



2018年7月11-13日 上海

子模型技术培训

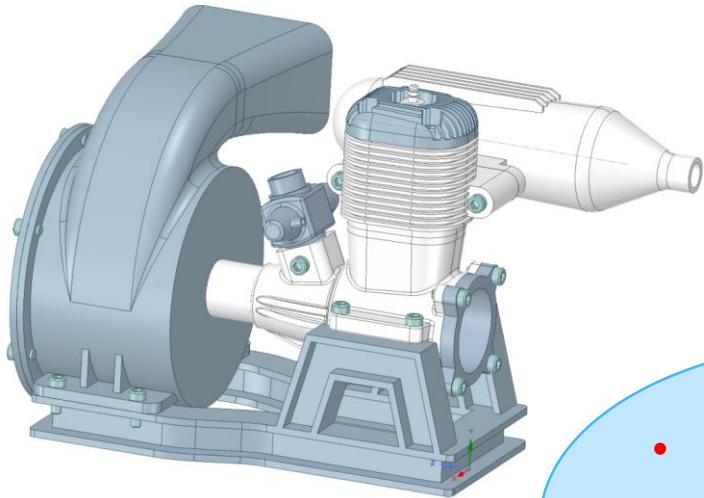
刘丙权

ANSYS CHINA

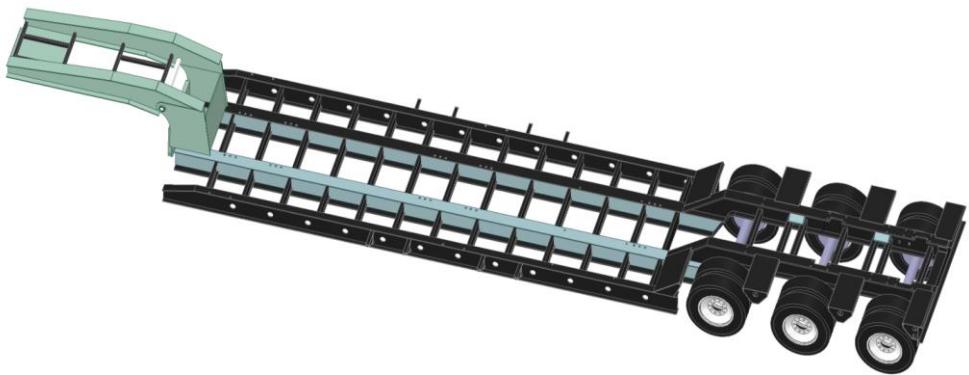
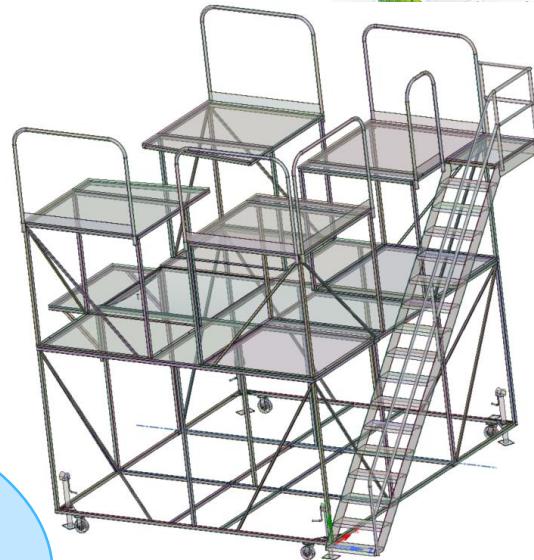


ANSYS

为什么使用子模型技术

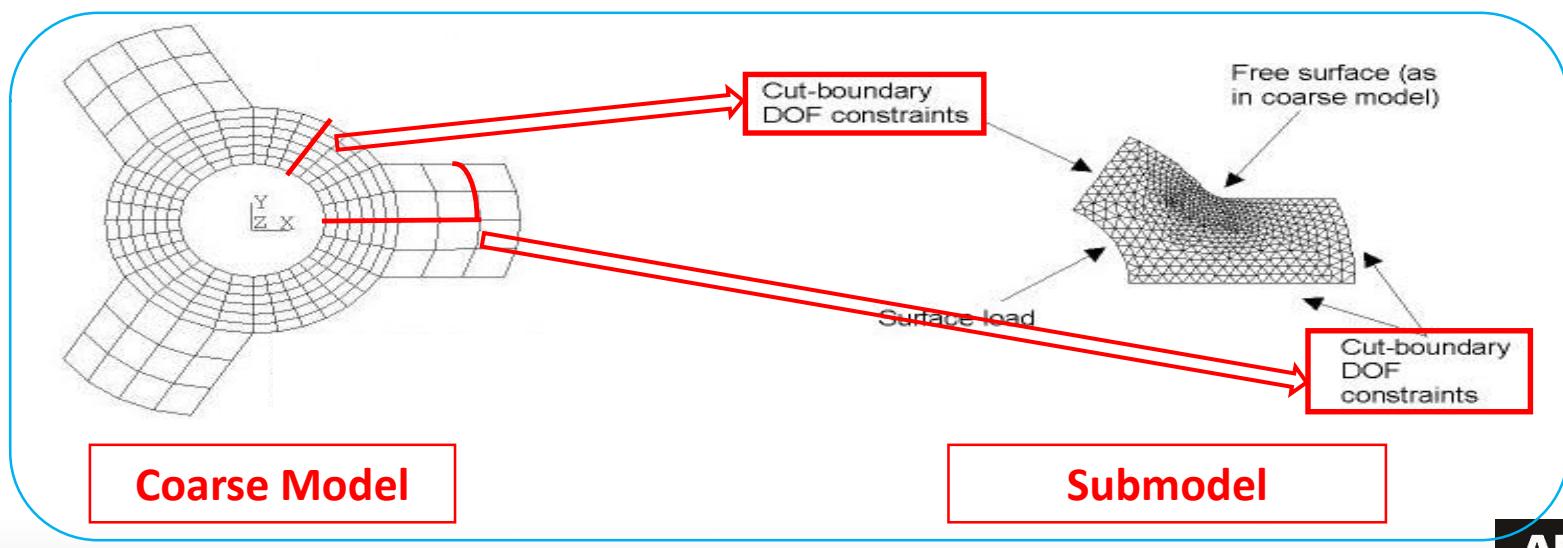
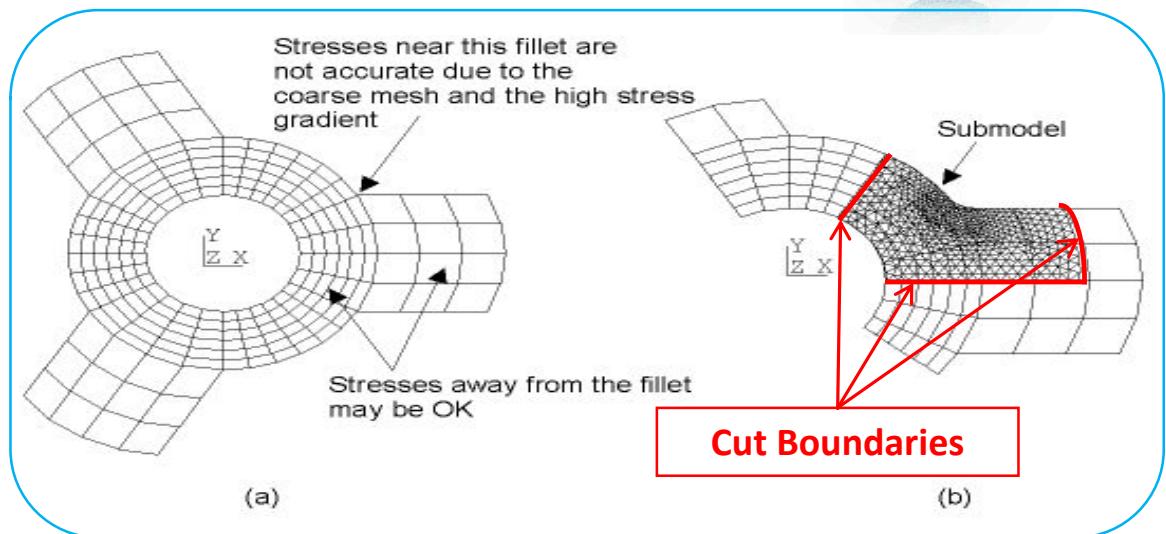


- 网格与计算精度
- 大型复杂模型
- 项目周期问题



什么是子模型技术

- 基于粗糙模型，针对关键部位进行精细分析的技术
 - 切割边界的定义
- 将粗糙模型的位移结果映射到子模型切割边界
 - 切割边界的选取



ANSYS子模型仿真流程

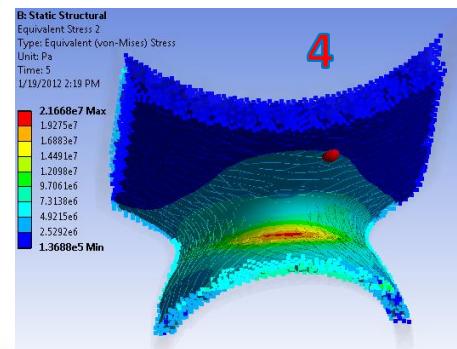
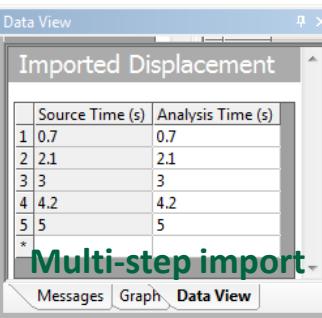
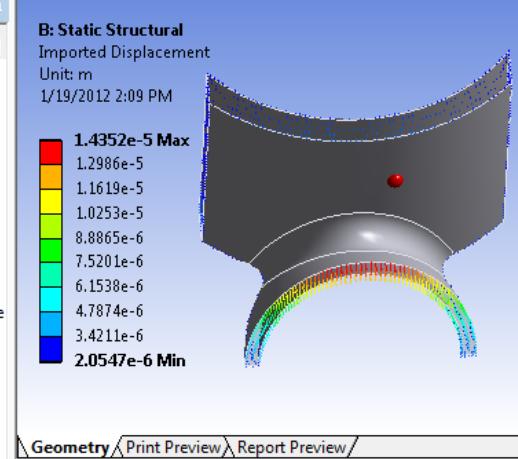
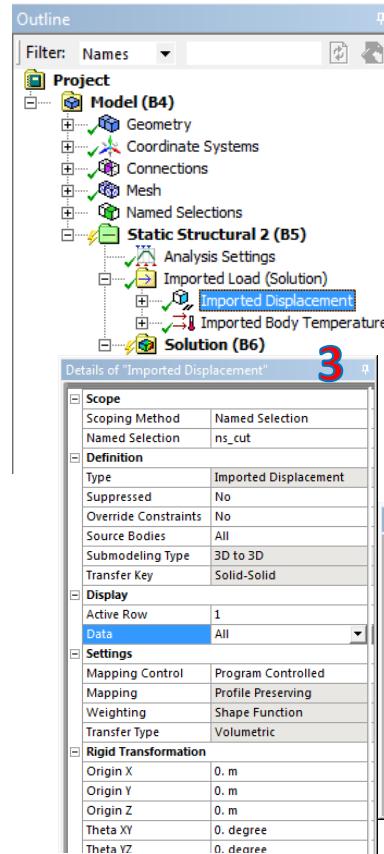
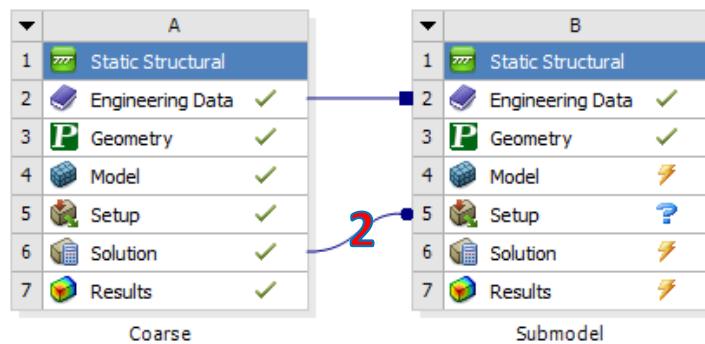
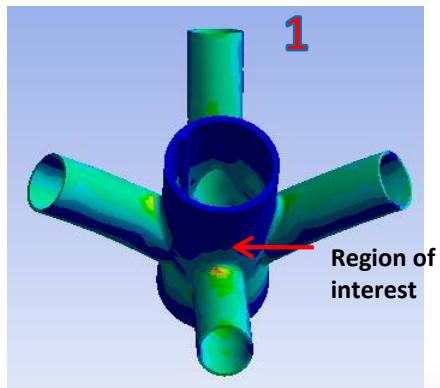
Workflow

1. Create and Analyze Coarse Model

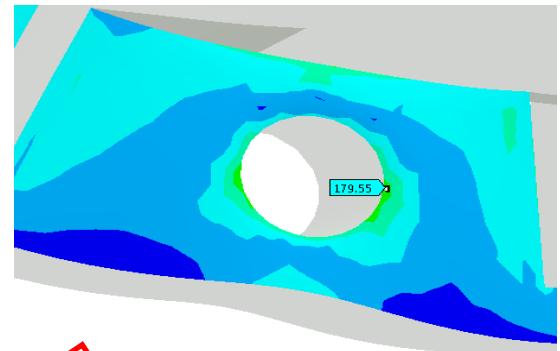
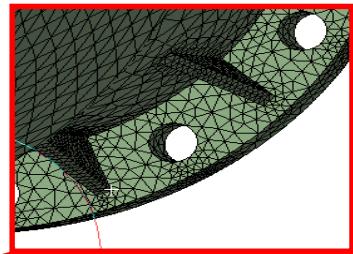
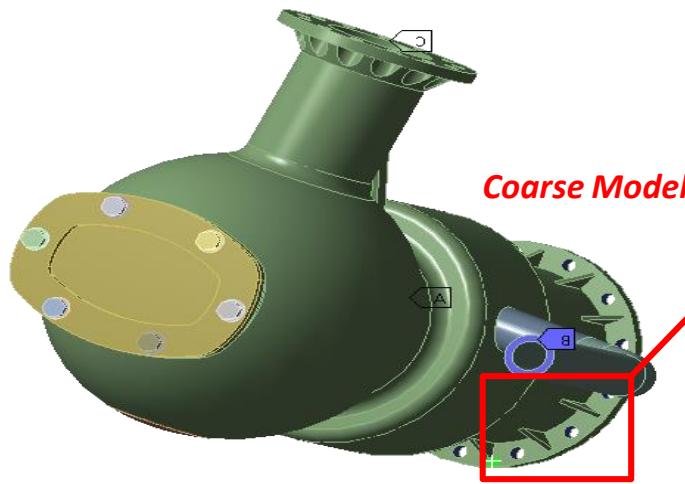
2. Create Submodel and link systems in Project Schematic

3. Do Cut-Boundary/Body load Interpolation using appropriate Imported Load(s)

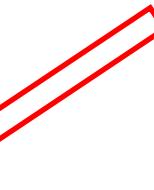
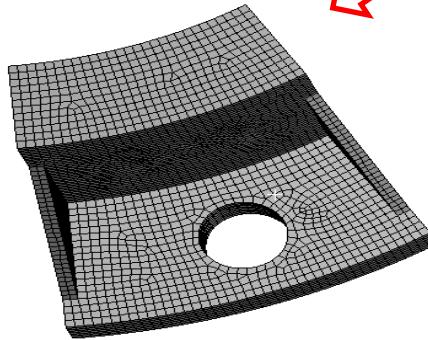
4. Analyze Submodel



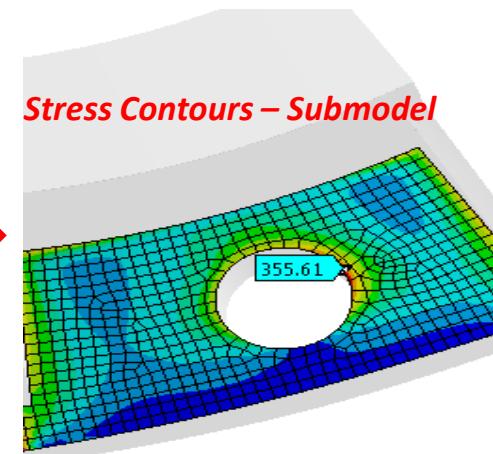
ANSYS子模型技术Solid-Solid



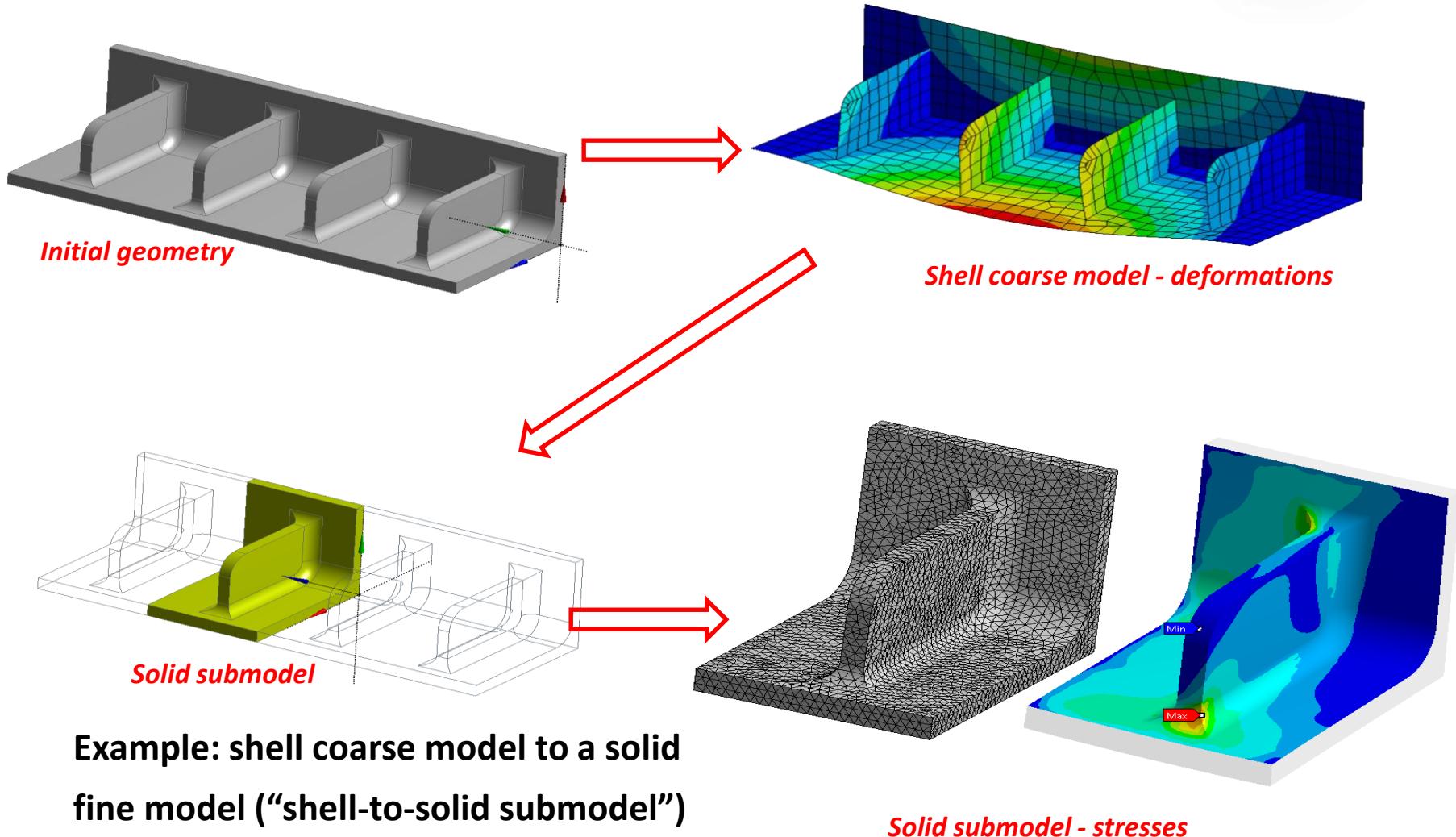
**solid coarse model to a solid fine
model ("solid-to-solid submodel")**



Submodel



ANSYS子模型技术Shell-Solid

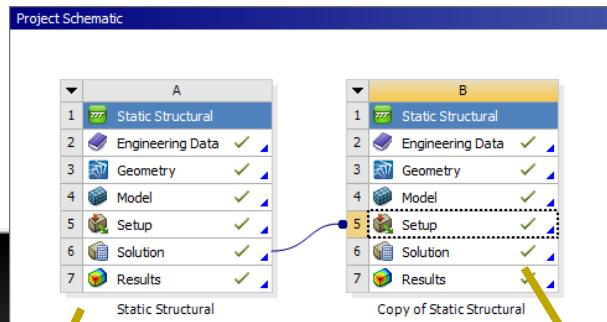
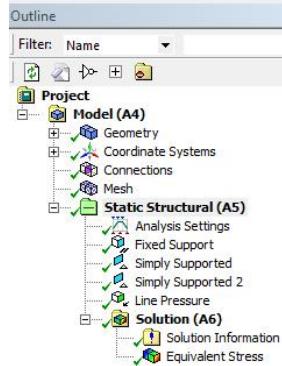


ANSYS子模型技术Beam-Solid

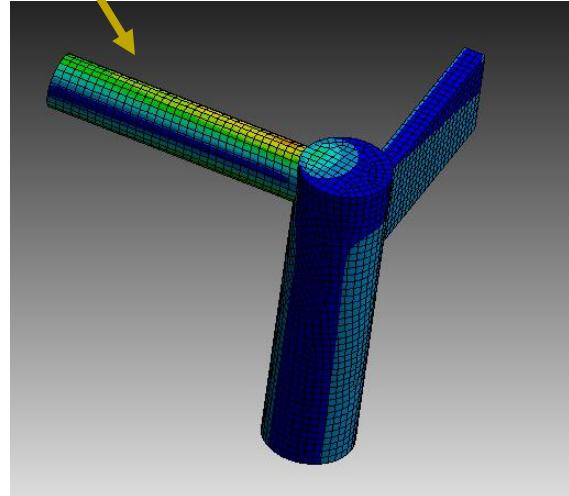


Submodeling between beams and solids

Beam Model

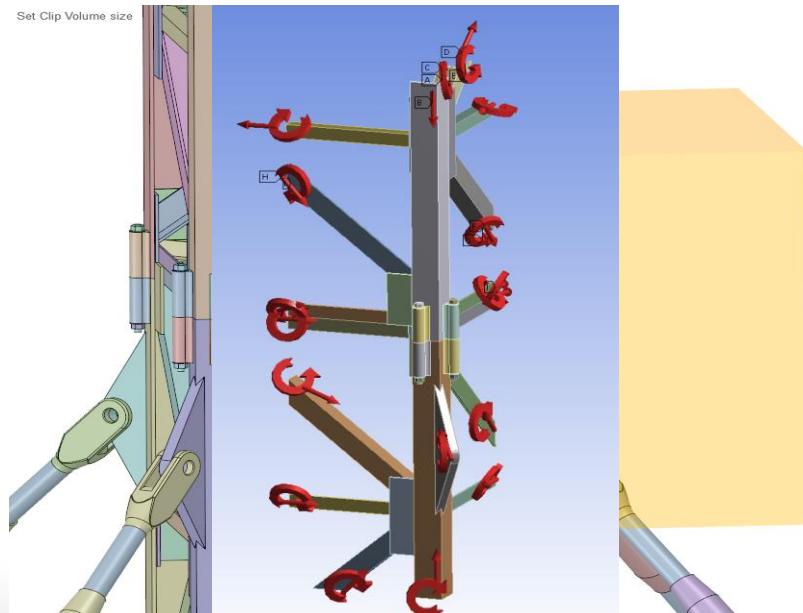
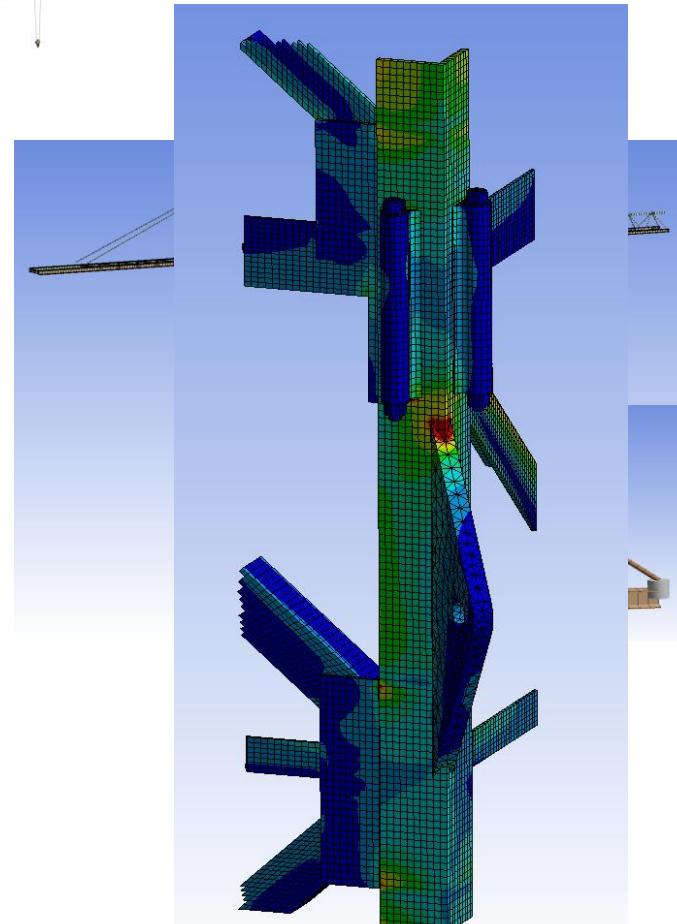


3D Solid Model



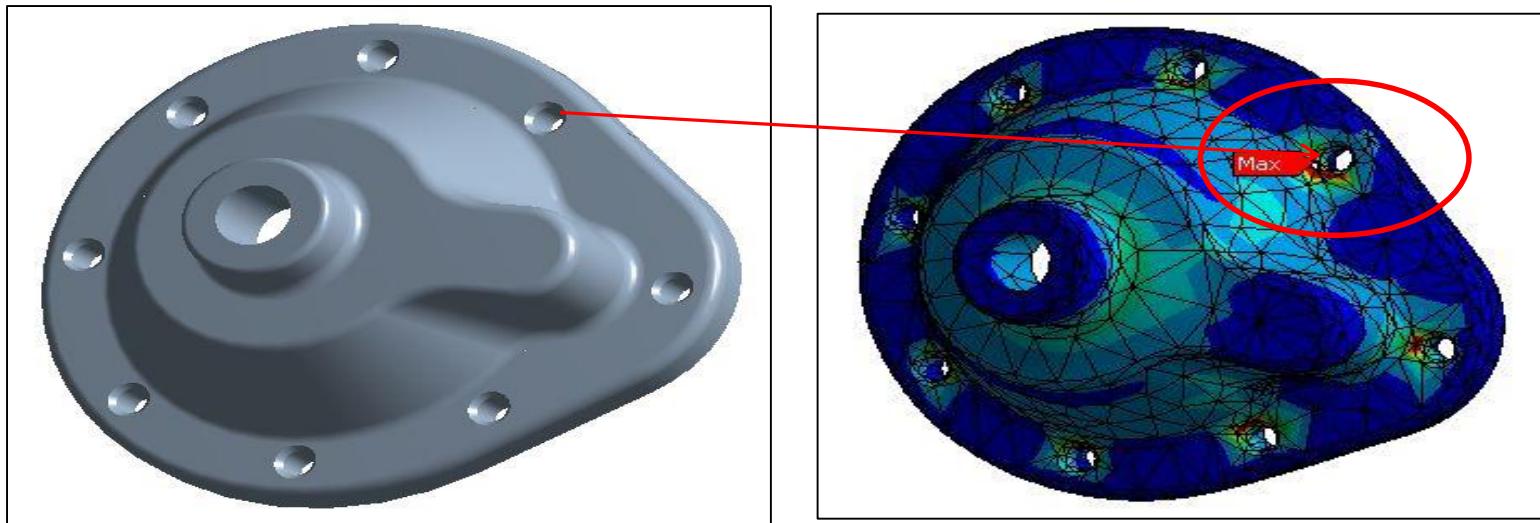
子模型技术-吊车案例

- Structural and thermal submodeling capabilities are available
- Feature Includes:
 - 2D , 3D, and 2D to 3D submodeling
 - Solid to Solid and Shell to Shell/Solid submodeling
 - Ability to view and perform Rigid Body Transformations of source mesh
 - Multiple weighting options for boundary conditions transfer
 - Multi-step support
 - Validation

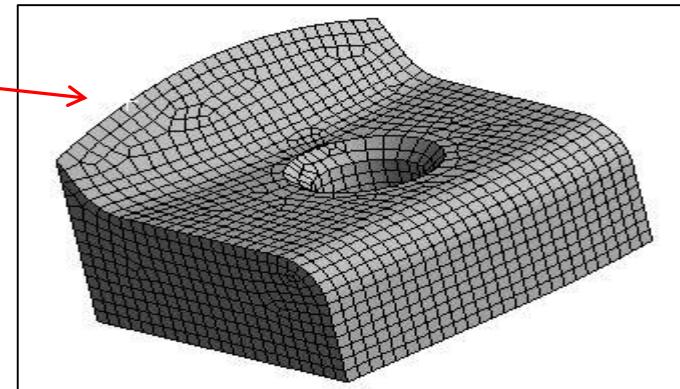
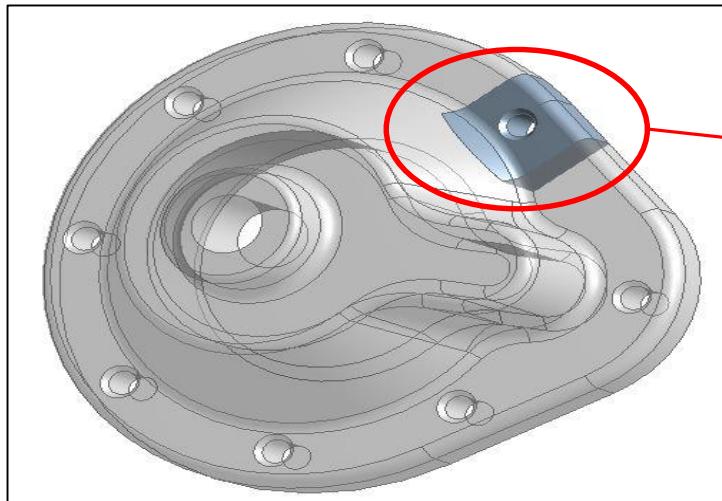


案例流程

- 整体模型采用粗糙网格求解
- 高应力和应力集中位置
- 基于分析结果，确定子模型位置，获得更加准确的结果

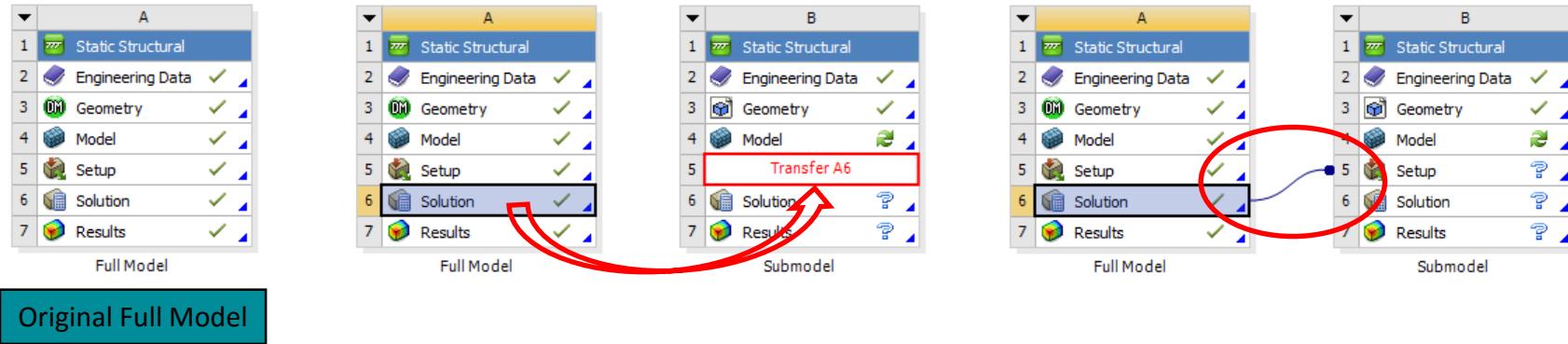


采用ANSYS SpaceClaim切割出子模型
子模型划分更加精细的网格



案例流程

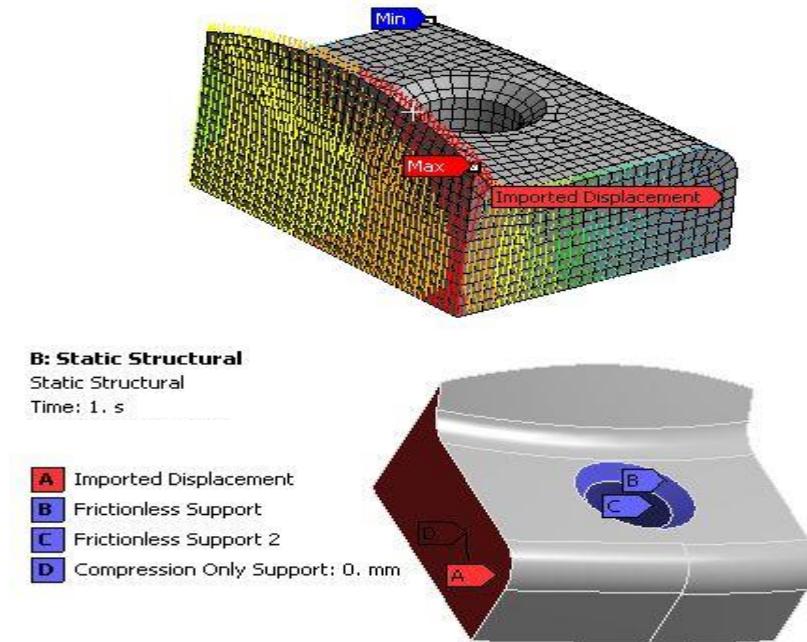
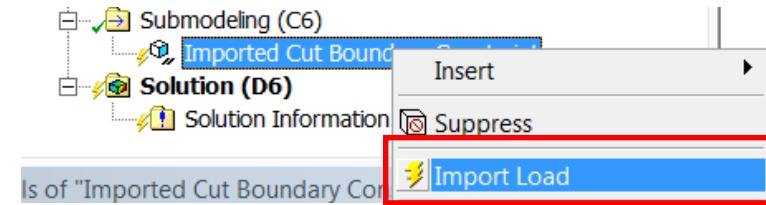
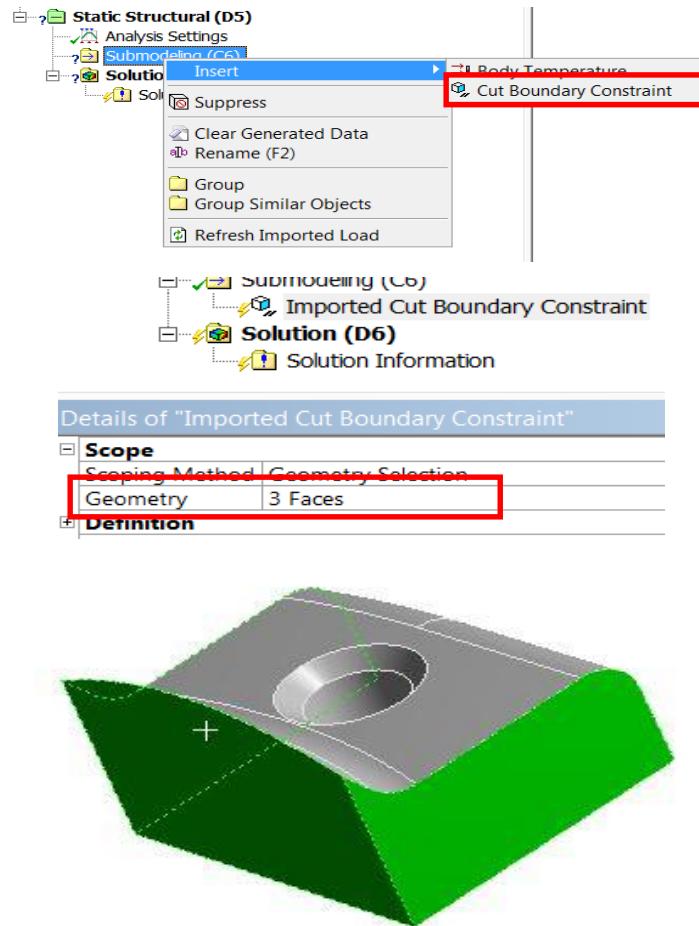
The submodel schematic is set up as shown here:



子模型几何不能拉线共享，应为是一个新的几何结构

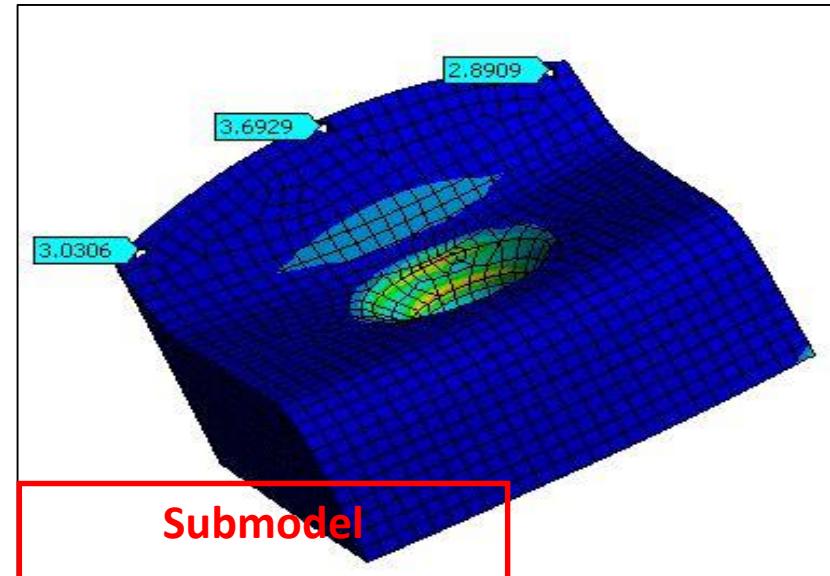
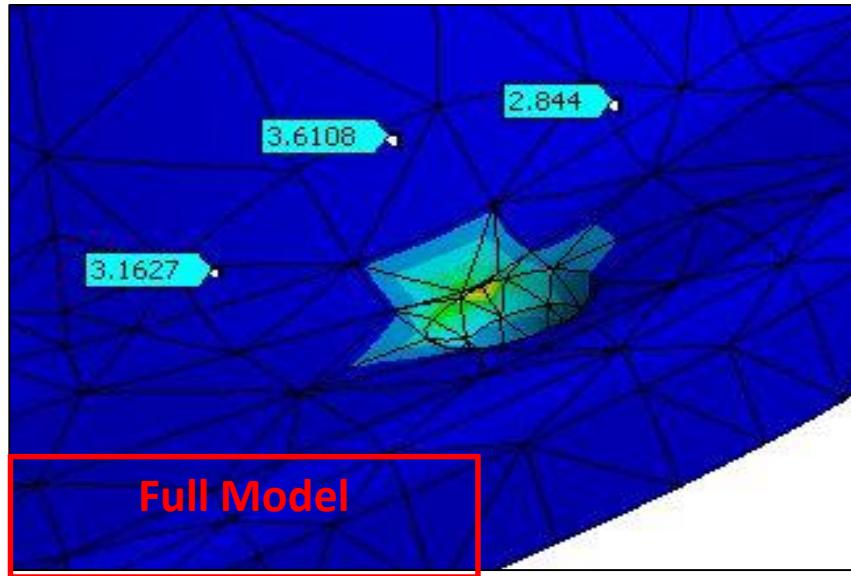
案例流程

- 完成子模型边界映射



案例流程

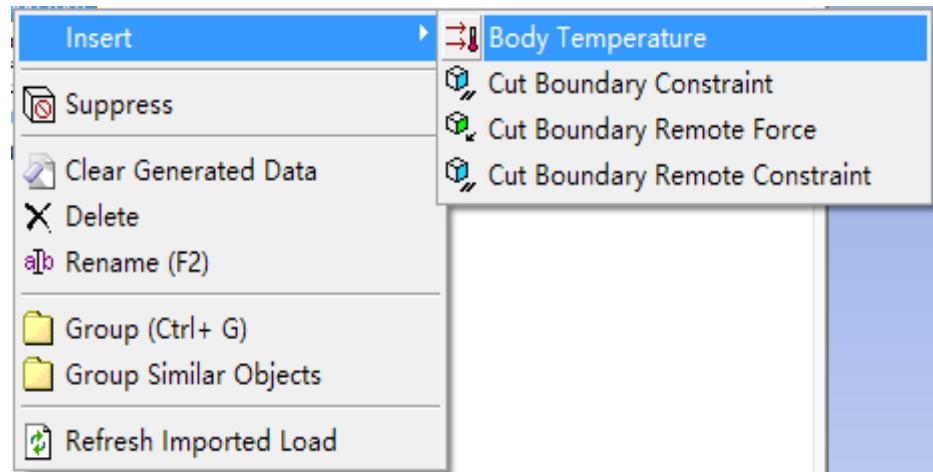
- 检查结果，对比全模型与子模型分析结果
- 通过探针Probe可以查看切割边界上的结果对比是否相近。如果不是通常意味着切割边界应该原理高应力区



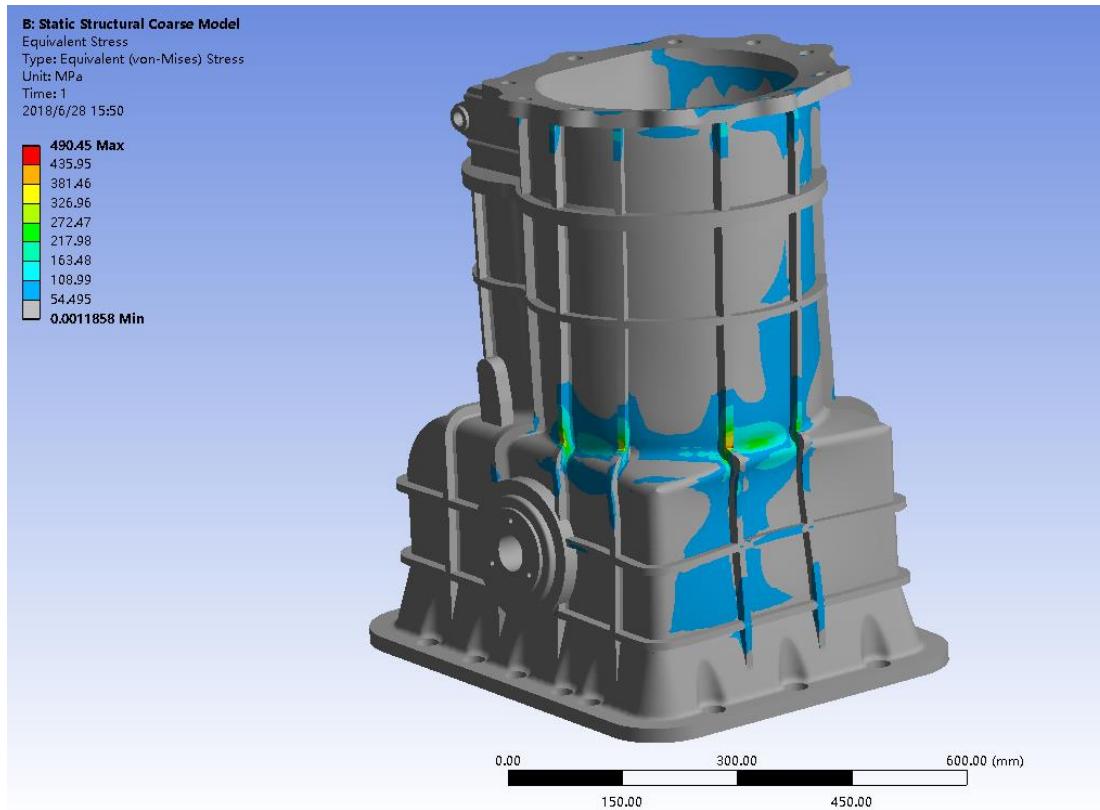
结构子模型支持的边界



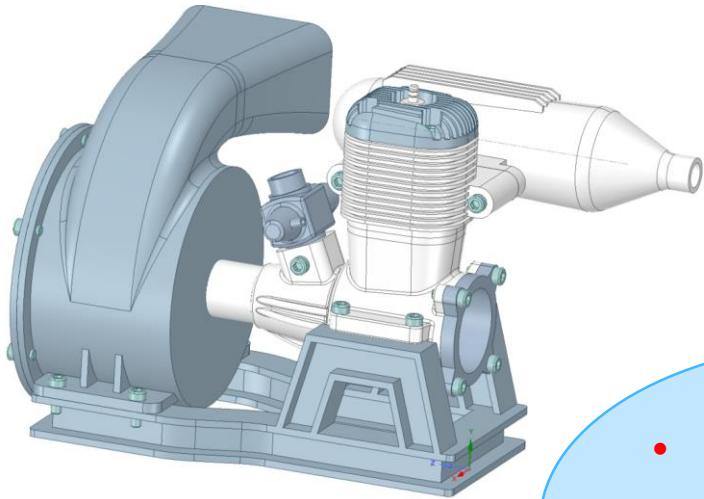
- Body Temperature
- Cut Boundary Constraint
 - 支持shell-solid和solid-solid
- Cut Boundary Remote Force
 - 仅支持beam to shell or solid
 - 映射力和力矩
- Cut Boundary Remote Constraint
 - 仅支持Beam to shell or solid
 - 映射远端位移和扭转力



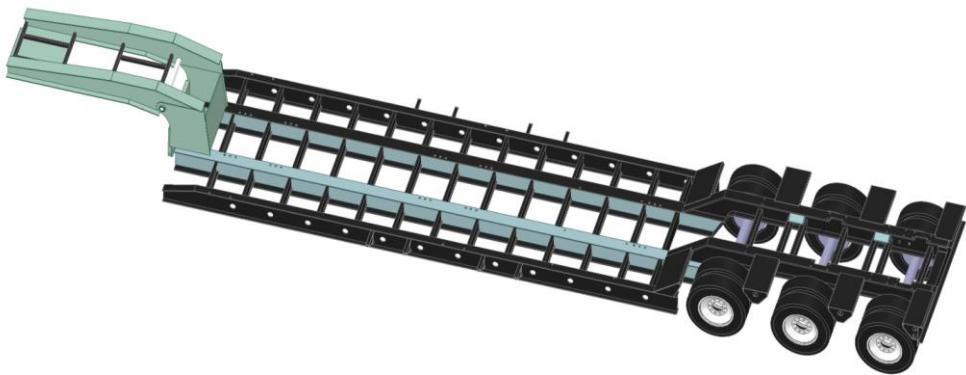
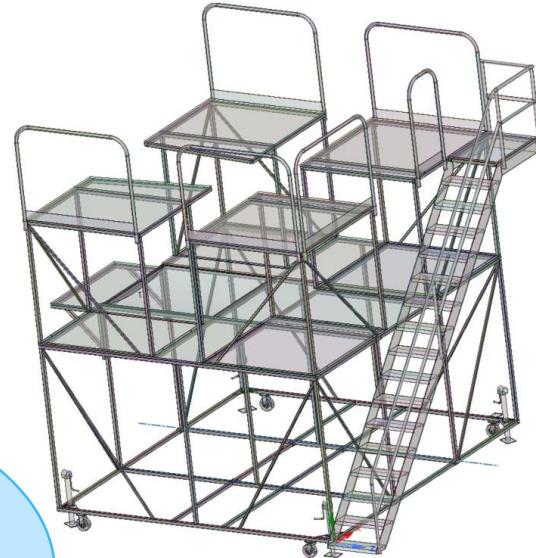
操作练习



总结



- 网格与计算精度
- 大型复杂模型
- 项目周期问题



感谢聆听！

