

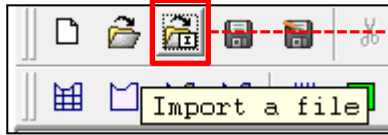
# CFD-GEOM

## CAD Clean Up 작업에 유용한 기능

(주) 경원이앤씨

- CAD Clean up 작업 시 유용한 기능들
  1. CAD file import
  2. Point and Curve Filter
  3. Trimmed surface creation and modification Option
  4. Solid and wireframe options
  5. Level Set

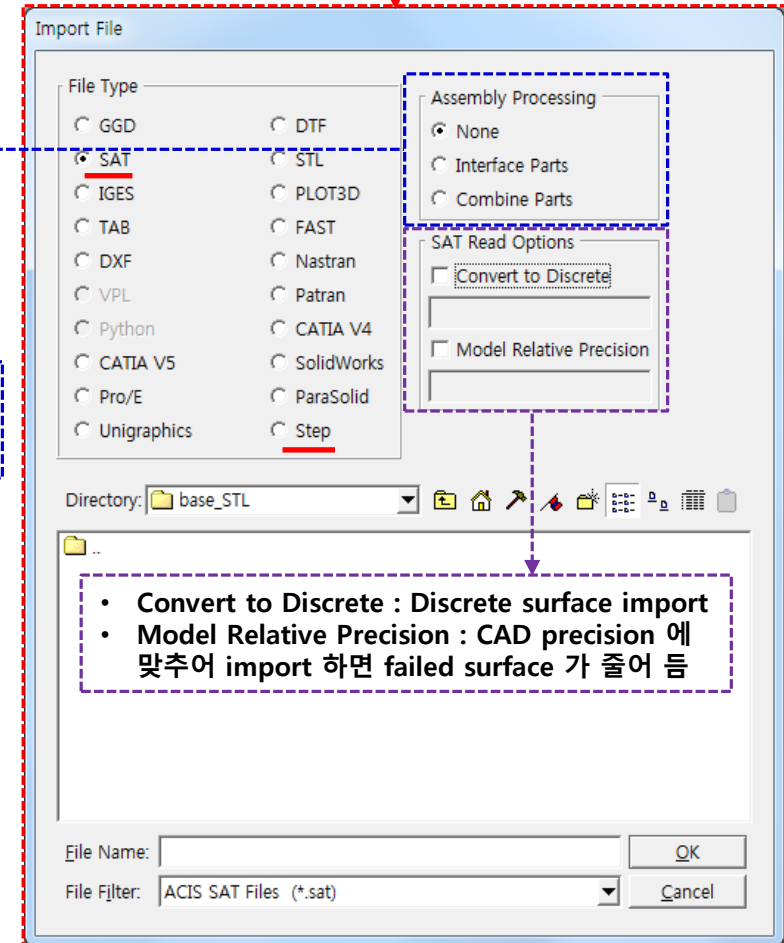
# 1. CAD file import



➤ CFD-GEOM은 복잡한 형상을 구현하기 매우 어렵기 때문에 복잡한 형상의 경우 CAD 파일을 읽어 들여 작업을 수행 하게 된다. 이 때 Import 하는 CAD 파일의 형식에 따라 Geometry의 Entity자체 특성이 달라 진다.

- None : CAD modeling 그대로 import
- Interface parts : Interface Part combine Import
- Combine parts : 다수의 Parts → 하나의 Part Import

- Solid Entity : SAT, STEP
- Surface Entity : IGES, STL
- AutoCAD Geometry : DXF
- Text Base : TAB



- Convert to Discrete : Discrete surface import
- Model Relative Precision : CAD precision 에 맞추어 import 하면 failed surface 가 줄어 듦

Tip : 3D형상의 CAD cleanup 작업을 위해서 CFD-GEOM 에서 가장 쉽게 다룰 수 있는 포맷 형식은 (SAT, STEP) 포맷 이다.

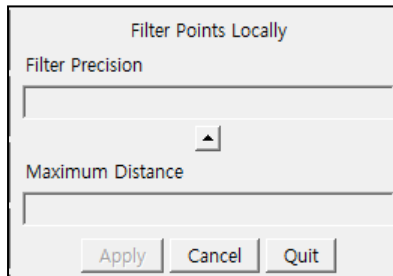
# 1. CAD file import

- CAD 파일 Import시 CAD 툴과 CFD-GEOM의 Precision 차이로 인하여 failed surface 또는 Points나 Curves의 불 일치 현상 등이 발생 할 수 있다.

Points나 Curves의 불 일치 현상 발생시, Filter 기능을 사용 하면 Points 나 Curves를 쉽게 일치 시켜 줄 수 있다.

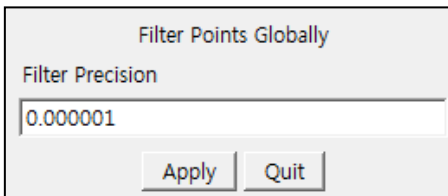
## ✓ Point

### • Filter points Locally



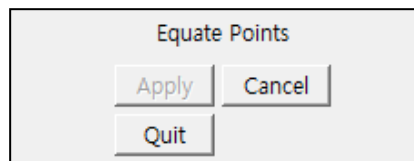
선택된 한 개 또는 여러 개의 포인트를 Filter precision으로 포인트 병합.

### • Filter points Globally

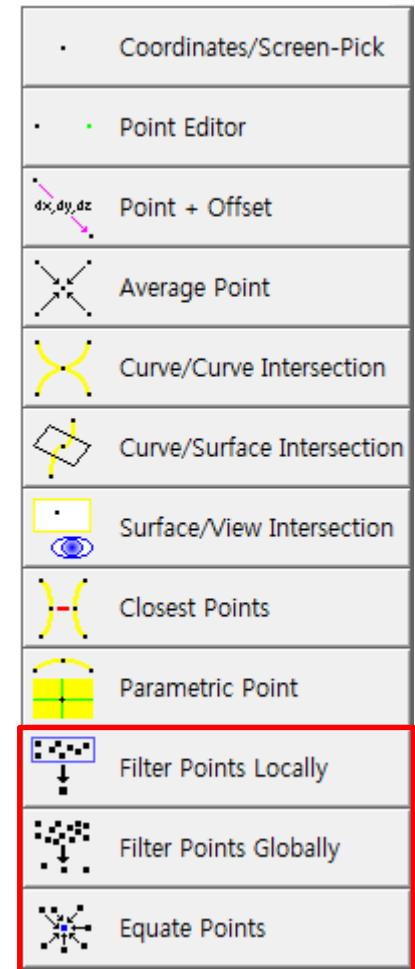


포인트 선택 없이 전체 형상에 대하여 Filter precision 으로 포인트 병합

### • Equate points



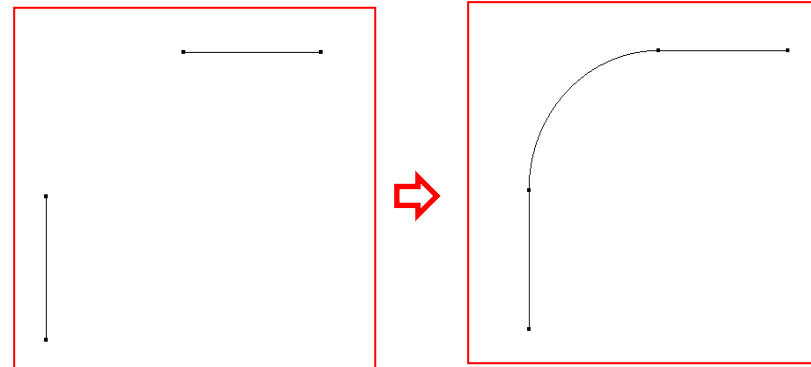
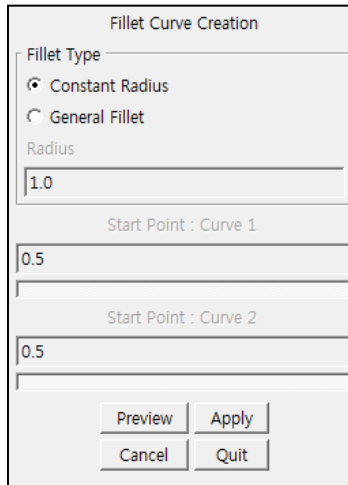
여러 개의 포인트들을 첫 번째 선택된 포인트 쪽으로 병합



## 2. Point and Curve Filter

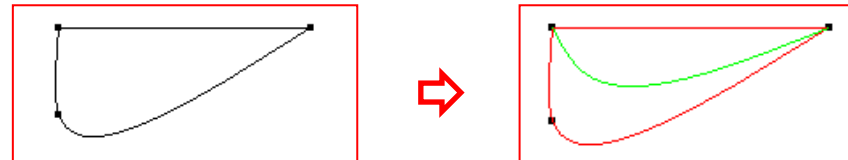
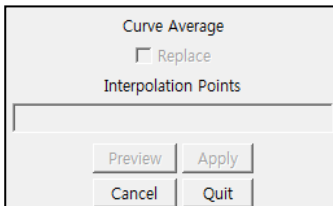
### ✓ Curves

#### • Fillet Curve



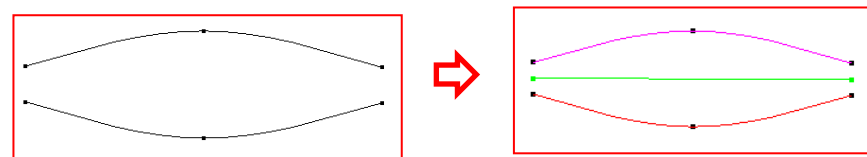
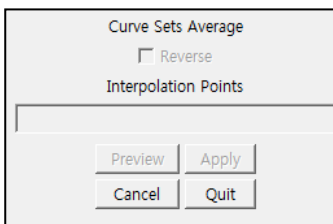
수직 선분의 떨어 져 있는 라인으로 fillet Curve 생성

#### • Average curve



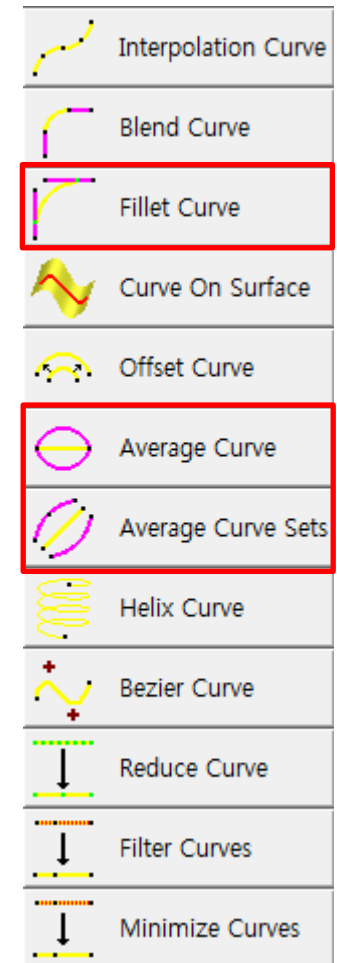
포인트가 공유되어 있는 Curve의 Average curve 생성

#### • Average curve sets



포인트가 공유되지 않은 Curve의 Average curve 생성

Geometry Mesh BC/VC



## 2. Point and Curve Filter

### ✓ Curves

Geometry

Mesh

BC/VC

#### • Filter Curves

Global Curve Filter

Filter Precision

0.000001

Apply Quit

CAD file Import시 Precision 차이로 인해 한 개의 Curve 가 발생 하여야 될 구간에 여러 개의 Curve 가 발생 하는 경우가 생김.  
이 경우 Filter Curves 를 이용 하여 여러 개의 Curves를 하나로 합칠 수 있음.

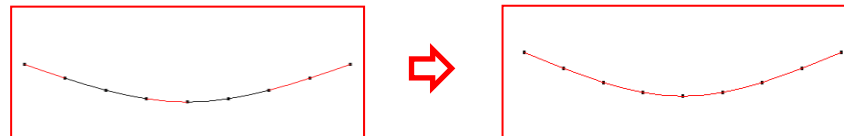
#### • Minimize Curve

Minimize Curves

Angle Threshold

15.0

Apply Cancel Quit



Curve가 형성된 각도에 따라서 분리되어 있는 선분을 합치는 기능.

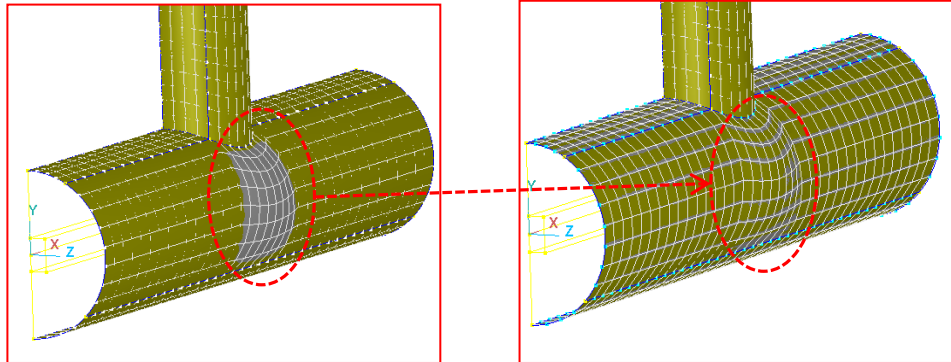
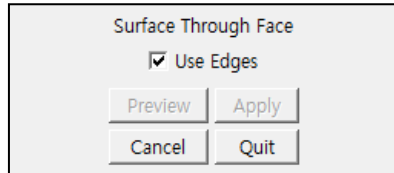
	Interpolation Curve
	Blend Curve
	Fillet Curve
	Curve On Surface
	Offset Curve
	Average Curve
	Average Curve Sets
	Helix Curve
	Bezier Curve
	Reduce Curve
	Filter Curves
	Minimize Curves

### 3. Trimmed surface creation and modification Option

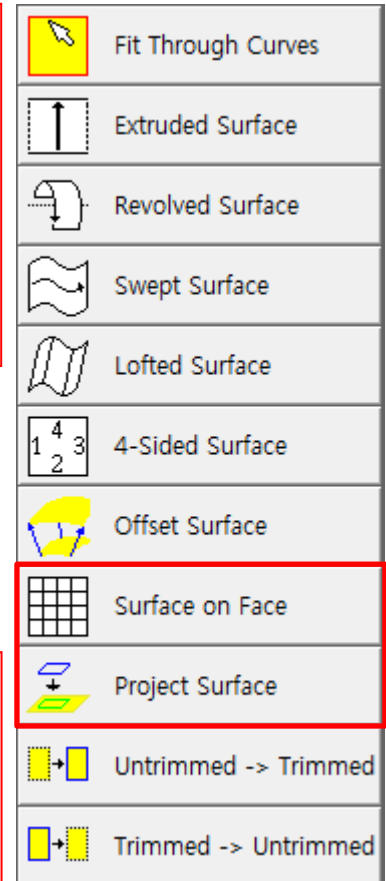
#### ✓ Surface

Geometry Mesh BC/VC

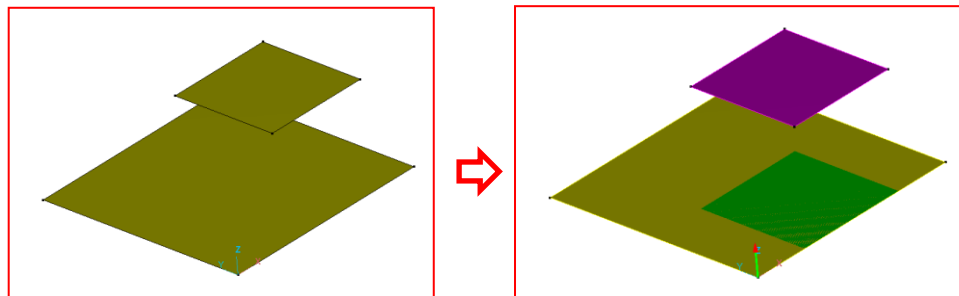
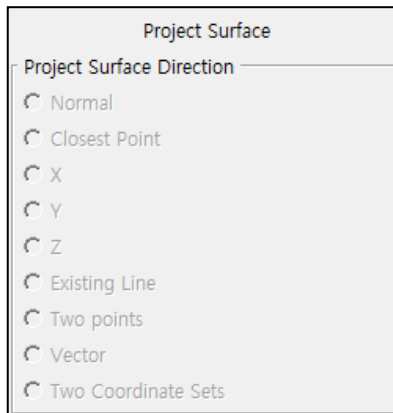
#### • Surface on Face



CAD file Import 후 정렬 격자 생성시 CAD 형상과 일치 하지 않는 FACE 가 형성 될 경우 Surface on Face 기능을 사용 하여 CAD 형상에 FACE를 일치 일치 시킬 수 있음.



#### • Project Surface

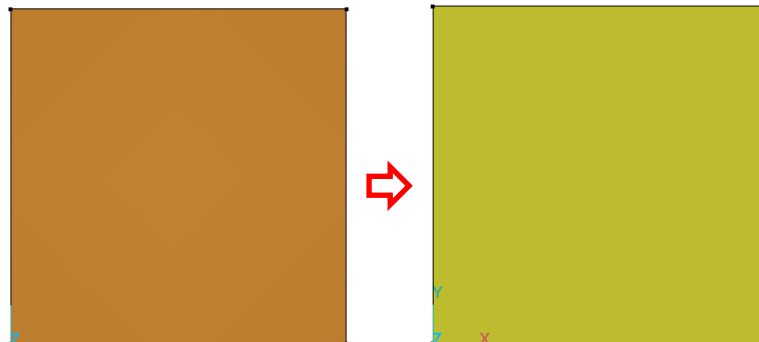
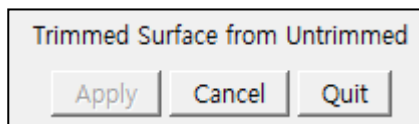


Surface를 Surface 위에 투영시켜 투영 면에 새로운 Surface 생성

### 3. Trimmed surface creation and modification Option

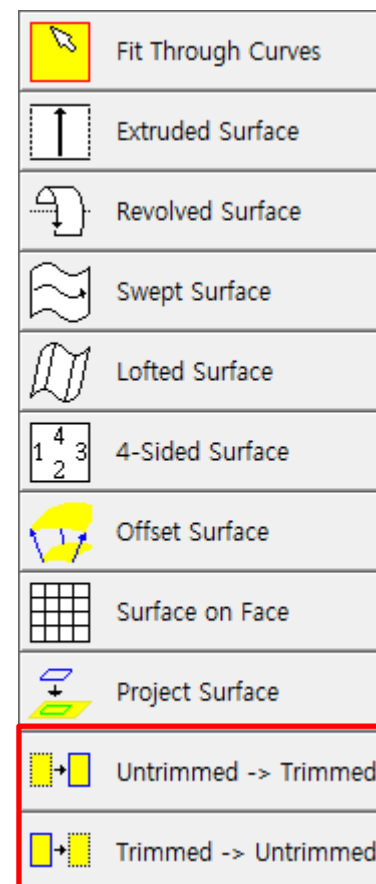
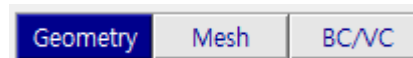
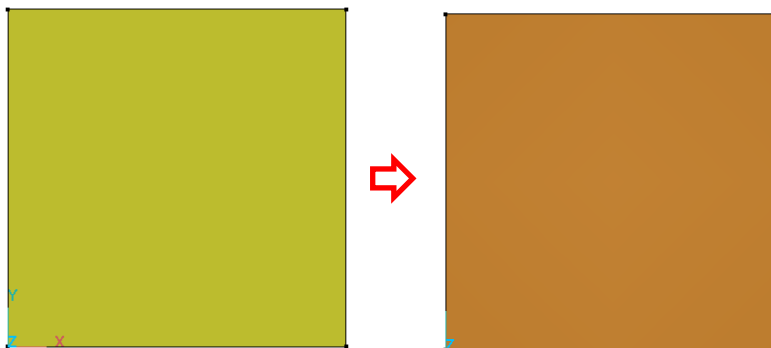
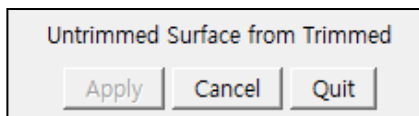
#### ✓ Surface

##### • Untrimmed → Trimmed



CAD file Import 시 failed Surface(Untrimmed surface)가 생성 된 경우 Surface (Trimmed surface) 로 변경 하여 주어야 한다. 이 때 Untrimmed Surface를 Trimmed Surface 로 변경시켜 주는 기능을 사용 하면 된다.

##### • Trimmed → Untrimmed

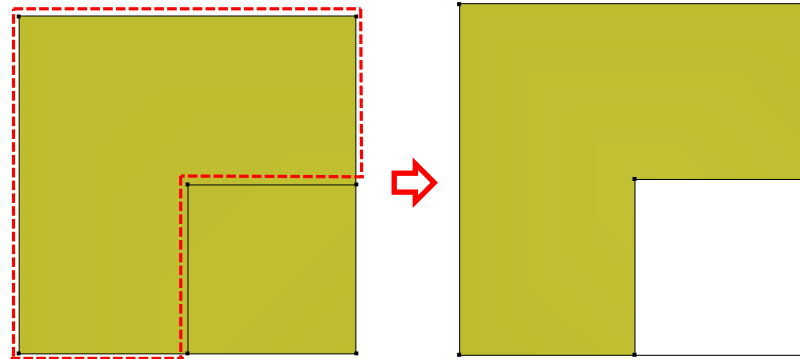
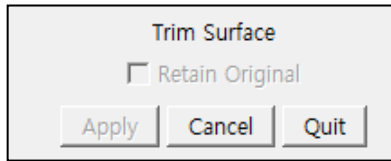




### 3. Trimmed surface creation and modification Option

#### ✓ Trimming

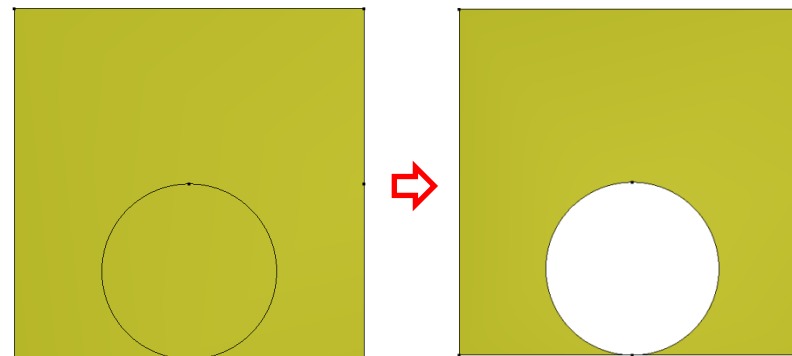
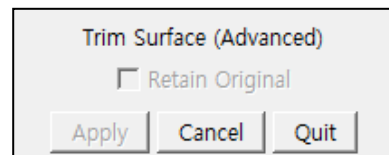
##### • Trim



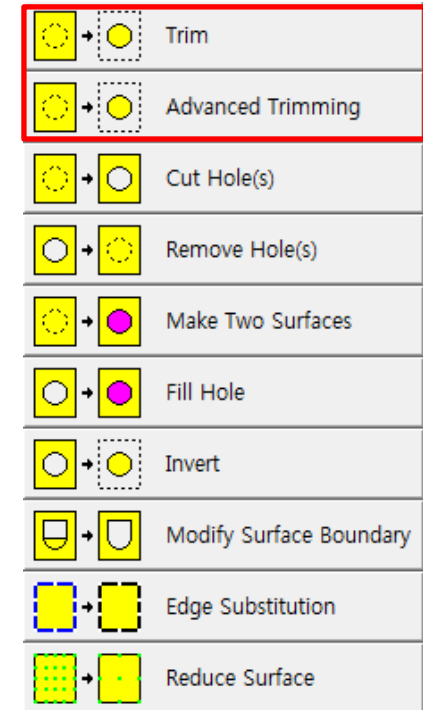
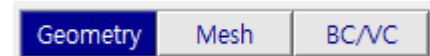
불필요한 Surface Trim

Tip : Surface Trim작업 수행 시 남을 부분의 Surface 를 선택하는 방법으로 작업을 진행 하여야 함.

##### • Advanced Trimming



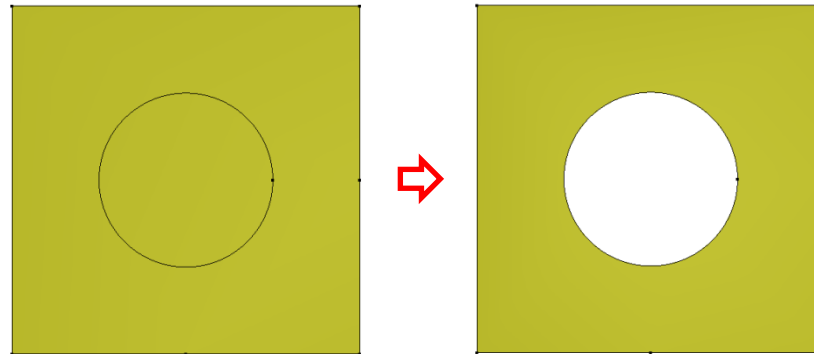
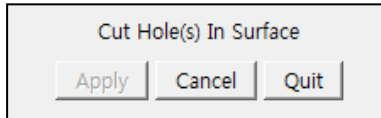
Entity 가 겹쳐 지는 형상은 Advanced Trim 을 사용하여 작업 진행



### 3. Trimmed surface creation and modification Option

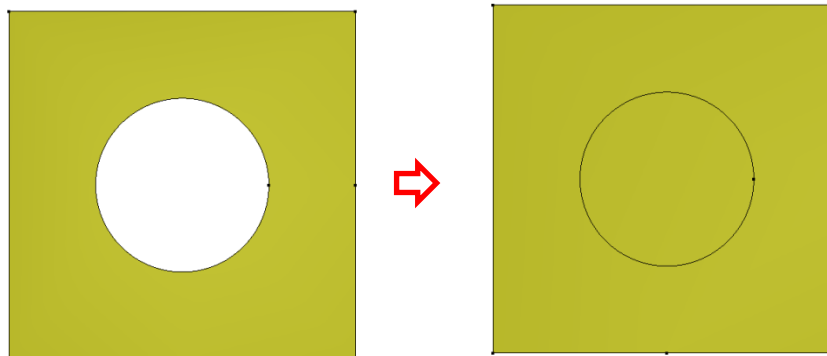
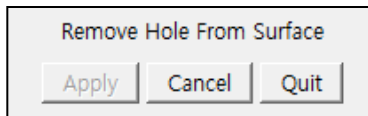
#### ✓ Trimming

- Cut Hole(s)

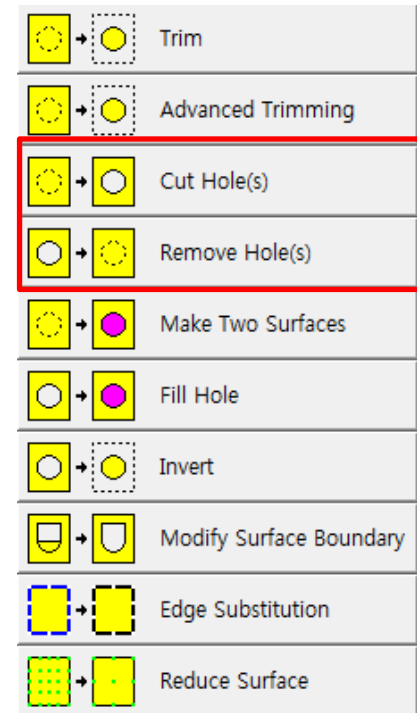
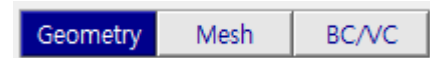


Surface 내부 Circle이 존재하면 Cut Hole 기능을 사용 하여 쉽게 Circle 을 잘라 낼 수 있음.

- Remove Hole From Surface



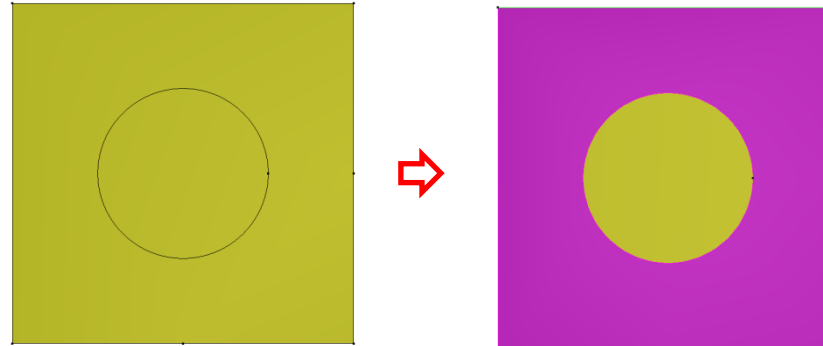
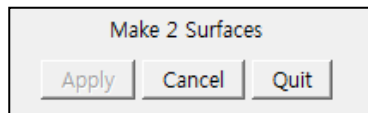
Surface 내부 빈 Circle이 존재 할 때, Remove Hole From Surface 기능을 사용하여 막을 수 있음.



### 3. Trimmed surface creation and modification Option

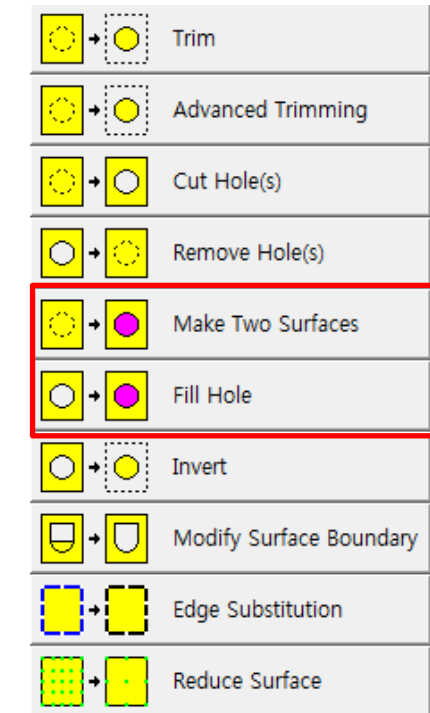
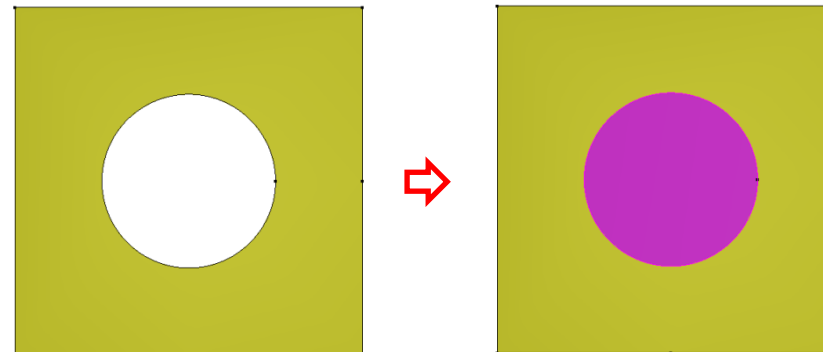
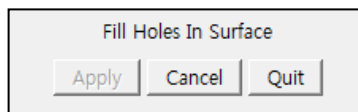
#### ✓ Trimming

- Make Two Surfaces



단일 Surface가 존재 하고 그 Surface 위에 Curve나 Line으로 형상이 존재 할 때 그 형상을 기준으로 Surface를 분리 시켜 두 개의 Surface를 만듦.

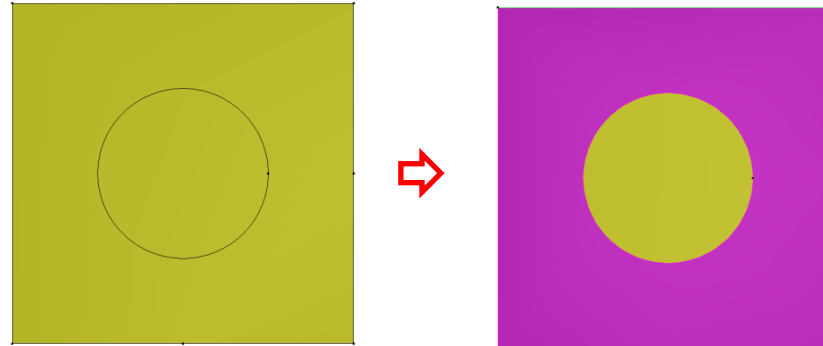
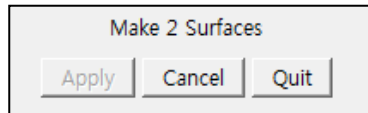
- Fill Hole



Surface 내부 빈 Circle이 존재 할 때, Remove Hole From Surface 기능을 사용하여 막을 수 있음.

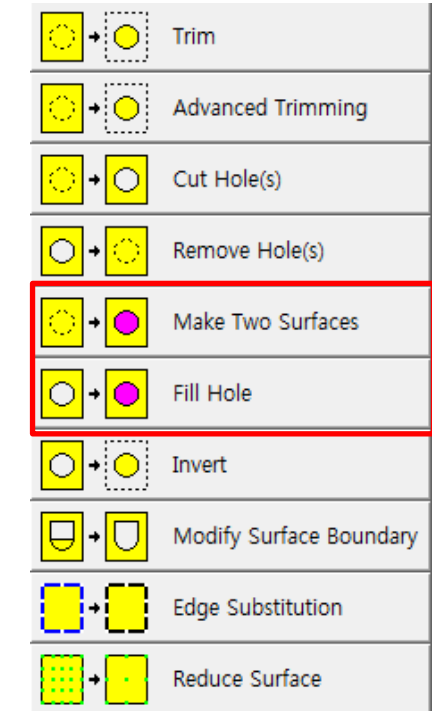
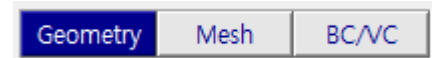
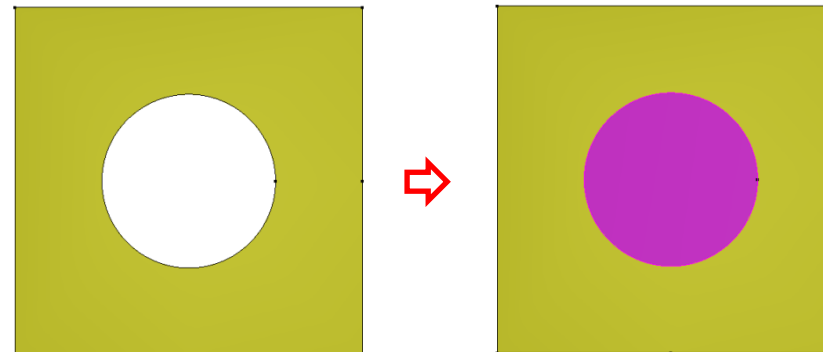
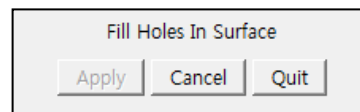
## ✓ Trimming

### • Make Two Surfaces



단일 Surface가 존재 하고 그 Surface 위에 Curve나 Line으로 형상이 존재 할 때 그 형상을 기준으로 Surface를 분리 시켜 두 개의 Surface를 만듦.

### • Fill Hole

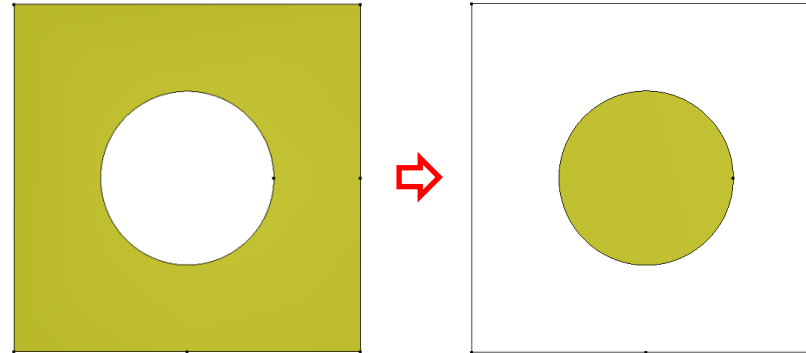
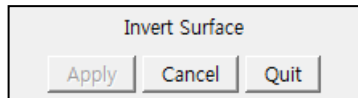


Remove Hole의 기능을 사용 하면 단일 Surface가 형성 되면서 Hole이 매워 지지만, Fill Hole의 경우 서로 다른 Surface로 Hole을 막는다.

# 3. Trimmed surface creation and modification Option

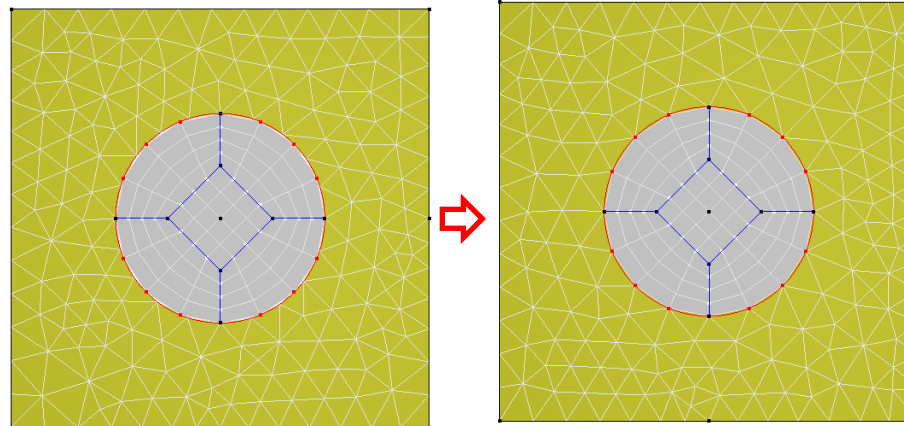
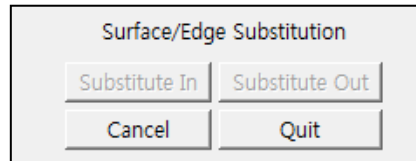
## ✓ Trimming

### • Invert



Hole이 생성 되어 있는 Surface 에서 Invert 기능을 사용 하면 Hole에 Surface가 생성 되고 나머지 Surface가 생성 되어 있던 공간은 Surface가 사라지게 된다.

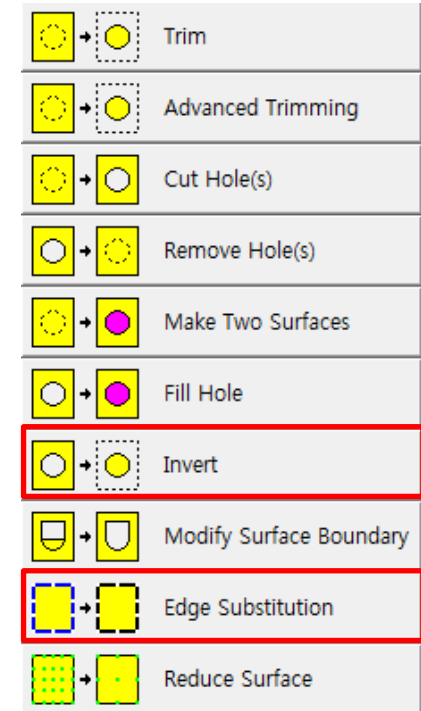
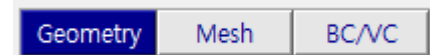
### • Edge Substitution



<Edge 고유(X)>

<Edge 고유(O)>

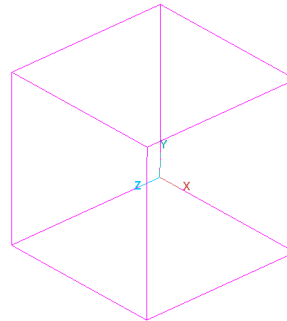
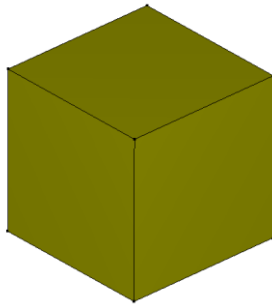
Hybrid Grid 생성시 Surface는 Edge와 정보를 공유 하여야 한다. Edge substitution은 Surface와 Edge의 정보 공유 방법의 일환으로 가장 많이 사용 하는 방법이다.



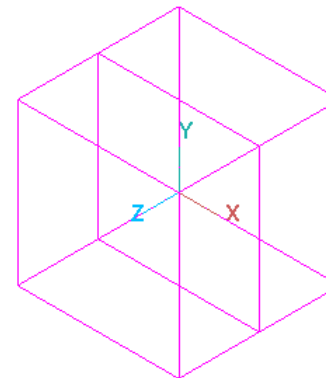
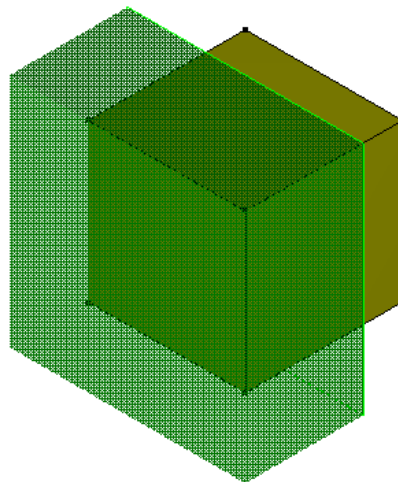
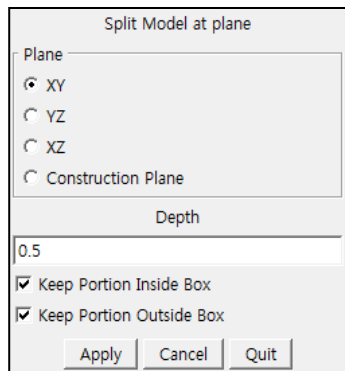
## 4. Solid and wireframe options

### ➤ Split Model

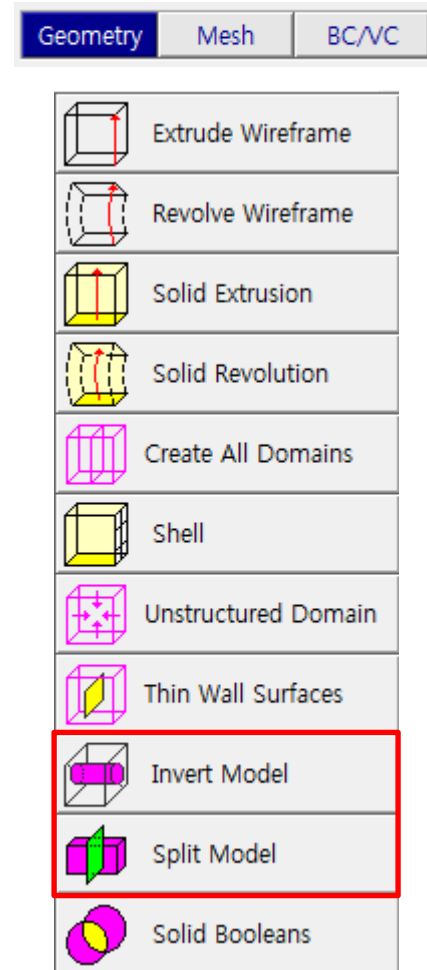
- Symmetry 형상이거나 Domain의 분리가 필요 할 경우 Split model 을 사용 하여 Domain을 분리 시킬 수 있음



- 기존 형상 및 Unstructured Domain



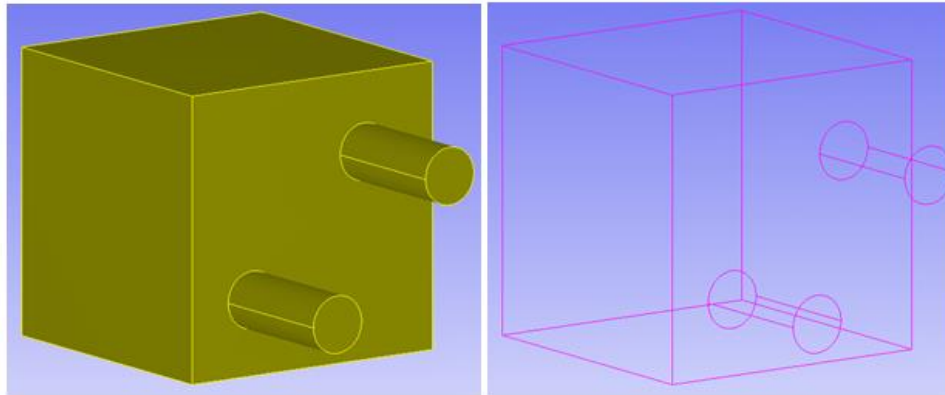
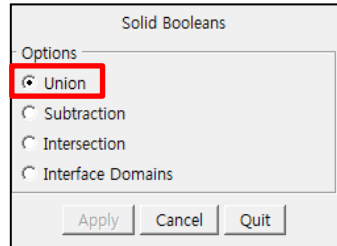
- XY 평면으로 Domain 2개로 분리



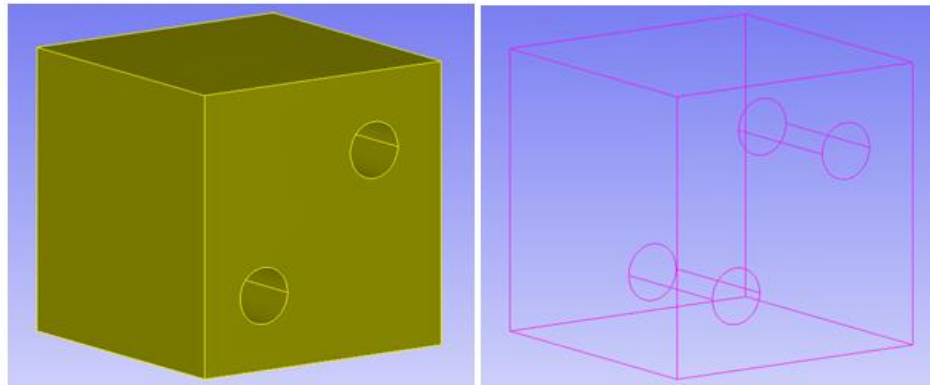
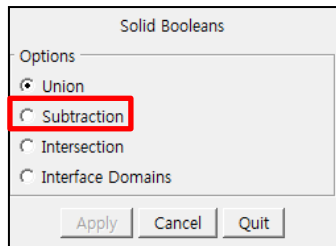
## 4. Solid and wireframe options

### ➤ Solid Booleans

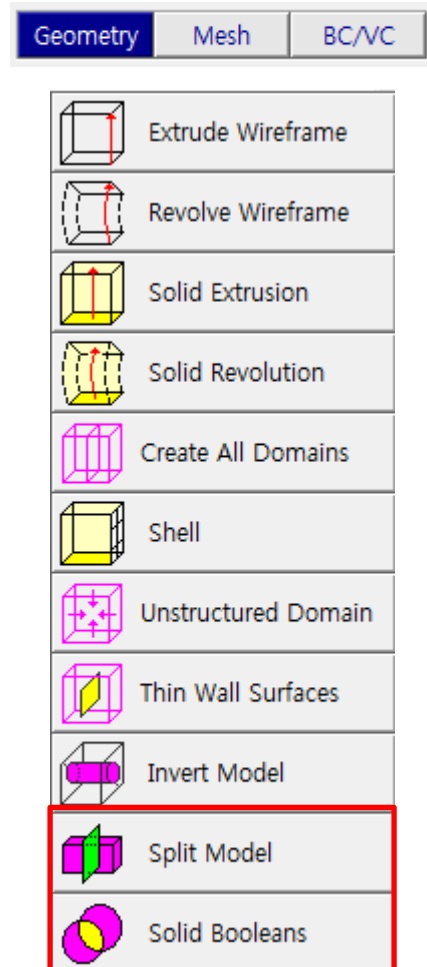
- Unstructured Domain이 형성 된 각각의 파트 별 Domain을 결합 또는 분리



- Union : 2개의 Domain을 이용 하여 하나의 Domain 생성



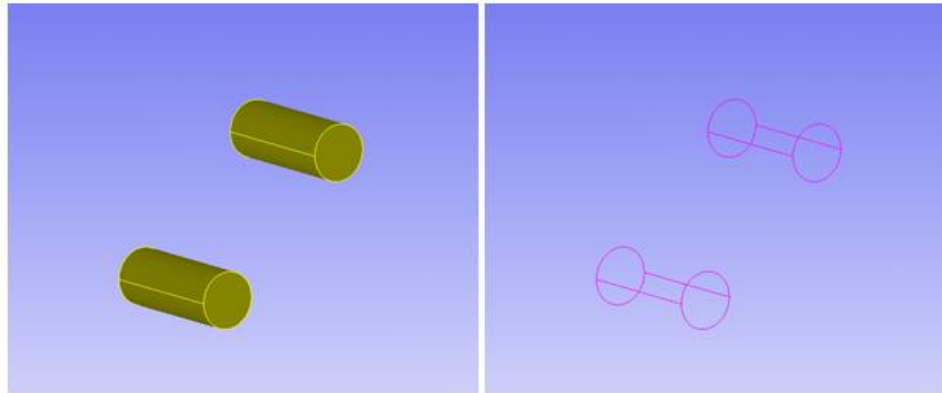
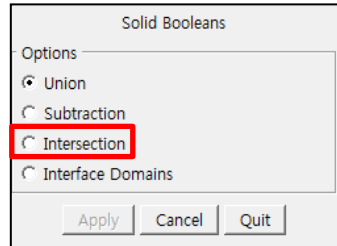
- Subtraction : 2개의 Domain 중 1개의 Domain 을 다른 1개의 Domain 에서 빼어 냄



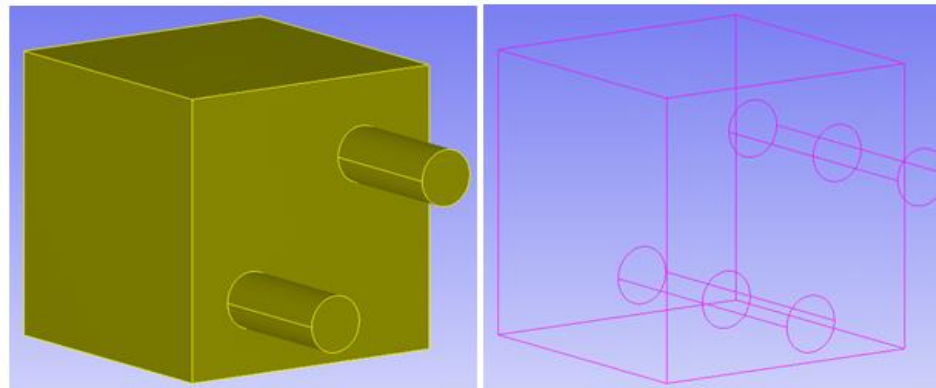
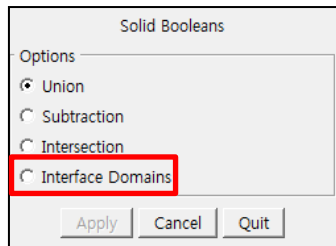
## 4. Solid and wireframe options

### ➤ Solid Booleans

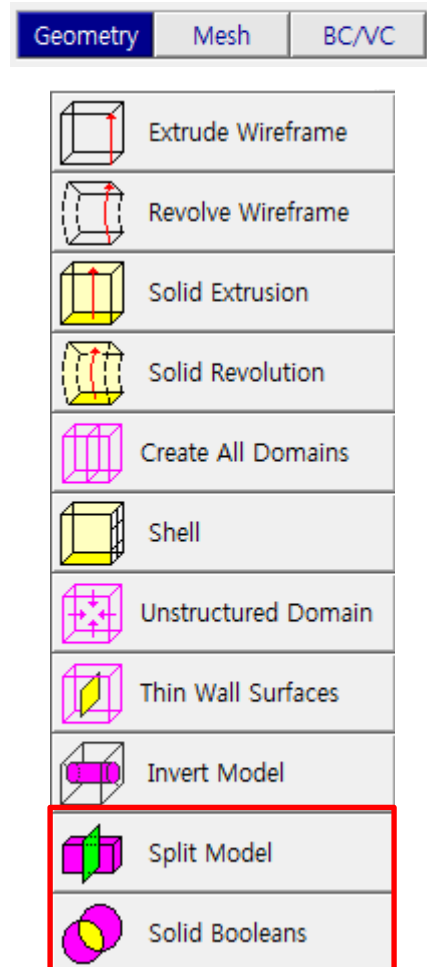
- Unstructured Domain이 형성 된 각각의 파트 별 Domain을 결합 또는 분리



- Intersection : 2개의 Domain이 Intersection 되는 공간에 새로운 하나의 Domain 생성



- Interface Domains : 2개의 Domain 영역 에서 Intersection 되는 부분을 interface화 하며 2개의 Domain 모두 보존

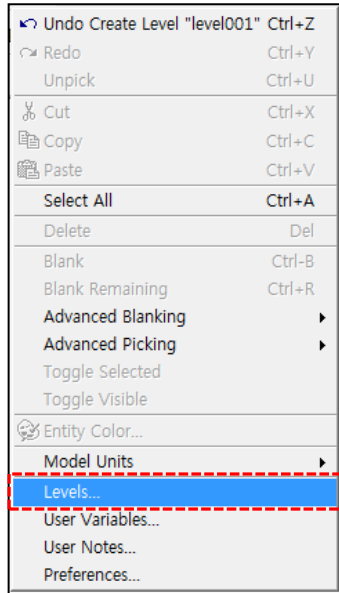




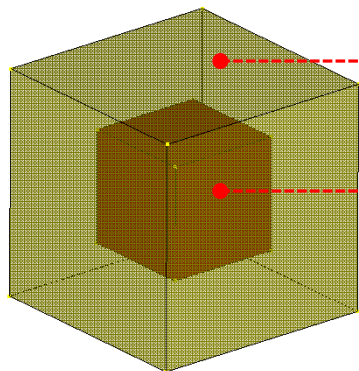
# 5. Level Set

## ➤ Level set

- 각 Surface들의 Level 작업을 통해 원하는 Surface 만을 형성하여 그룹 작업

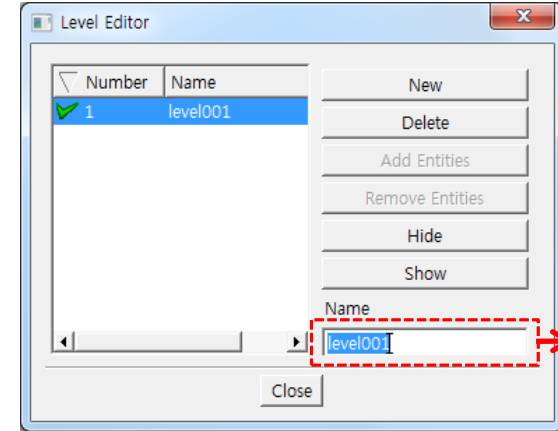
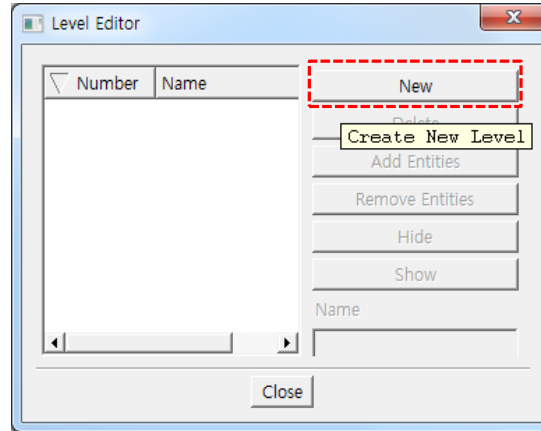


실행

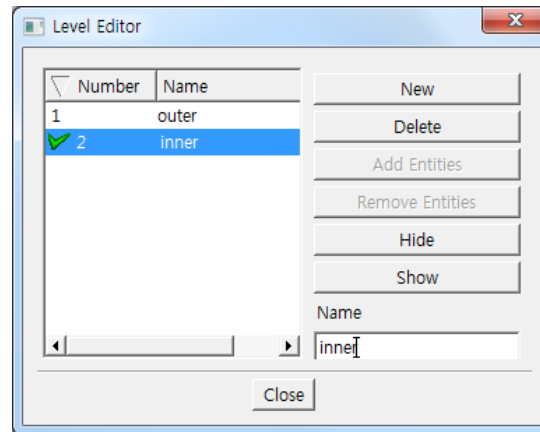


Outer

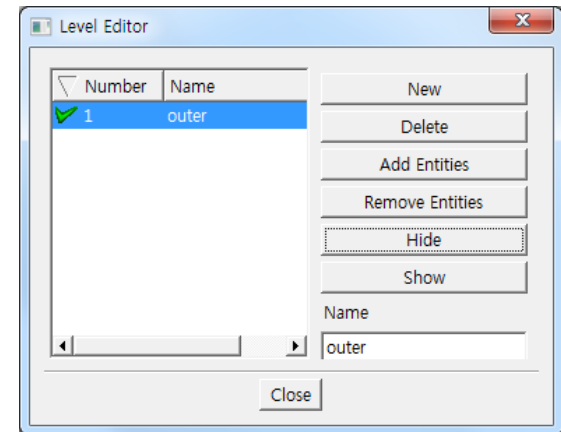
Inner



이름 지정



• Inner Surface 선택 후 Add Entities



• Outer Surface 선택 후 Add Entities