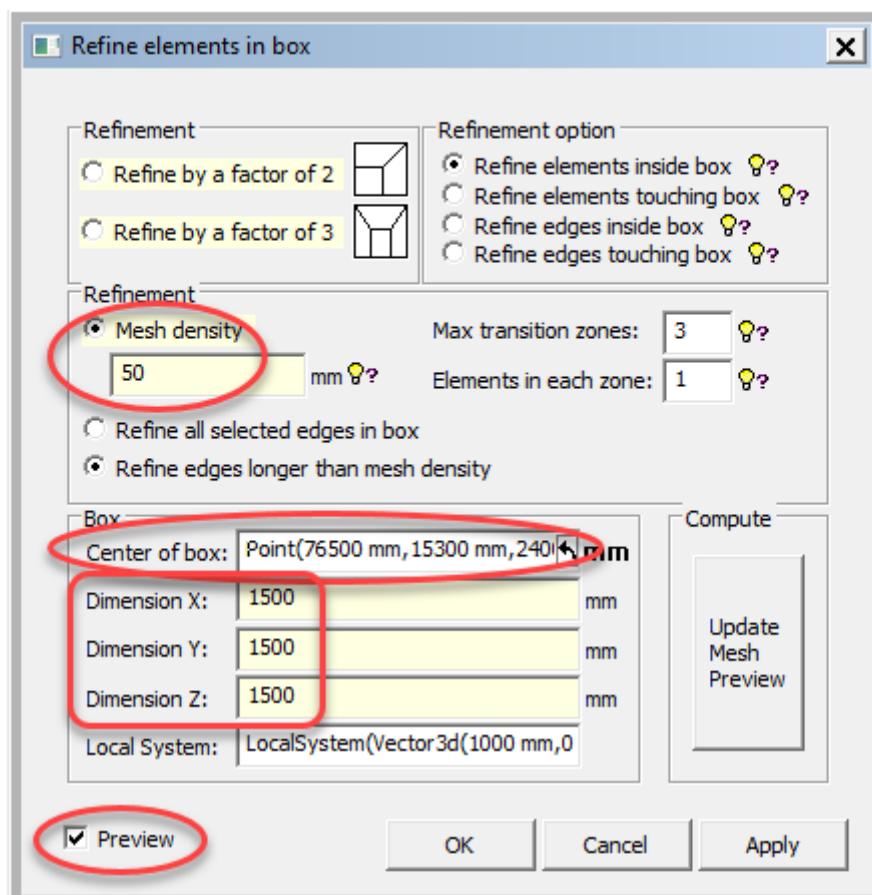


- Rather than modifying the concept (geometry) model in the area of interest, creating new sets and applying several different mesh properties to these sets, a feature named *Refine Box* can be used.
- By this tool a box (volume) is defined with certain mesh refinement settings.
 - The refinement setting can be:
 - Refinement factor of 2 or 3 to the existing mesh
 - Refinement by setting maximum element size
 - A proper transition from the refined mesh within the box to the original coarser mesh outside the box is created as part of the process.

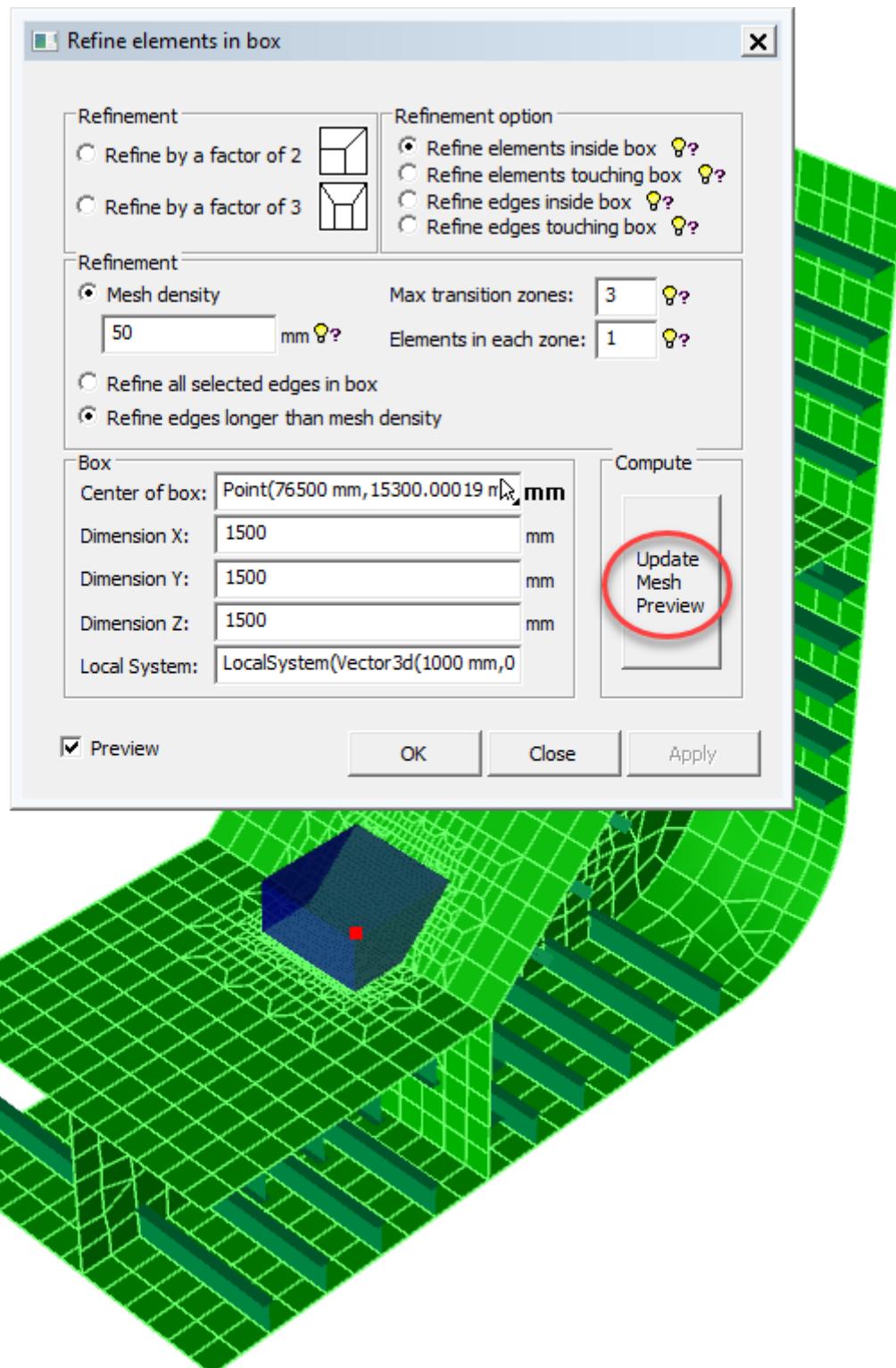
- Use Mesh & Analysis | Mesh Editing | Refine | Refine Box (Dialog) or click the Refine Box (Dialog) button to open the Refine elements in box dialog shown below.

- Click OK to the warning about script commands.

- Check Preview to see the dimensions and position of the refinement box.

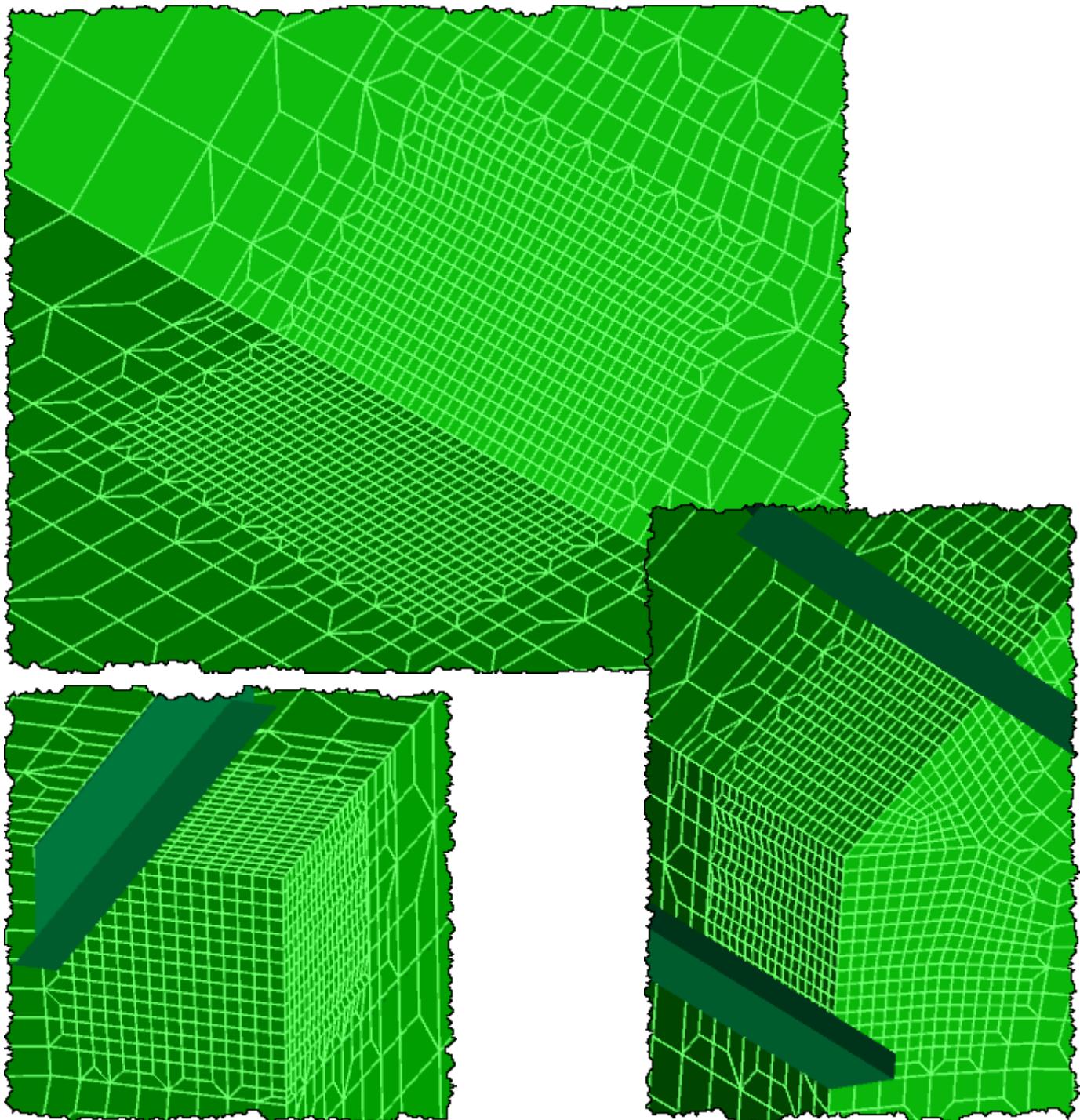


- Prior to clicking *OK* or *Apply*, switch to *Mesh All* display configuration and click *Update Mesh Preview* to see a preview of the mesh refinement.



- Rotate and zoom as desired to study the preview of the mesh refinement.
➤ Click *OK* to confirm and perform the refinement.

- The resulting mesh within the refinement box is shown below from different angles.



- Note that all mesh editing operations including the *Refine Box* feature are performed on an existing mesh. They are, as for other operations in GeniE, logged. This means that reading the logged commands into a new workspace will redo also the mesh editing operations.
 - But, recreating the mesh will remove the edits!
 - This means that all mesh edit operations must be done as a final step after having run the meshing activity.

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