

GAME-CHANGING FUNCTIONALITY FOR MESHING

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ABSTRACT –

ANSA version 18.0 introduces new concepts in the area of generating and manipulating FE-meshes, handling and treating design features during meshing, as well as a completely new approach in mid-surfacing of complex parts.

These advancements are tied together in one powerful and promising package that will enable users to save time, create more accurate meshes and have a better understanding and control of the mesh result. They will also have a direct impact in other pre-processing tasks like model assembly and design changing actions (morphing).

This presentation will guide you through new meshing strategies, show you different perspectives of existing functionality and give you some insight of what to expect from ANSA in the years to come.