

Pointwise Integrated Overset Meshing and Assembly

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Motivation

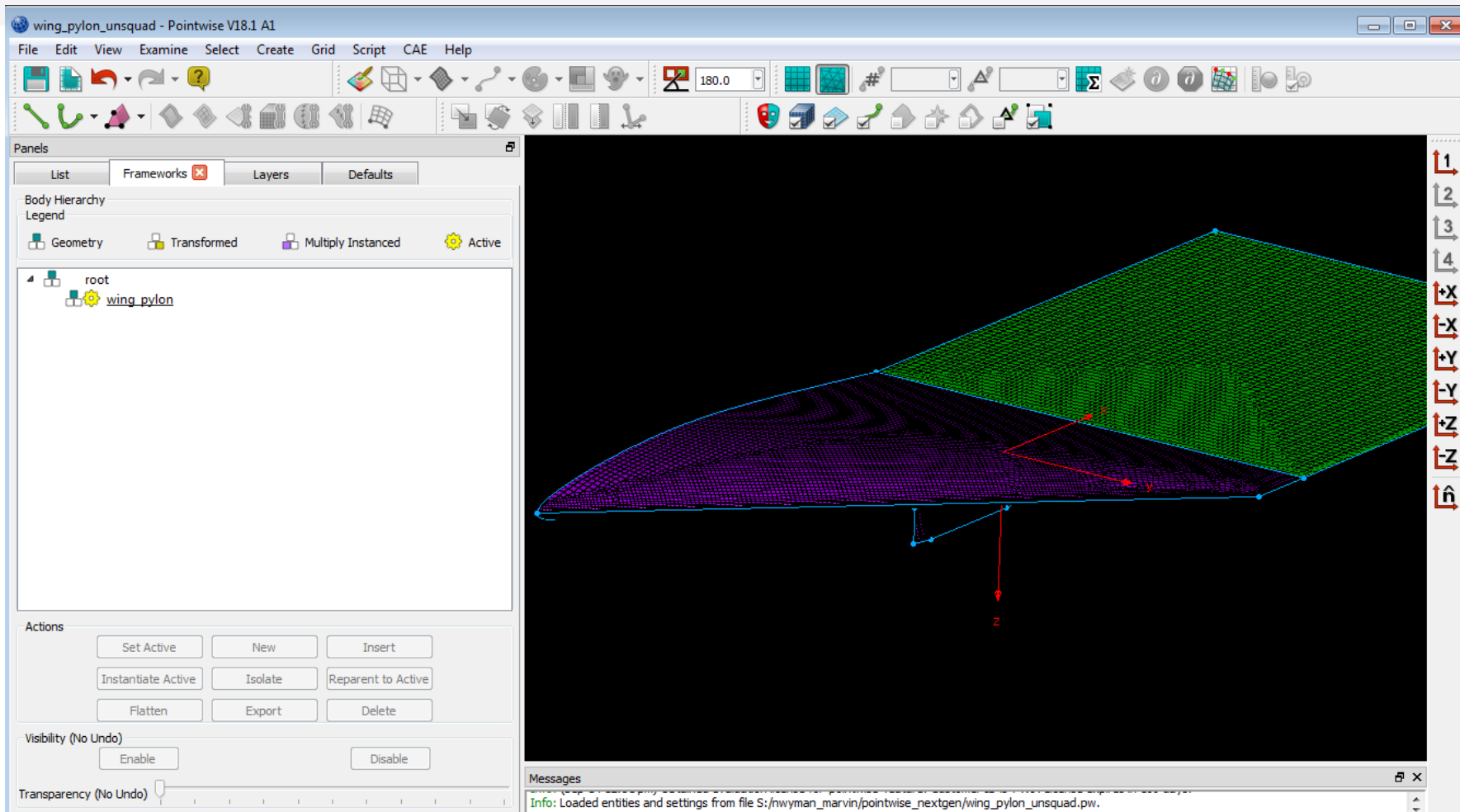
- Meshing and complex configuration management remains a bottleneck in the overset CFD workflow
 - Complex configurations consist of many components with discrete relationships
 - Component management currently falls to the modeling and simulation engineer
- Overset meshing and grid assembly tools should work in tandem to achieve an optimal simulation model
 - Meshing tools should match overset paradigm
 - Feedback from the grid assembly process should guide mesh improvement

Hierarchical Body System (Frameworks)

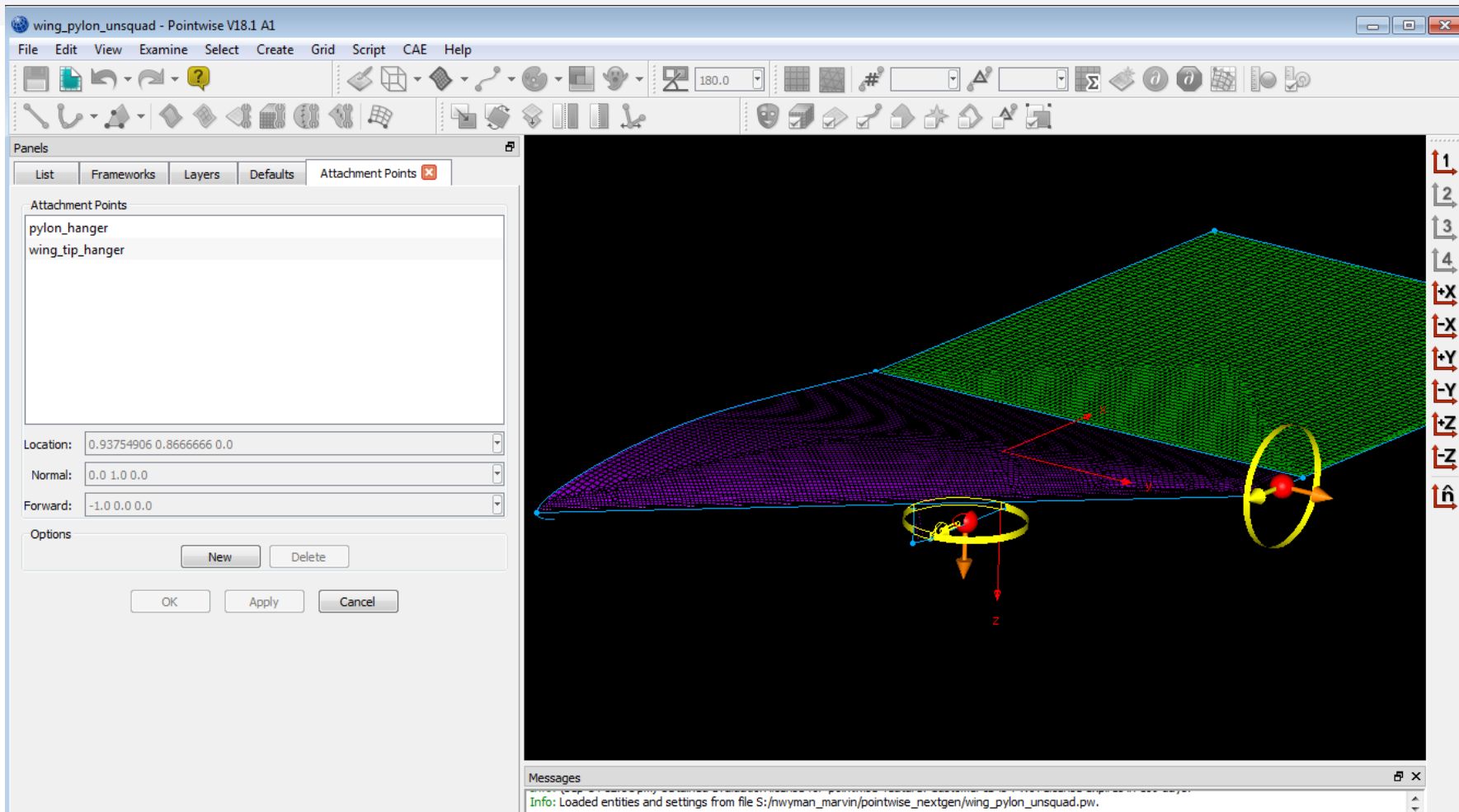
Framework = Independent system for component geometry and meshing

- Reduced Cognitive Load
 - Isolation simplifies component meshing
 - Active Framework controls entity selection pool
 - Demoted rendering of inactive Frameworks
 - Local coordinate system – natural data input
- Configuration Management
 - Hierarchical Framework Transformation
 - Transforms inherit from parent
 - Attachment Points – natural definition of Framework Transform
 - Framework Instancing - facilitates repetitive geometry

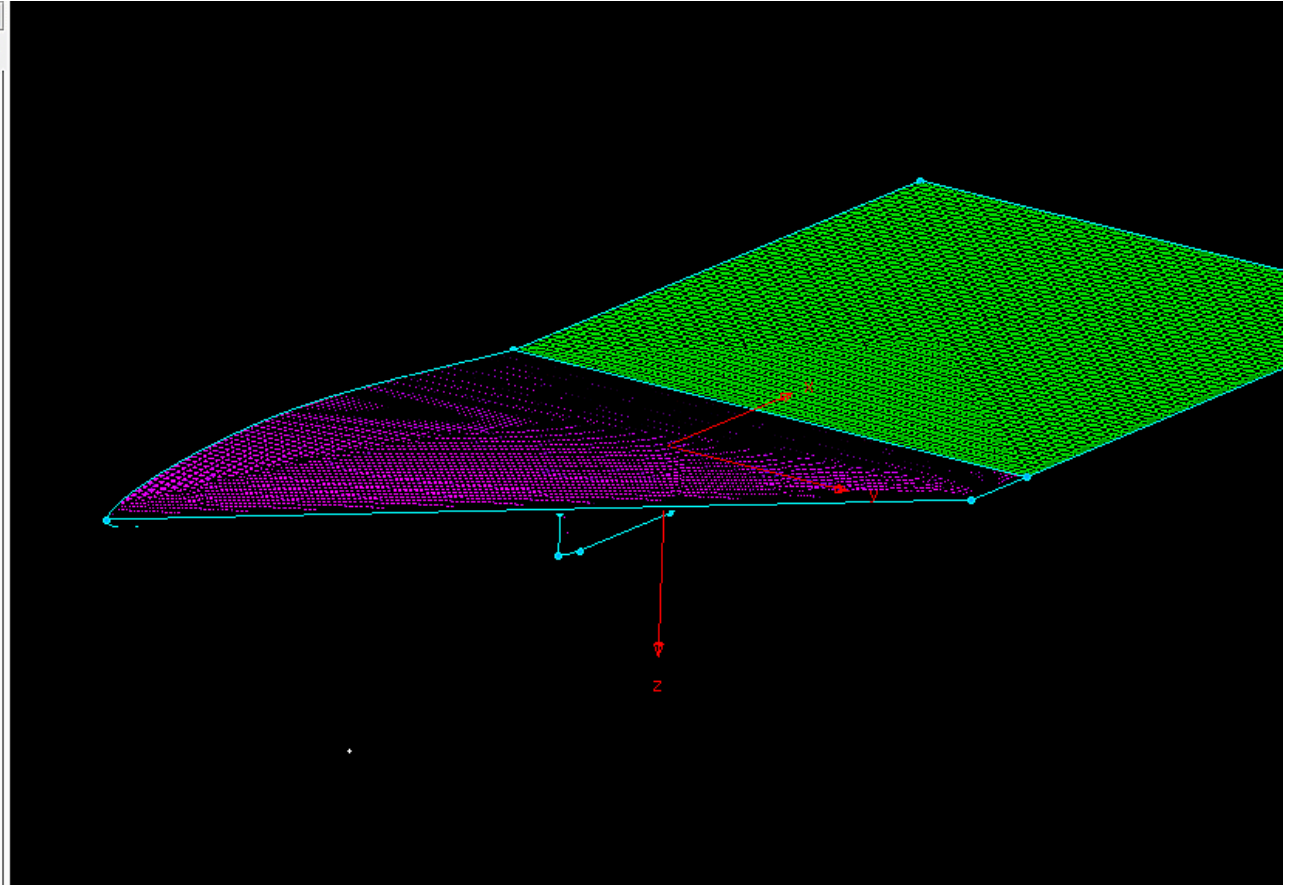
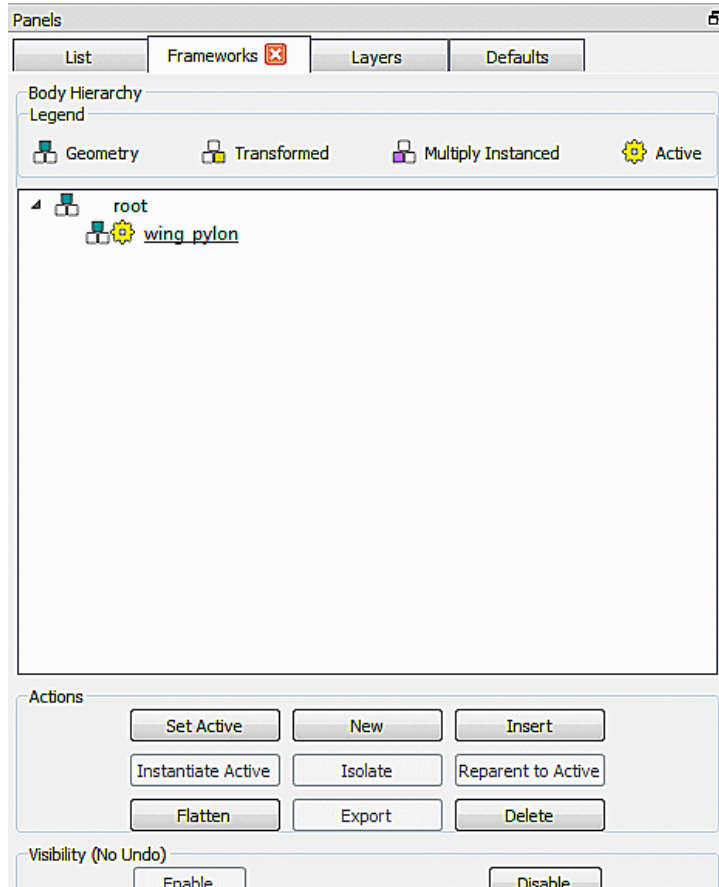
Hierarchical Body System



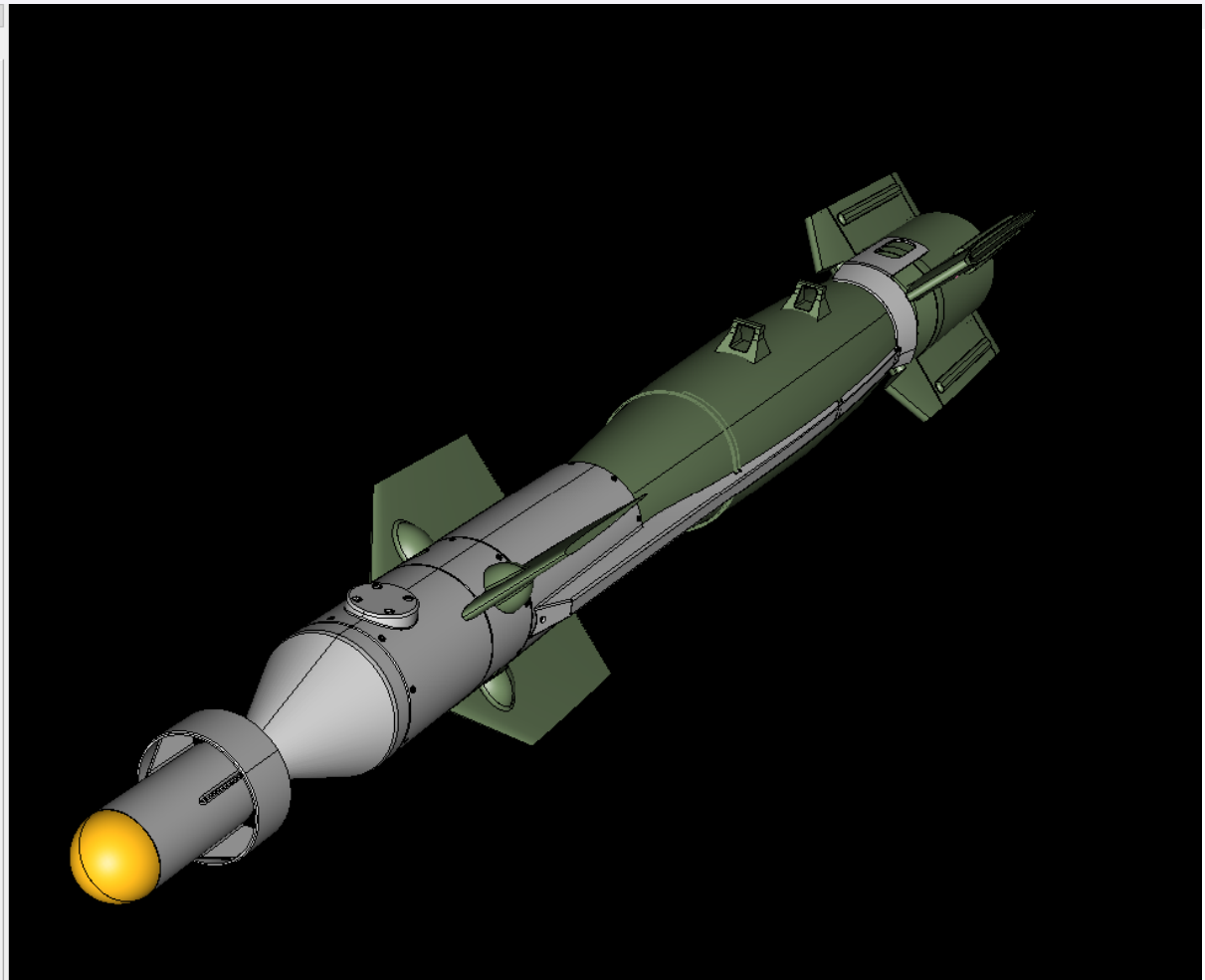
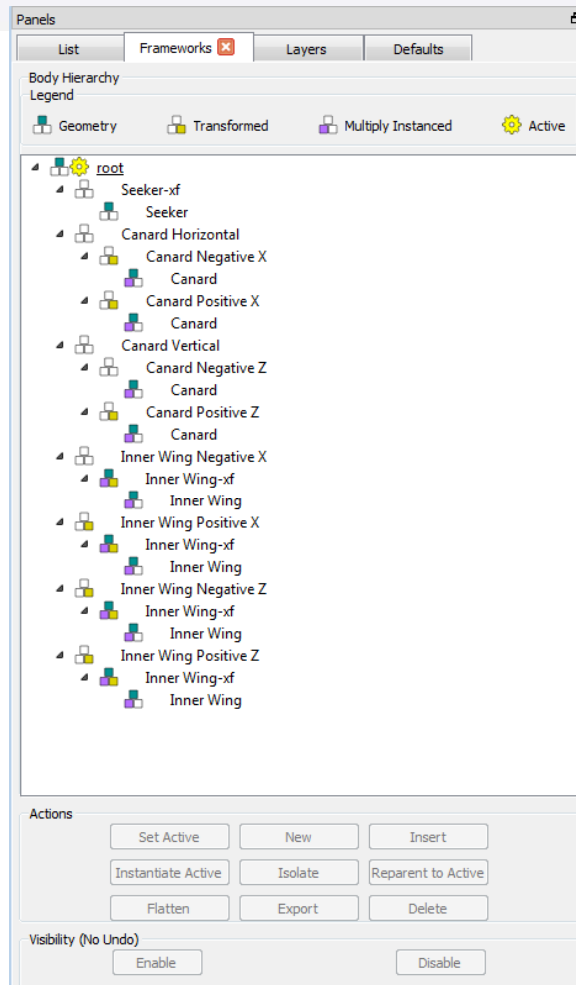
Hierarchical Body System



Hierarchical Body System



Hierarchical Body System



Panels

List Frameworks Layers Defaults

Body Hierarchy Legend

Geometry Transformed Multiply Instantiated Active

- root
 - Seeker-xf
 - Seeker
 - Canard Horizontal
 - Canard Negative X
 - Canard
 - Canard Positive X
 - Canard
 - Canard Vertical
 - Canard Negative Z
 - Canard
 - Canard Positive Z
 - Canard
 - Inner Wing Negative X
 - Inner Wing-xf
 - Inner Wing
 - Inner Wing Positive X
 - Inner Wing-xf
 - Inner Wing
 - Inner Wing Negative Z
 - Inner Wing-xf
 - Inner Wing
 - Inner Wing Positive Z
 - Inner Wing-xf
 - Inner Wing

Actions

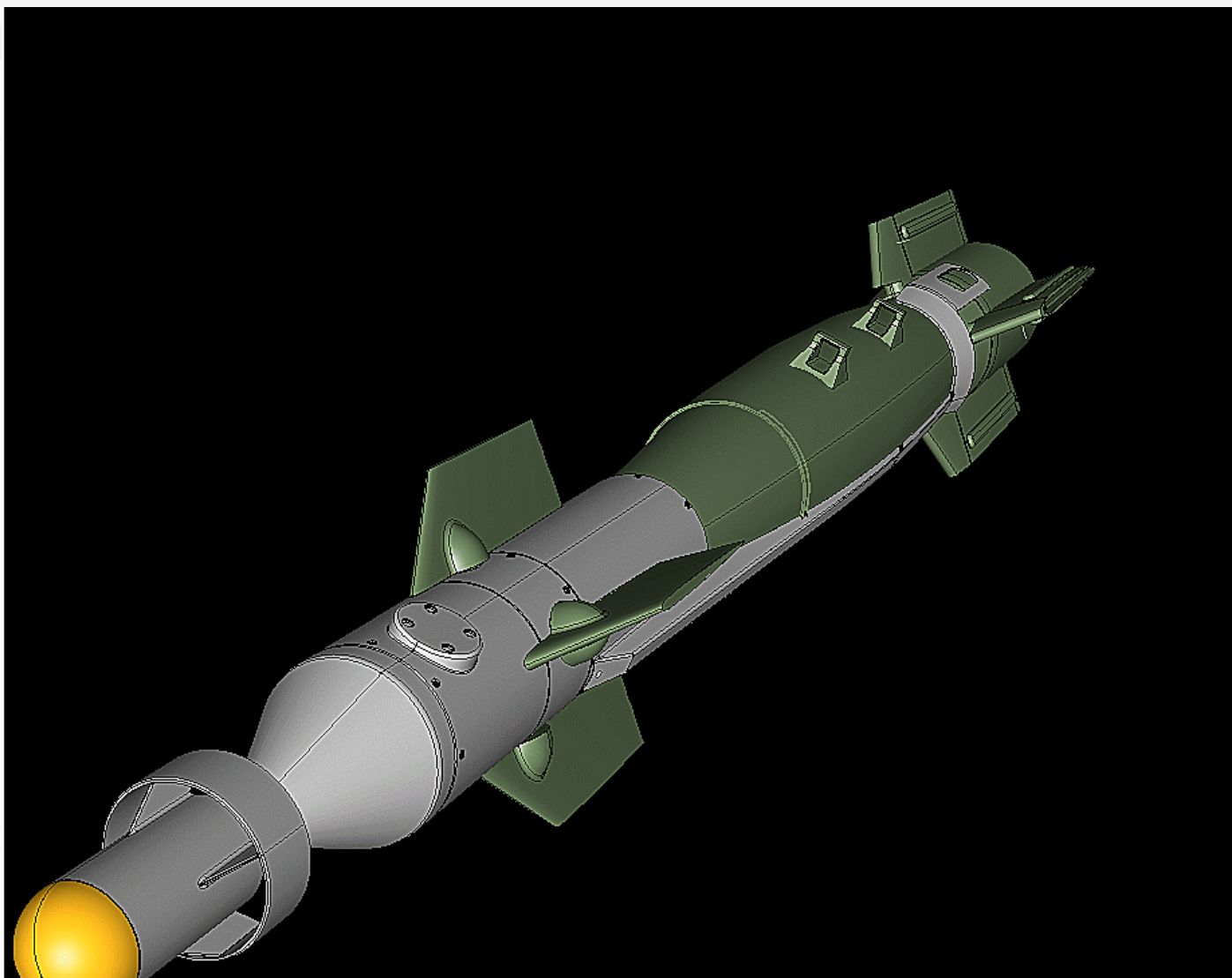
Set Active New Insert

Instantiate Active Isolate Reparent to Active

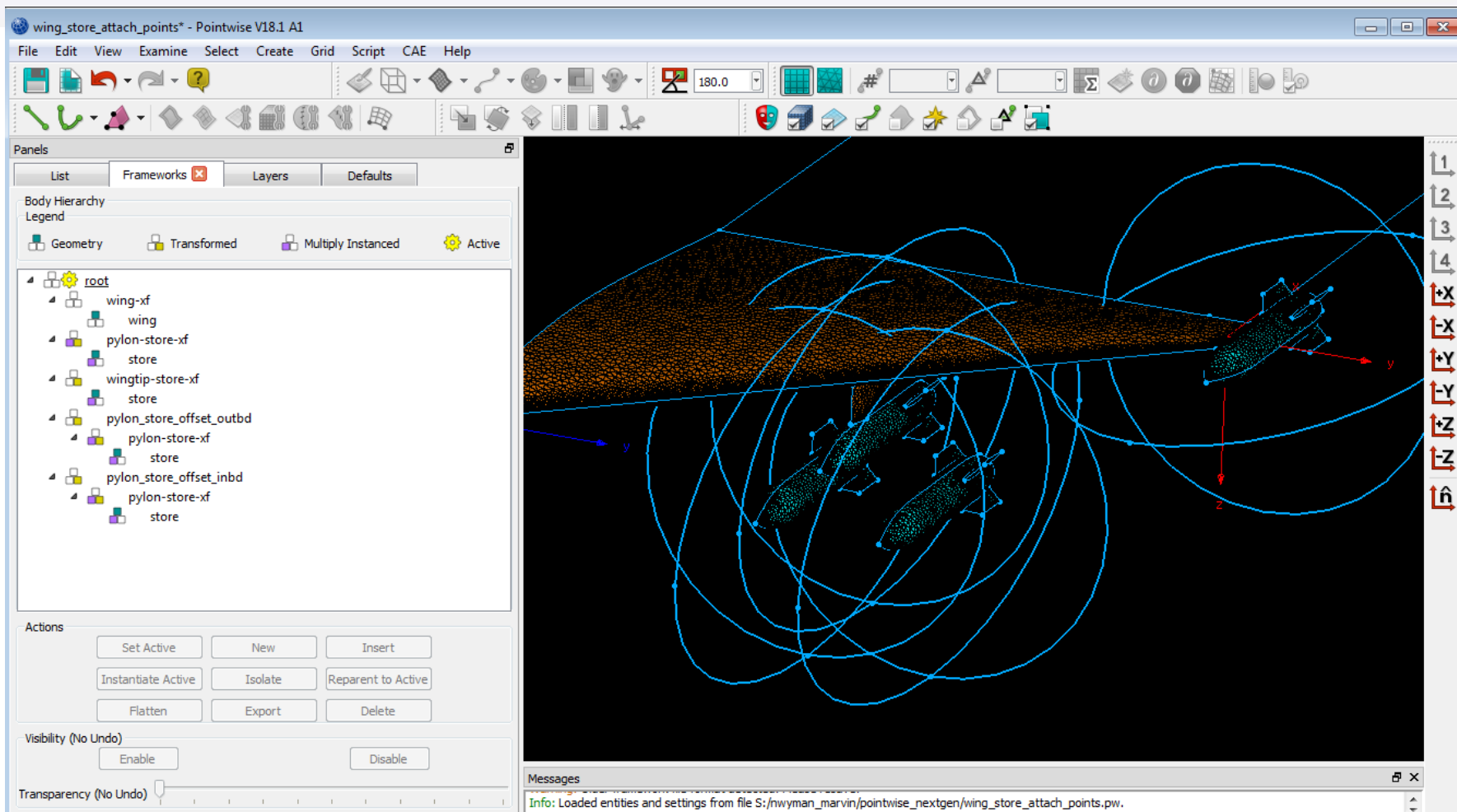
Flatten Export Delete

Visibility (No Undo)

Enable Disable

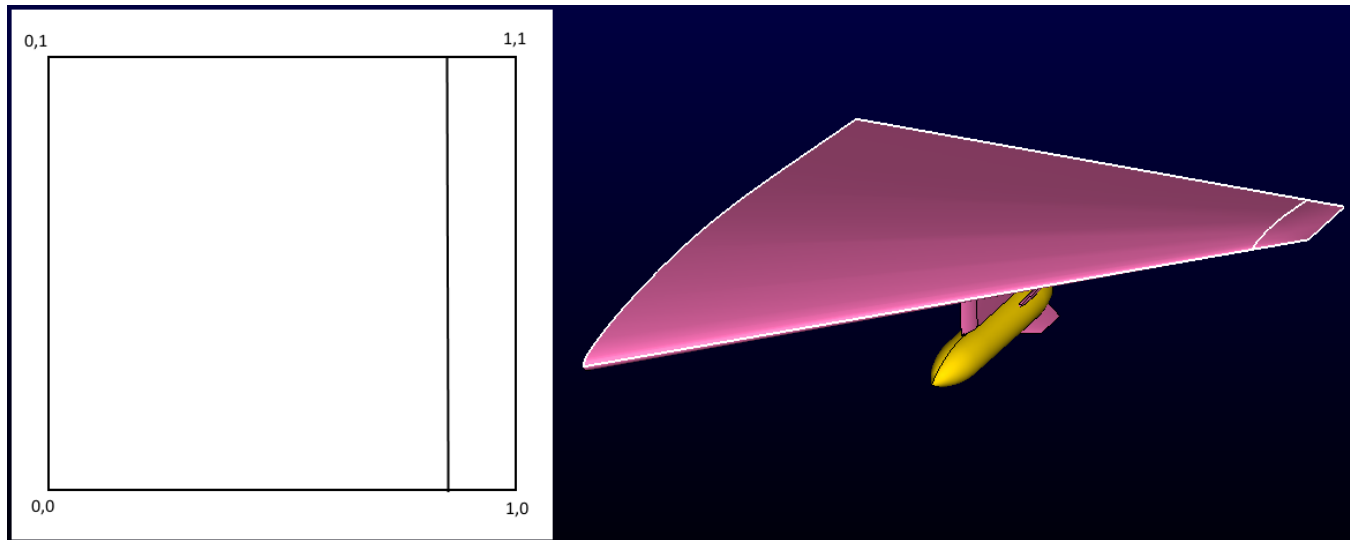


Hierarchical Body System



Automated Near-Body Meshing









- Boundary layer mesh by highly automated anisotropic tri and quad extrusion
- Parametric meshing on CAD quilt topology

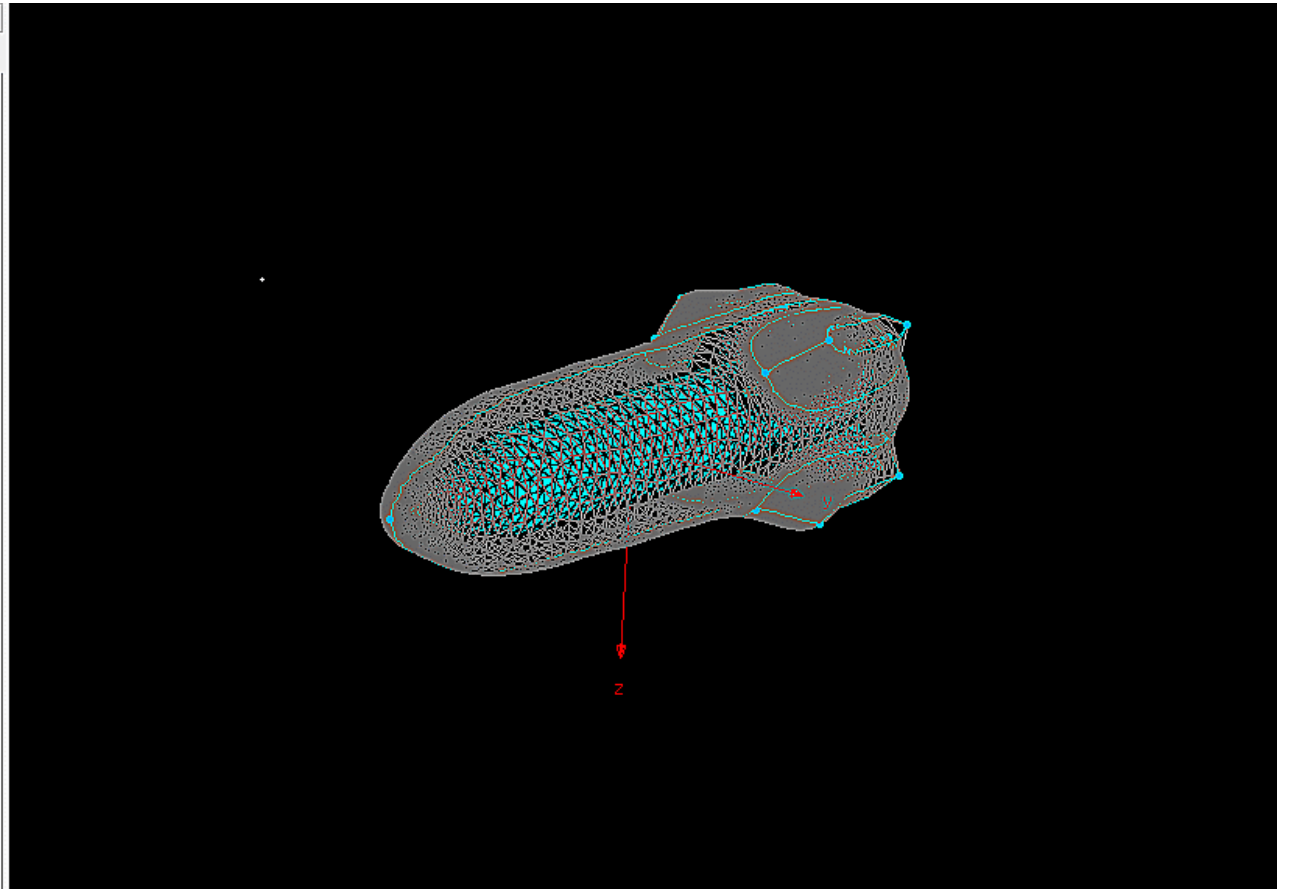


Automated Off-Body Meshing

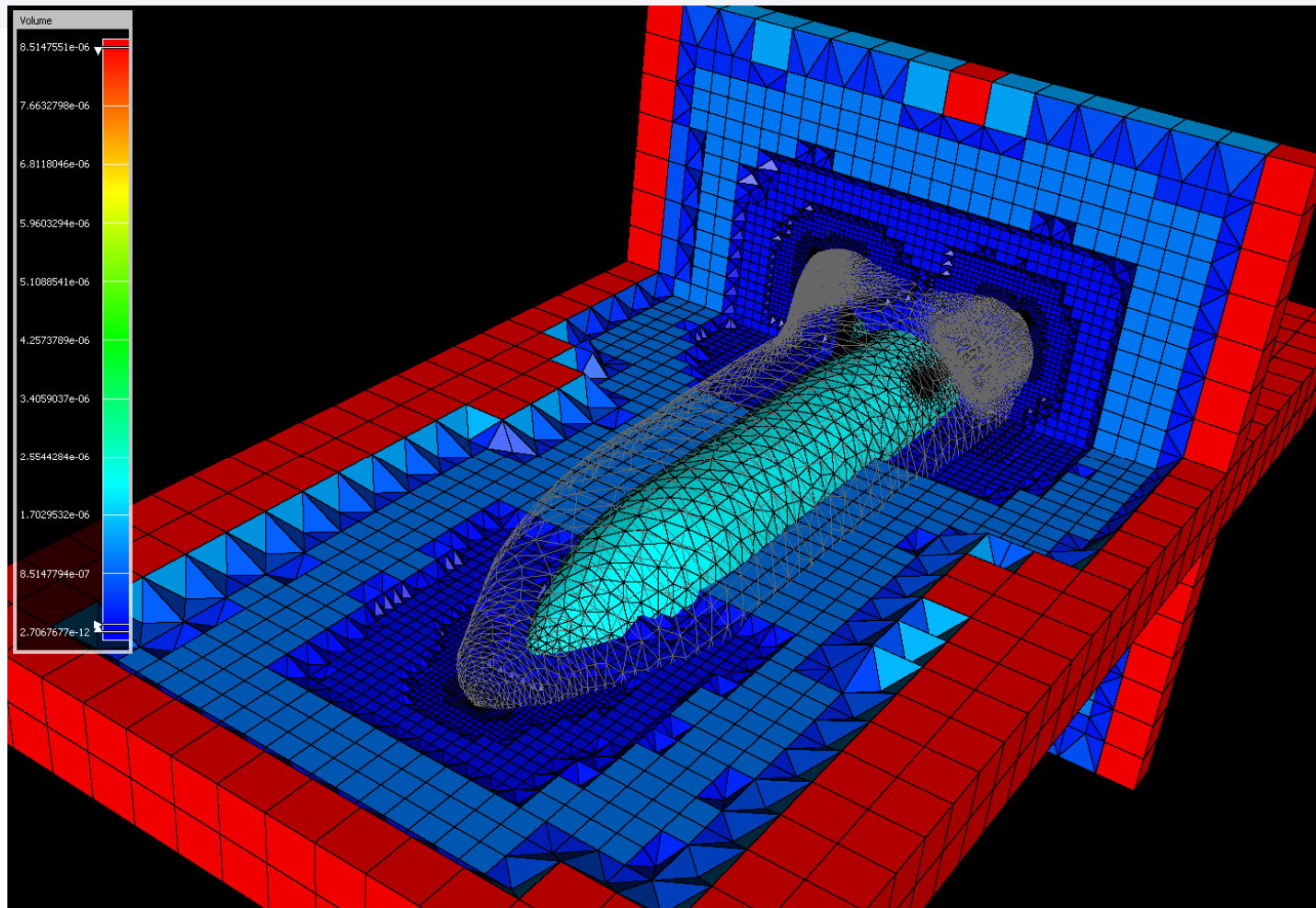
- Sketch-based tool for block shape definition
 - Enclosing mode “wraps” target entities
 - Automatic sizing and alignment
- Voxel meshing
 - Hierarchical recursive meshing to target length scale
 - Highly automated, fast
 - Control over layer buffers
 - Interface between layers is face-face

Automated Off-Body Meshing

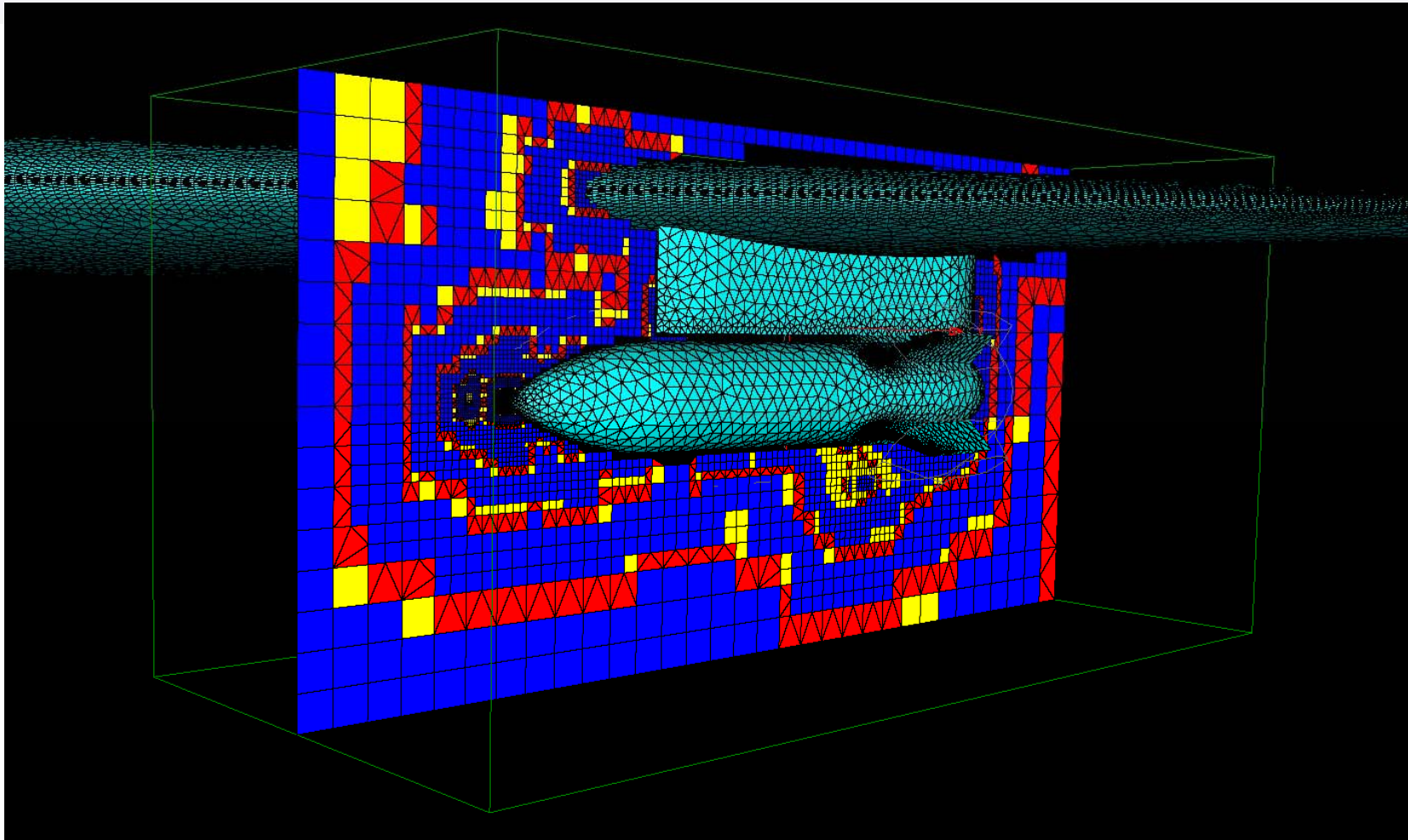
Panels				
List 				
Frameworks Layers Defaults				
Name	Type			
▲  Blocks (1)	Type	Points	Cells	
store	Prism	9,274x15	259,616	
▶  Domains (30)	Type	Points	Cells	
▶  Connectors (56)	Type	Dimension		
▶  Database (0)	Type	Fill Mode	Line Mode	
▶  Sources (0)	Type	Spacing	Decay	
▶  Spacing Constrai...	End	Spacing	Type	
▶  Groups (1)	Type	Count		



Automated Off-Body Meshing

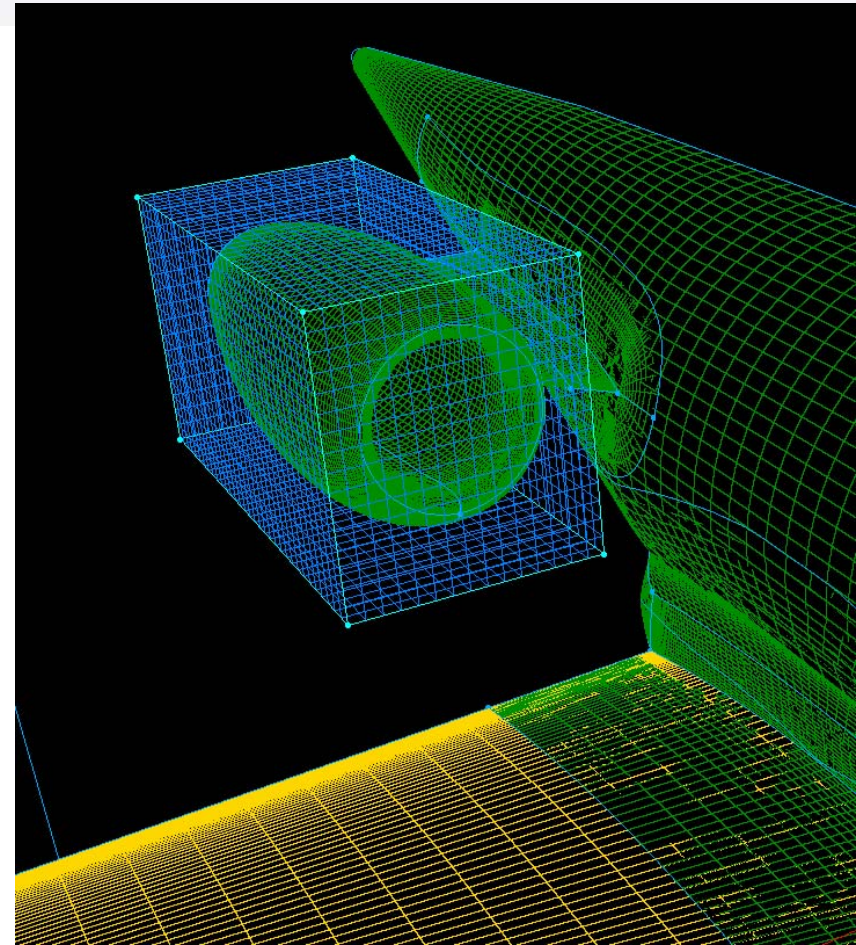


Automated Off-Body Meshing

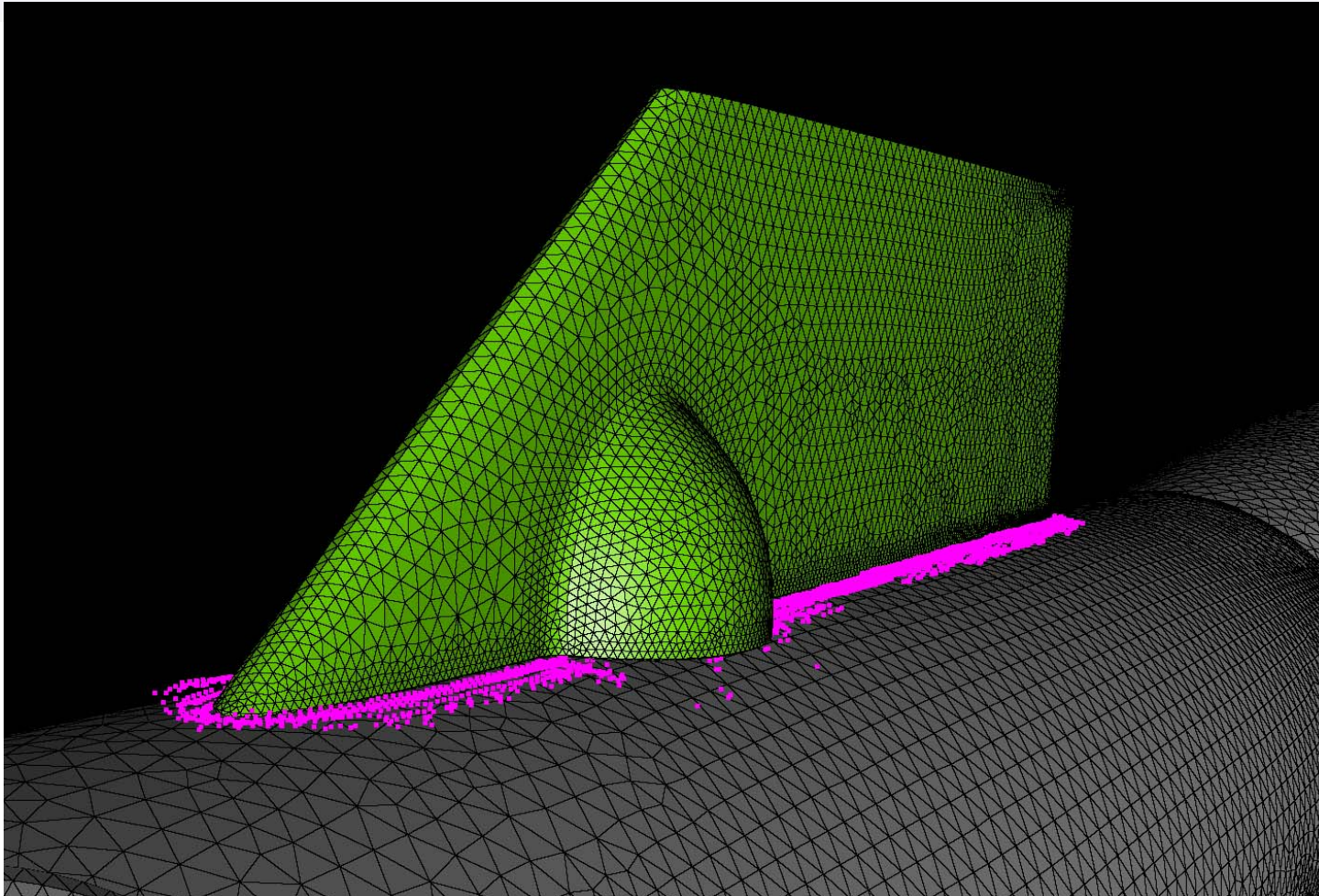


Overset Mesh Remediation Tools

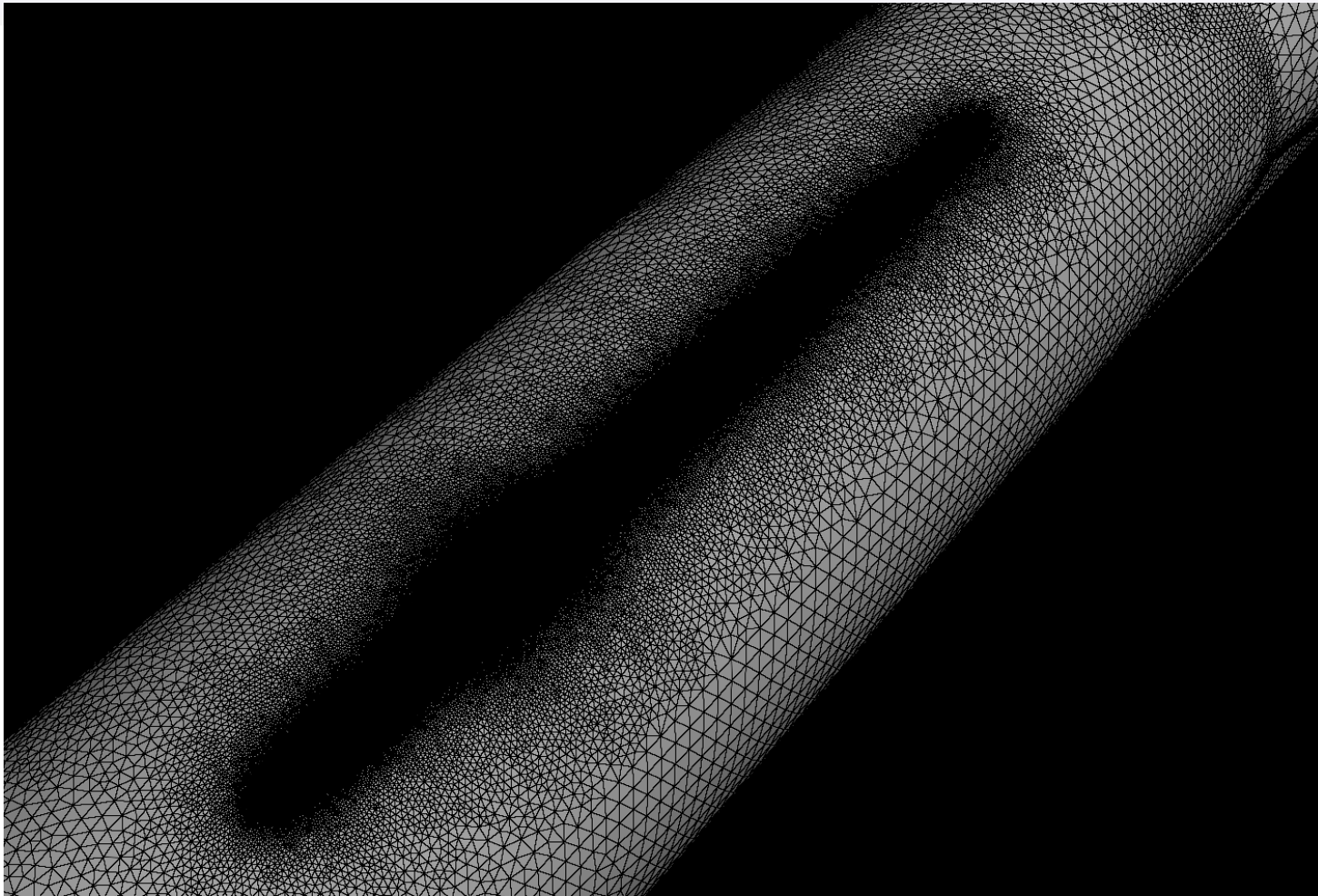
- Refinement Grids
 - Sketch-based definition of structured block enclosing selected entities
 - Block dimension defined by enclosed entities
- Extension of Structured and Unstructured Block adaptation to boundaries



Overset Mesh Remediation Tools

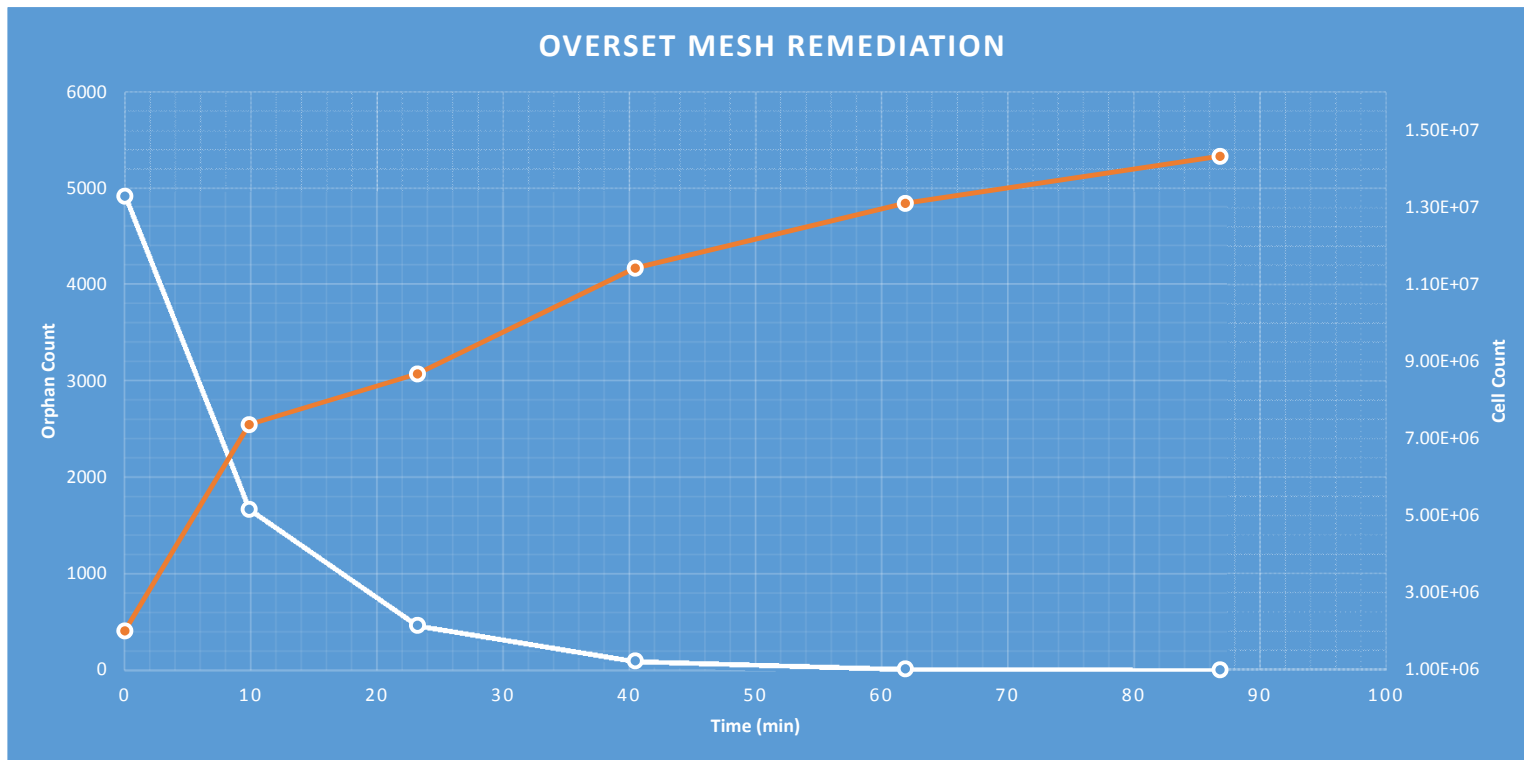


Overset Mesh Remediation Tools



Overset Mesh Remediation Tools

- Automatic orphan remediation
 - Complete orphan removal in 5 cycles
 - < 1.5 hours



Conclusion

- Frameworks
 - Improved user experience
 - Natural configuration management
- Automated Near-Body and Off-Body Meshing
- Automated Overset Mesh Remediation
 - Maximize user efficiency
- Acknowledgement
 - This work supported by Arnold Engineering Development Complex, Air Force Materiel Command and the USAF