Geometry Prep and Rapid Design Iteration in Discovery

2023 R2





HIGH BARRIER OF ENTRY FOR NEW USERS

Traditional simulation tools & technologies are too hard to use & too time consuming

PRODUCT DEVELOPMENT BOTTLENECK

Limited resources results in lengthy turnaround times & reduced use of simulation

Simulation

experts

Engineers

IDEATION MISSED OPPORTUNITY

Majority of costs locked in the early design phase, but simulation is often not used here



How can we help experts speed up their simulation workflows?



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~5-10 days per iteration



How can we empower more engineers to use simulation?

Discovery brings best in class capabilities



Simulation for both Experts and Design Engineers

Simulation Experts

- Offload routine simulation to design engineers
- Faster and more robust geometry prep accelerates simulation turnaround time
- Rapid upfront simulation with Live Physics increases simulation speed and bandwidth

Design Engineers

- Obtain routine simulation results on their own
- Increased use of simulation results in *better designs* at a *lower cost*
- Reduced wait time for simulation data accelerates time to market



Geometry prep for simulation



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Geometry prep for simulation



HISTORY TRACKING

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Upfront simulation: Live Physics Solver





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Upfront simulation: Fluent and Mechanical Solvers





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3D Design Top 3 Release Features



 Makes it possible to have both speed and accuracy while at the same time dramatically reducing GPU hardware memory requirements. Additionally, support for native polyhedral meshing has been added, further improving mesh quality leading to faster and more optimized simulations.

Cutter Bodies

 The time consuming and frustrating challenges of working with complex assemblies for CFD studies are eliminated with Cutter Bodies. By moving the creation of fluid region details onto the GPU where subtraction of overlapping parts can be performed robustly and quickly, a simple exterior fluid region is the only input geometry required.

Check Geometry

Common geometry issues that previously derailed the simulation process are now automatically identified, visualized, and grouped into easy-to-work-with categories. In addition, our powerful new repair engine automatically corrects issues, resulting in clean, ready to simulate geometry the first time! No more wasting time manually identifying and fixing errors



Cutter Bodies for Fluids and CHT (Explore)

- New option to subtract overlapping parts during simulation without modifying original geometry
 - Significantly simplifies fluid volume extraction by no longer needing to include internal details
 - Use context menu in model tree to convert a body to a cutter body, removing material in overlapping regions
 - Cutter bodies can be included as solids for CHT







Using cutter bodies simplifies fluid volume extraction for complex faucet assembly



Intake and Exhaust Fans (Explore & Refine)

- New intake and exhaust fan conditions
 - Specify fan curve based on volume flow rate or velocity versus pressure or constant pressure rise
 - Fan library with common electronics cooling fans
 - Based on Icepak fan library with ability to add user-defined fans
 - Ability to filter fan selection based on library, manufacturer, or fan area
 - Fan operating pressure monitor
 - Determines if fan is operating in the stable portion of the fan performance curve











Electronics Enclosure – Refine with LiveGX











Centrifugal pump with rotating fluid zone



Air intake with porous media





Stability bleed system with compressible flow



