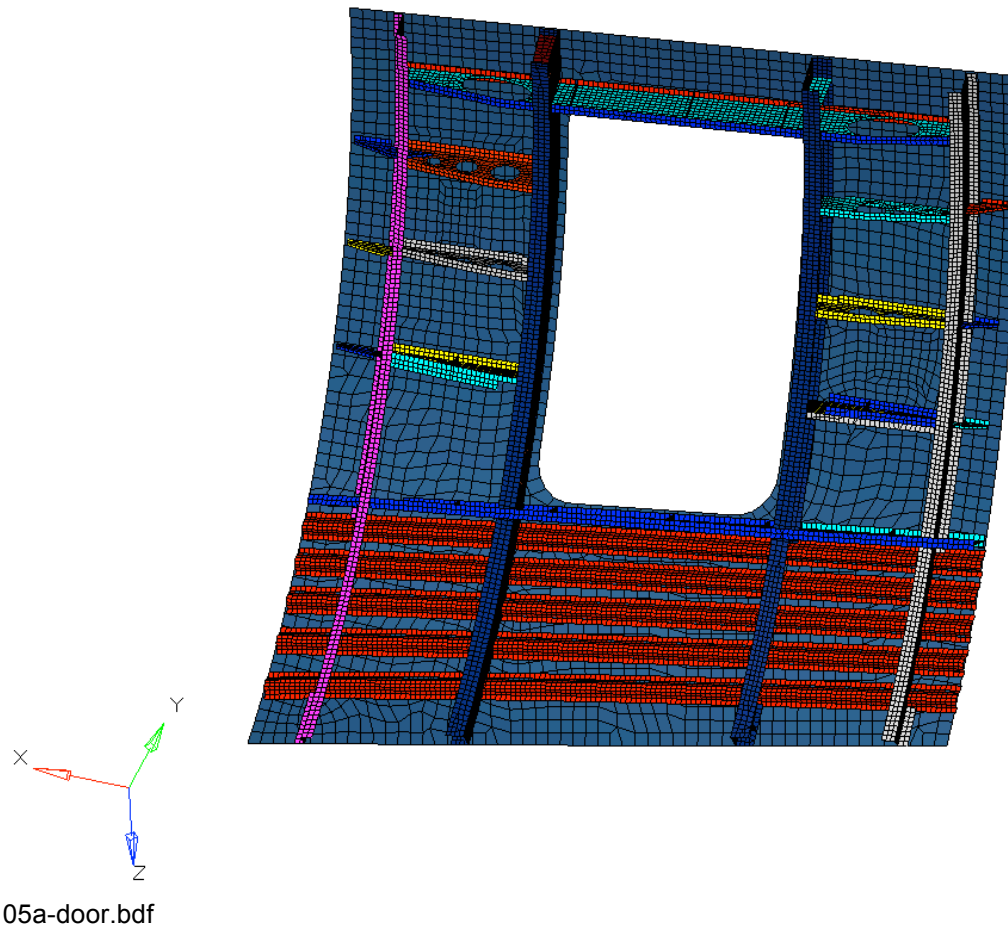



Exercise 5a - Remeshing and Modifying an Orphaned Mesh

In this exercise, you will rework an orphan mesh using the **Automesh** panel, **Imprint** panel, and some of the utilities in the **Geom/Mesh** page of the **Utility** tab.



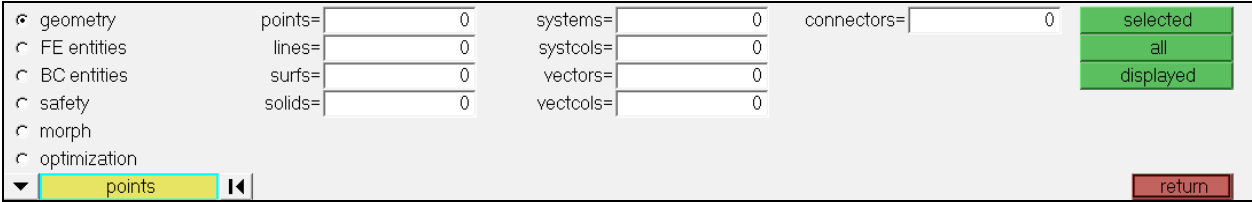
Step 1: Load the Nastran user profile

1. From the menu bar select **File > New > Model**.
2. From the menu bar, select **Preferences > User Profiles** or click the **User Profile**  icon.
3. Select **Nastran** and then select **OK**.

Step 2: Import the Door model 5a-door.bdf

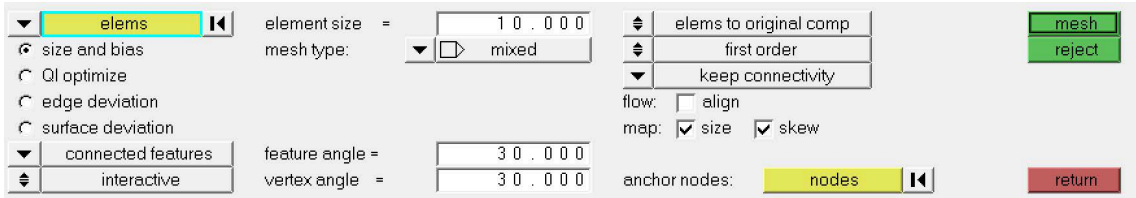
1. Click **File > Import > Solver Deck**.
2. In the **File:** field, browse to the file `5a-door.bdf`.

- 3. Click **Import**.
- 4. Close the Import dialog.
- 5. Notice there are no geometric entities in the model. Check this by doing a count, from the menu bar: **Tools > Count**.



Step 3: Remesh the Skin

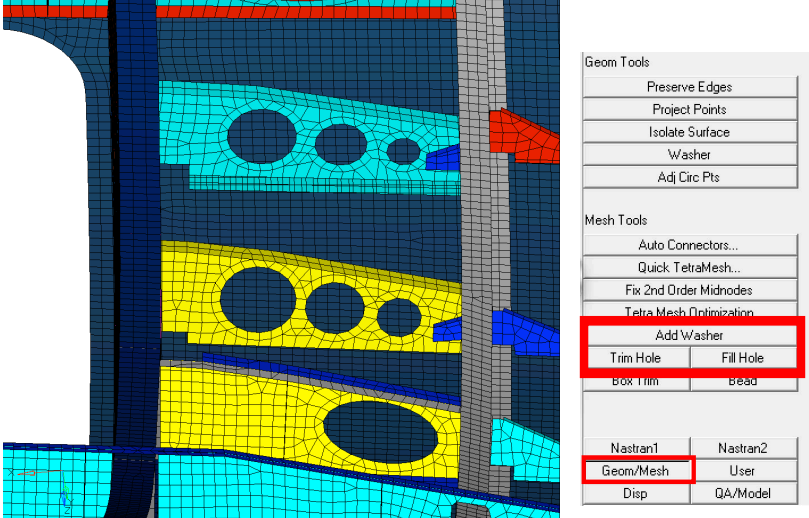
- 1. Isolate the Skin elements by selecting component **100** in the **Model Browser** and then right click and select **Isolate**.
- 2. Notice the poor mesh quality
- 3. Go to the **Automesh** Panel by selecting **Mesh > Create > 2D AutoMesh**.
- 4. Toggle the entity selector to **elems**.



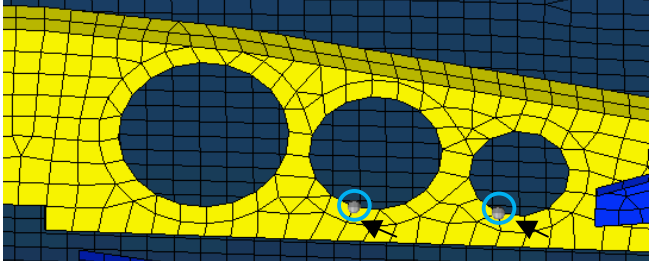
- 5. Select the elements that make up the skin
- 6. Specify **element size = 20.00** and click **mesh**.
- 7. Preview the mesh in the mesh interactive mode and adjust meshing options as desired until mesh looks satisfactory.
- 8. Click **return** to exit the **Automesh** panel and create the mesh.

Step 4: Remove Lightning Holes

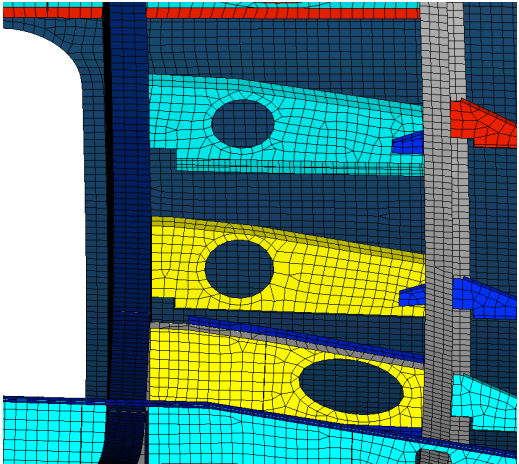
- 1. Show all of the components by right clicking on the **Component** folder in the **Model Browser** and click **Show**
- 2. Locate the forward most intercostals, see image below



- 3. In the **Utility Tab (View > Browsers > HyperMesh > Utility)**, select the **Geom/Mesh** button to view the Mesh Tools
- 4. Select the **Fill Hole** button to launch the **Fill Hole Utility**.
- 5. In **Manual** mode, click the yellow **Select Nodes** button.
- 6. Select any node on the edge of the two most forward holes (image below), click **proceed**.

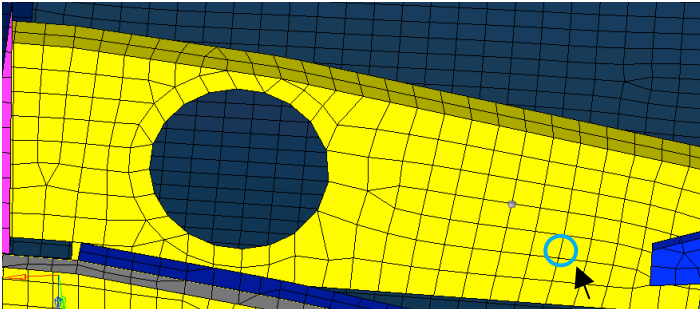


- 7. The **Select Node** button is now green, indicating nodes have been specified. Click **Fill**. Lightning holes are now removed.
- 8. Repeat steps 4-7 for the upper intercostal.

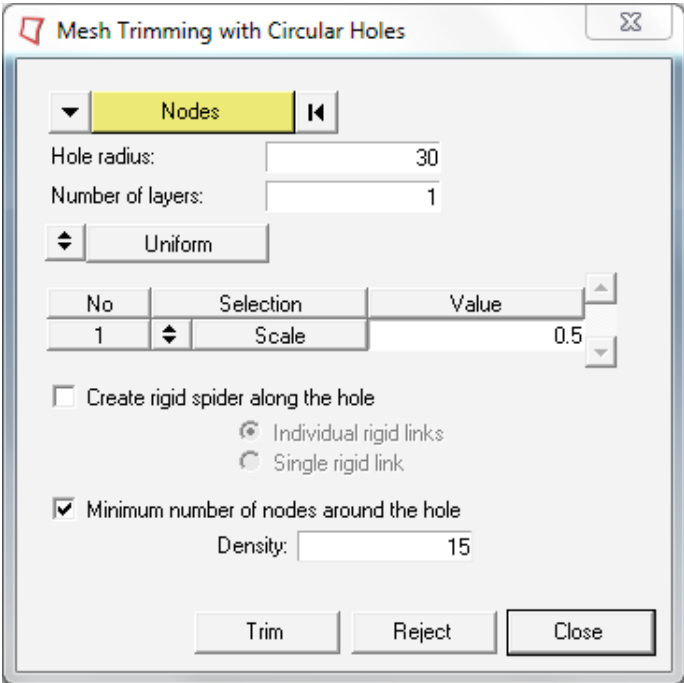


Step 5: Add a Lightning Hole

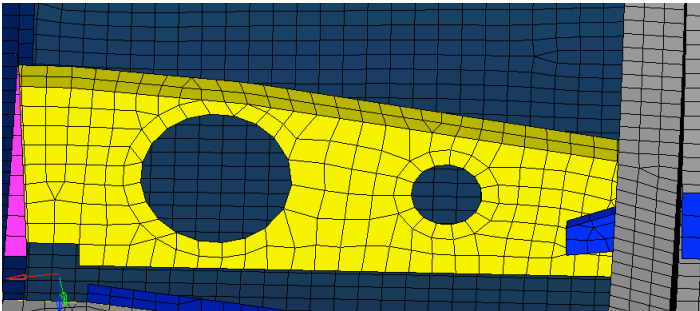
- 1. Select the **Trim Hole** button in the **Utility Menu** to launch the **Trim Hole Utility**.
- 2. Select any node on the lower intercostal at the approximate location shown below (this will be the center of the hole); and click **proceed**.



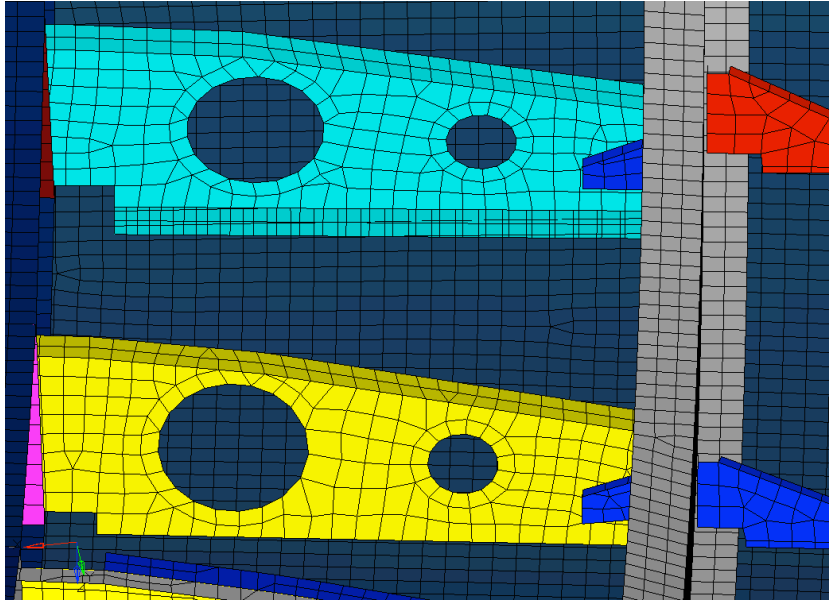
- 3. Specify the following values in the **Trim Hole** dialog.



- 4. Click **Trim**.
- 5. Click **Close**.



- Repeat steps 1-5 for the upper Intercosal. Model should look similar to below:



Step 6 (Optional): Save your work.