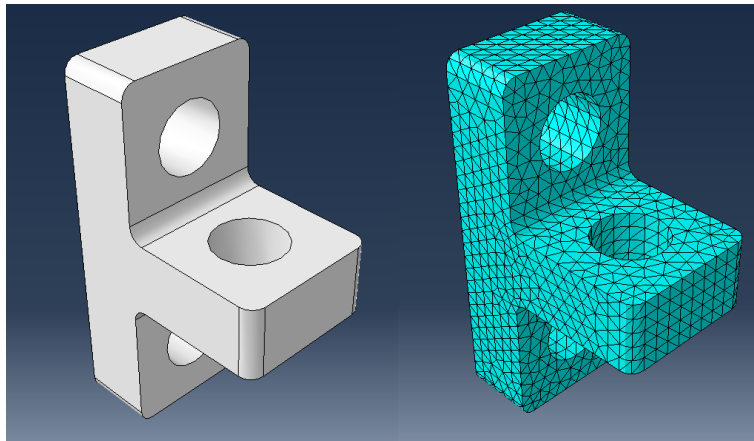


## Computer Modelling Techniques



# Worked Example 1 using the ABAQUS FE Software Introduction, Geometry and Initial Mesh

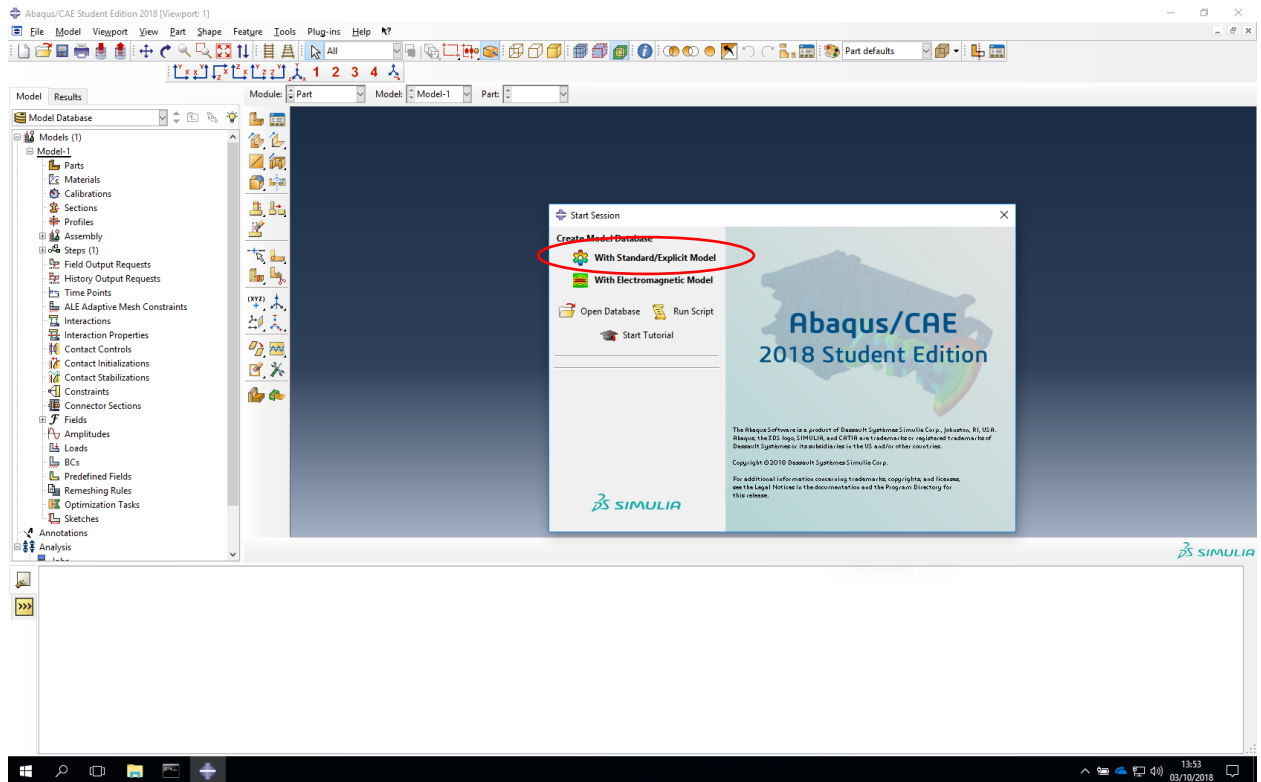


Options for accessing Abaqus:

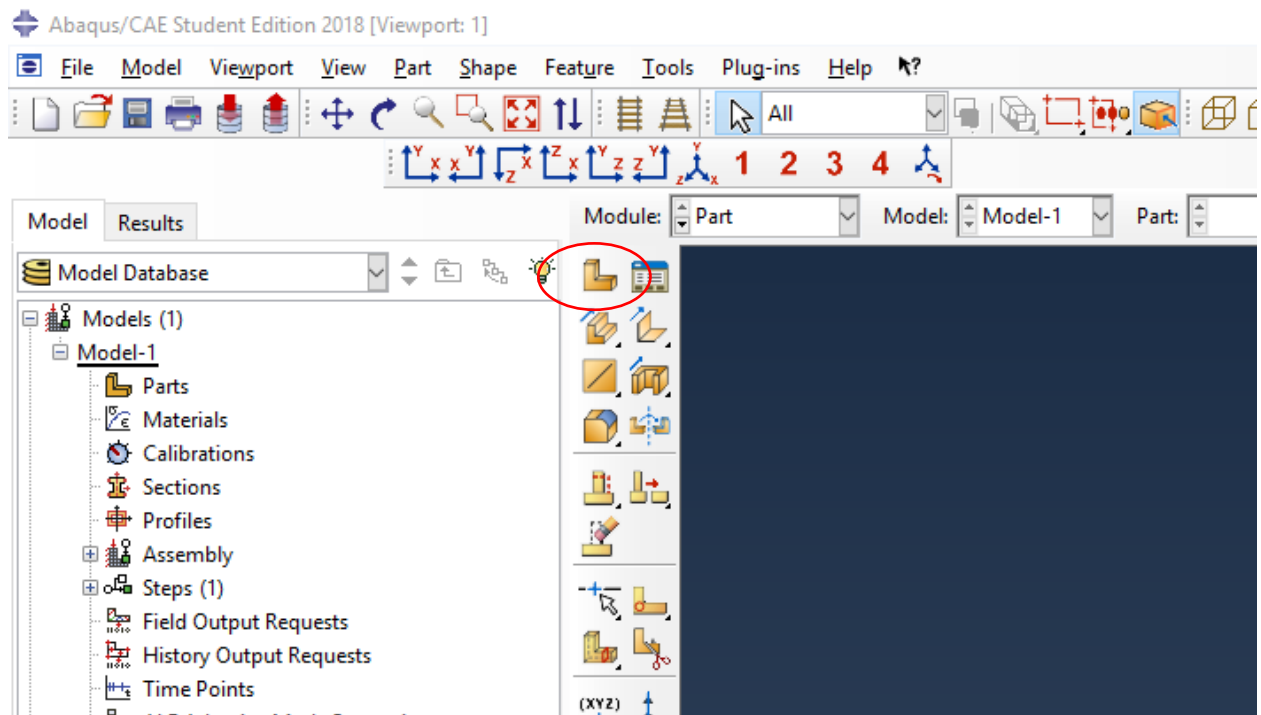
Abaqus student edition is available from: <https://academy.3ds.com/en/software/abaqus-student-edition> (you will need to create an account – analysis is limited to structural models of up to 1000 nodes) or you can access in the (engineering) computer rooms.

Steps:

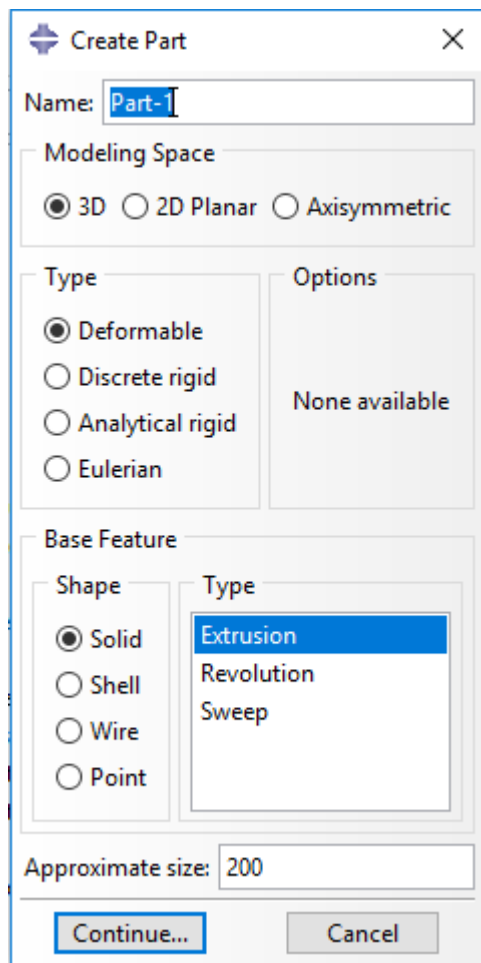
1. Open Abaqus/CAE and select *Create Model Database With Standard/Explicit Model*



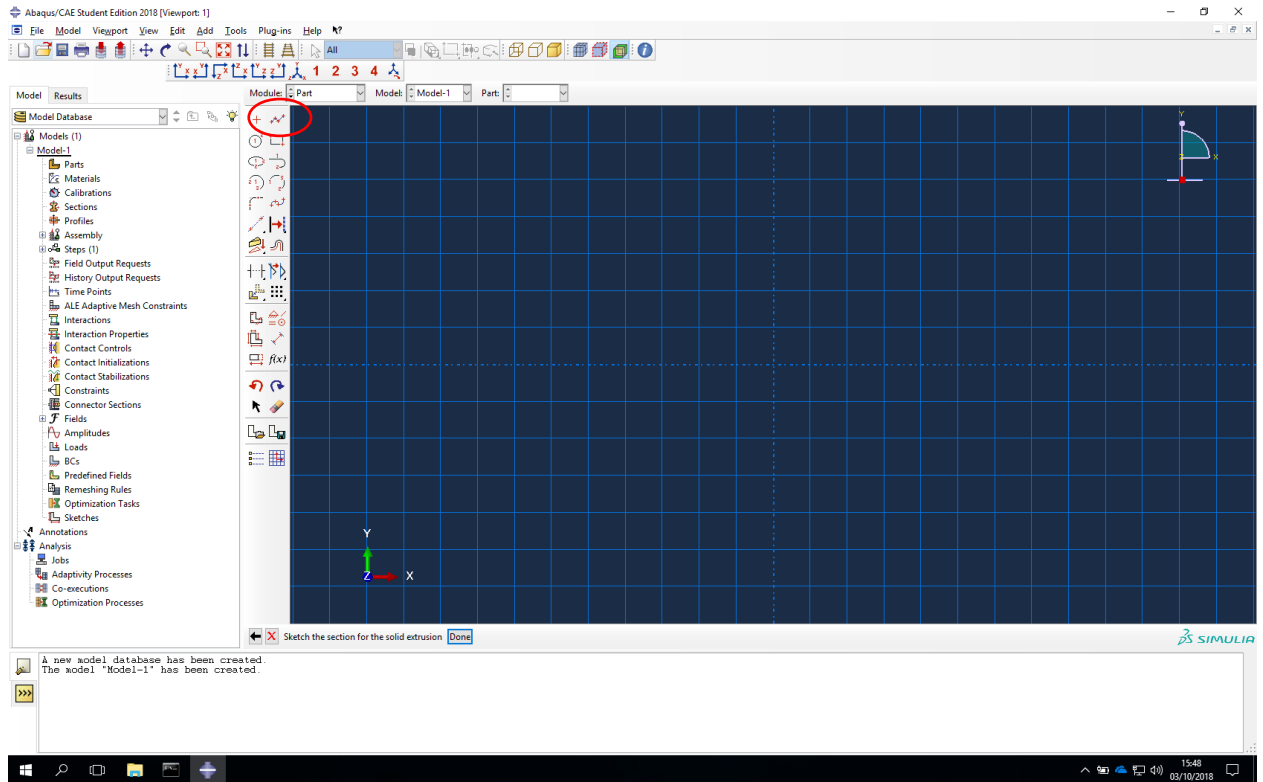
2. Select the *Create Part Icon*



3. Select the default settings (but read and take note – 3D, Deformable, Solid, Extrusion) and click *Continue...*



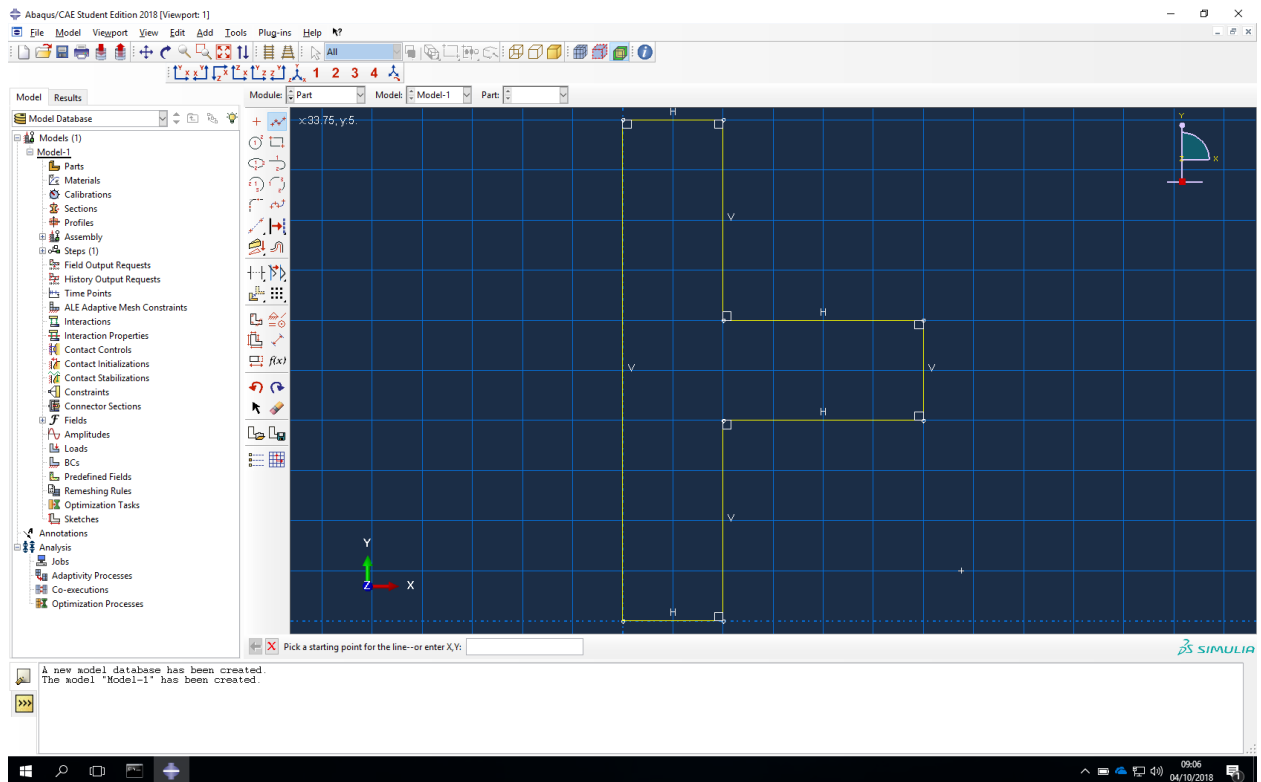
4. You will be taken to the screen to *Sketch the section for the solid extrusion* select the *Create Lines: Connected* tool



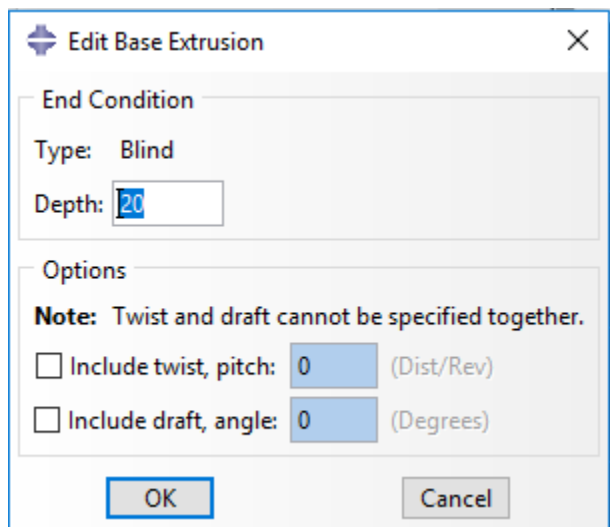
Enter the coordinates below:

X,y
0,0
10,0
10,20
30,20
30,30
10,30
10,50
0,50
0,0

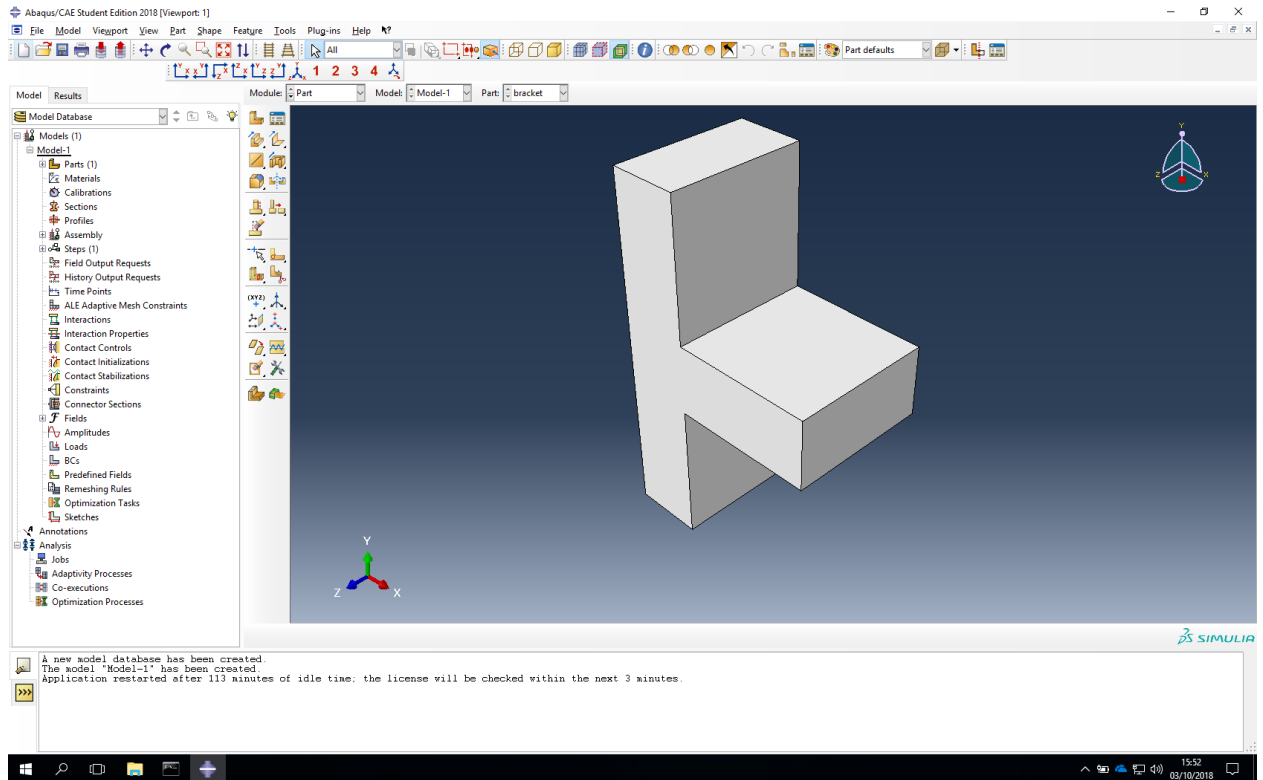
5. The resultant geometry should be as shown below



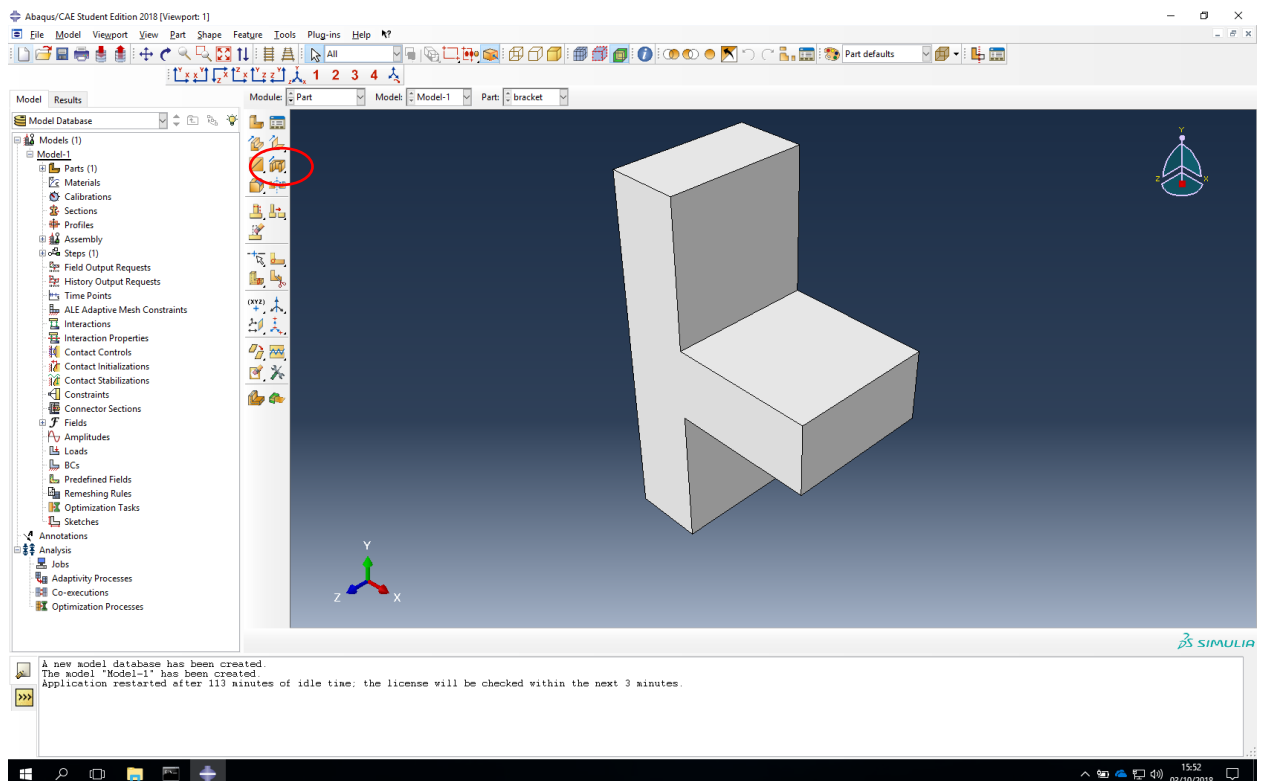
6. Click **Done** and you should be presented with the window below, select the OK button to keep the default settings (**Depth: 20**)



7. This completes the main body of the bracket shape, as shown below

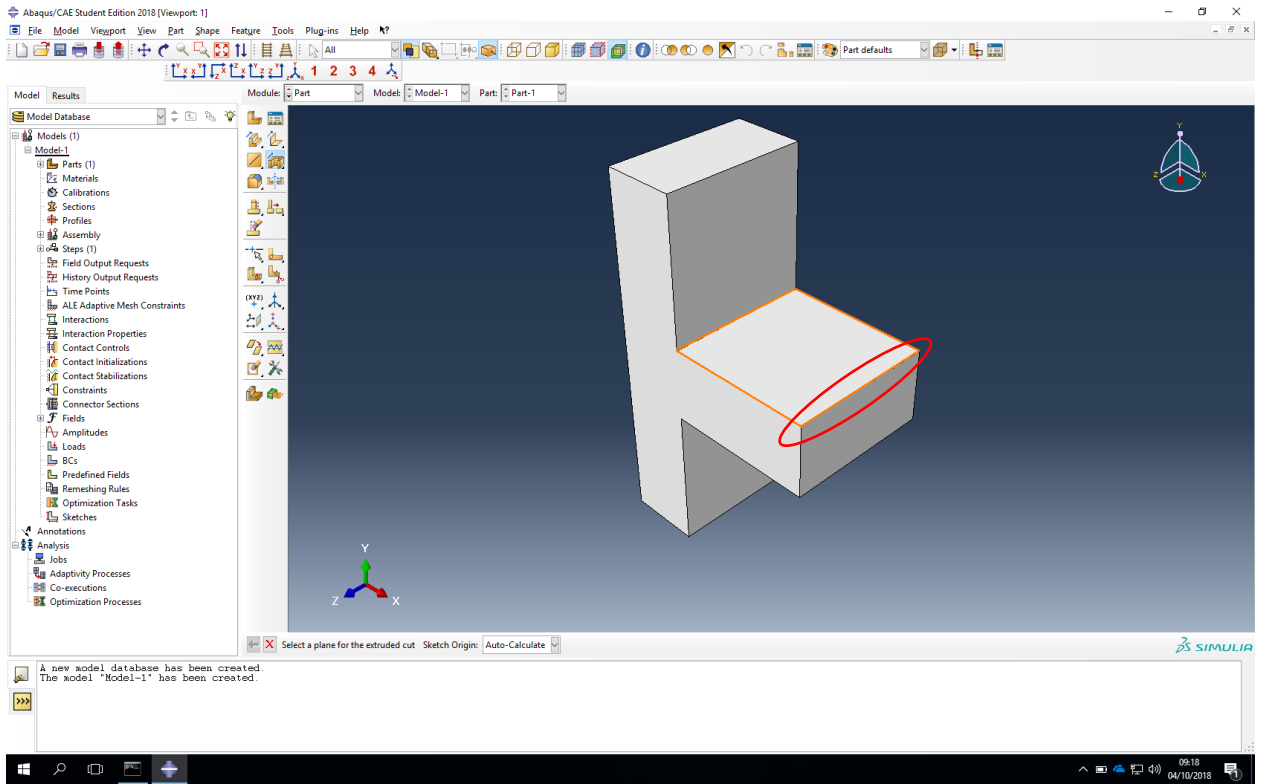


8. To add the holes, select the *Extrude Cut* icon

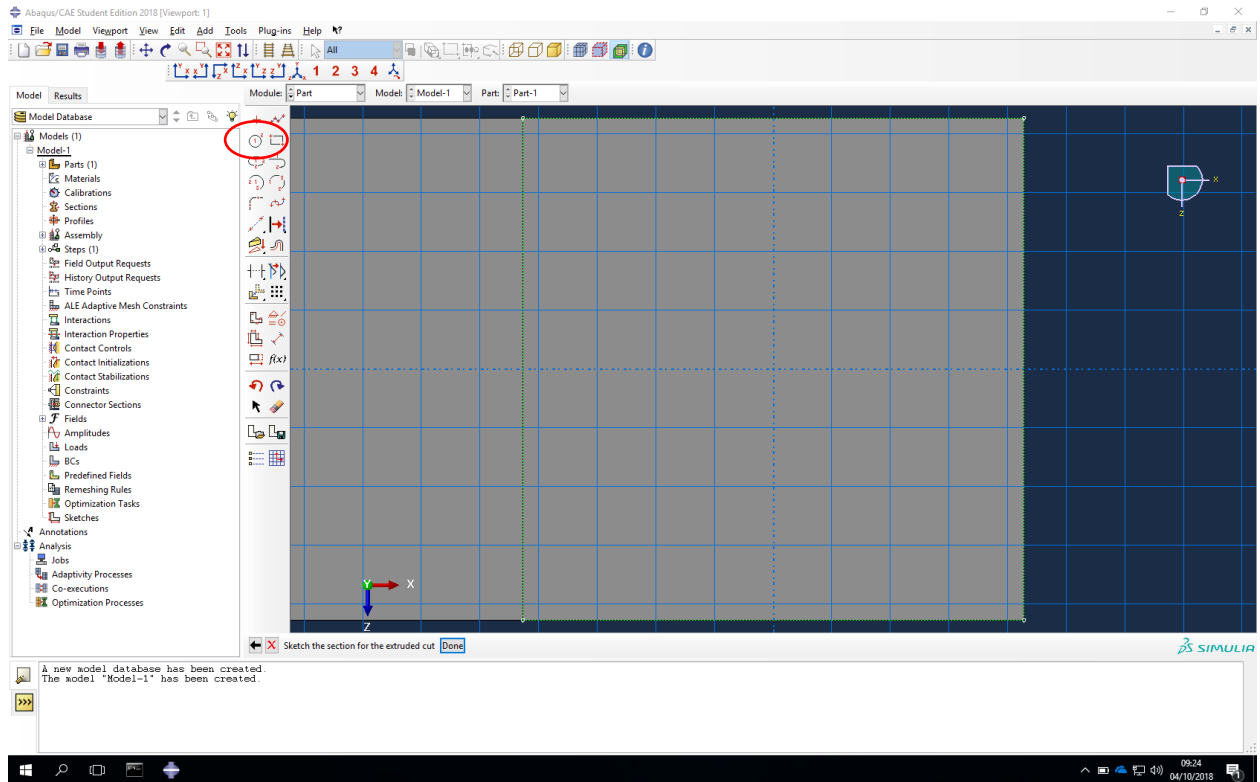


9. You will be asked to *Select a plane for the extruded cut*, select the top plane of the protrusion, you will then immediately be asked to *Select an edge or axis that will appear vertical and on the right*, select the front edge of the plane as indicated

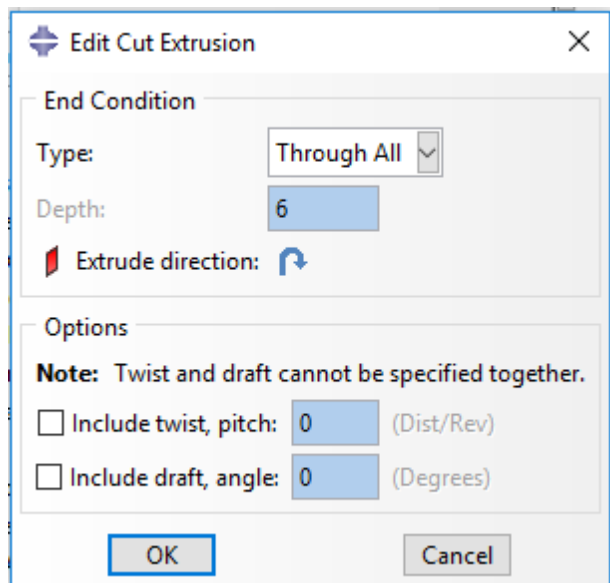




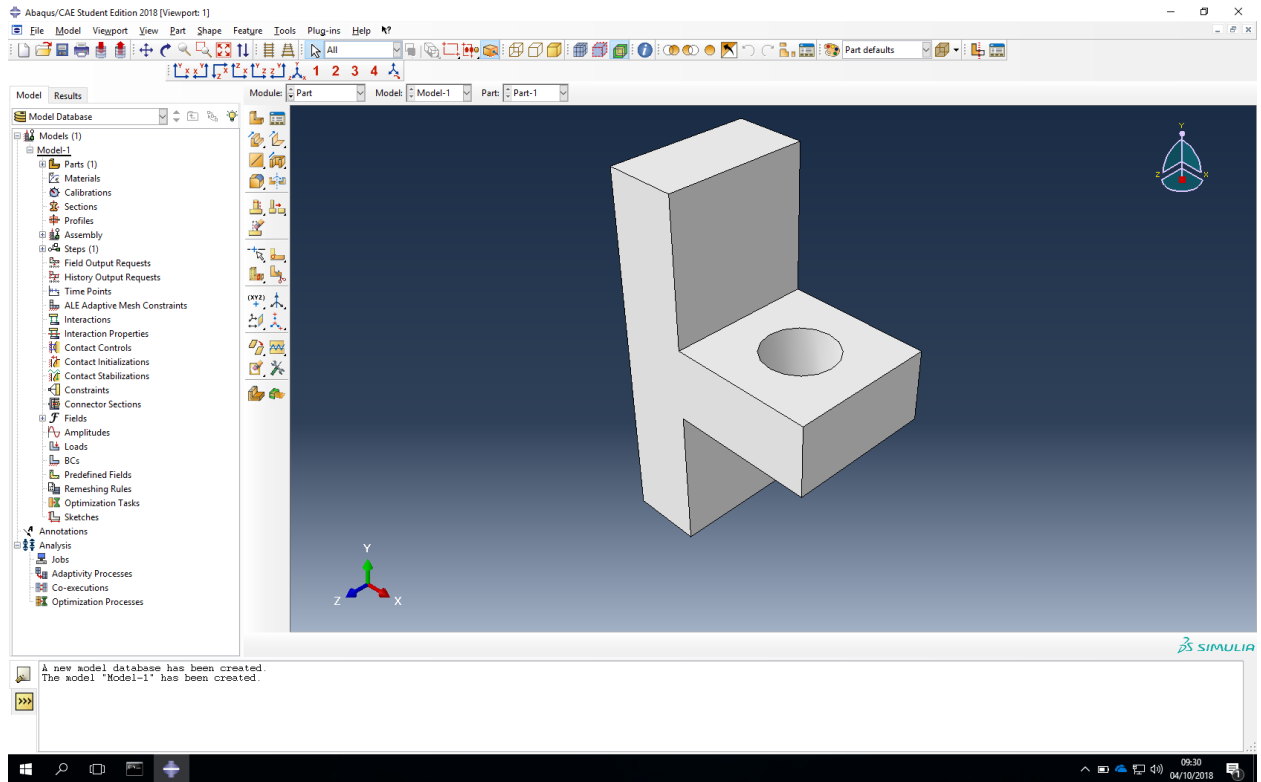
10. You will be presented with the screen below, select the *Create Circle: Center and Perimeter* icon



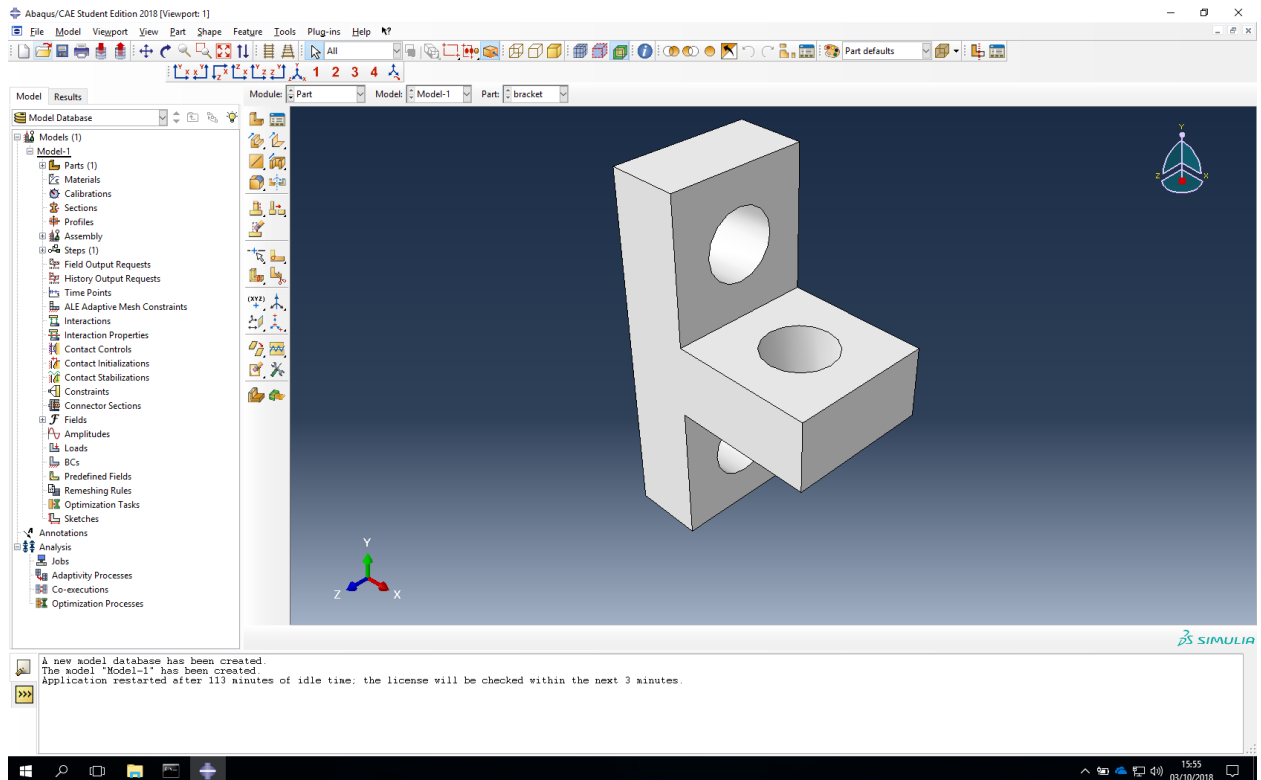
11. Create a circle with the origin at  $(0,0)$  of radius 5mm click *Done* to bring up the *Edit Cut Extrusion* window and select the default settings (Through All, check the extrude direction arrow on the viewport) by clicking *OK*.



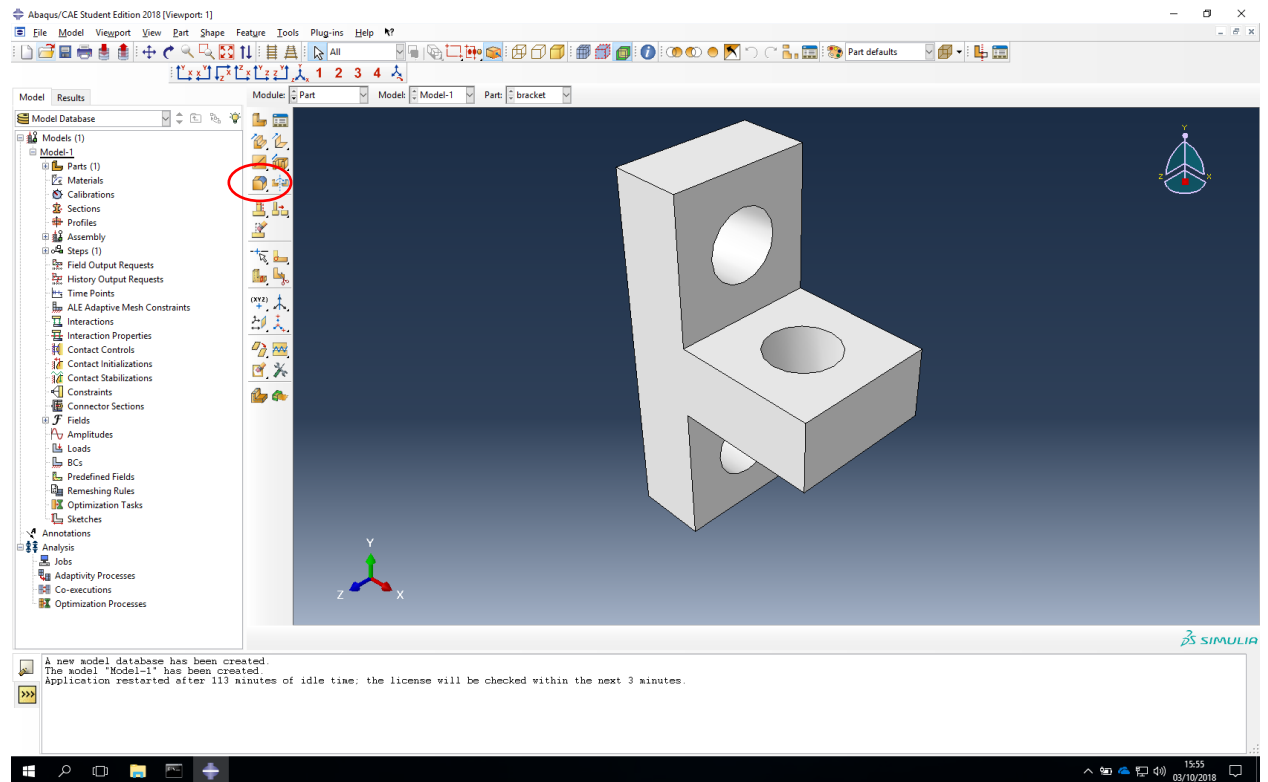
12. This should result in the geometry below.



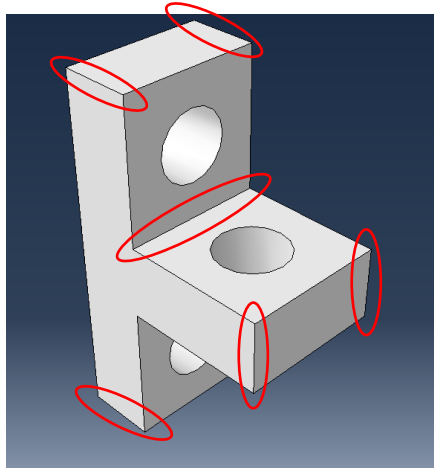
### 13. Add the holes in the top and bottom sections using the same approach



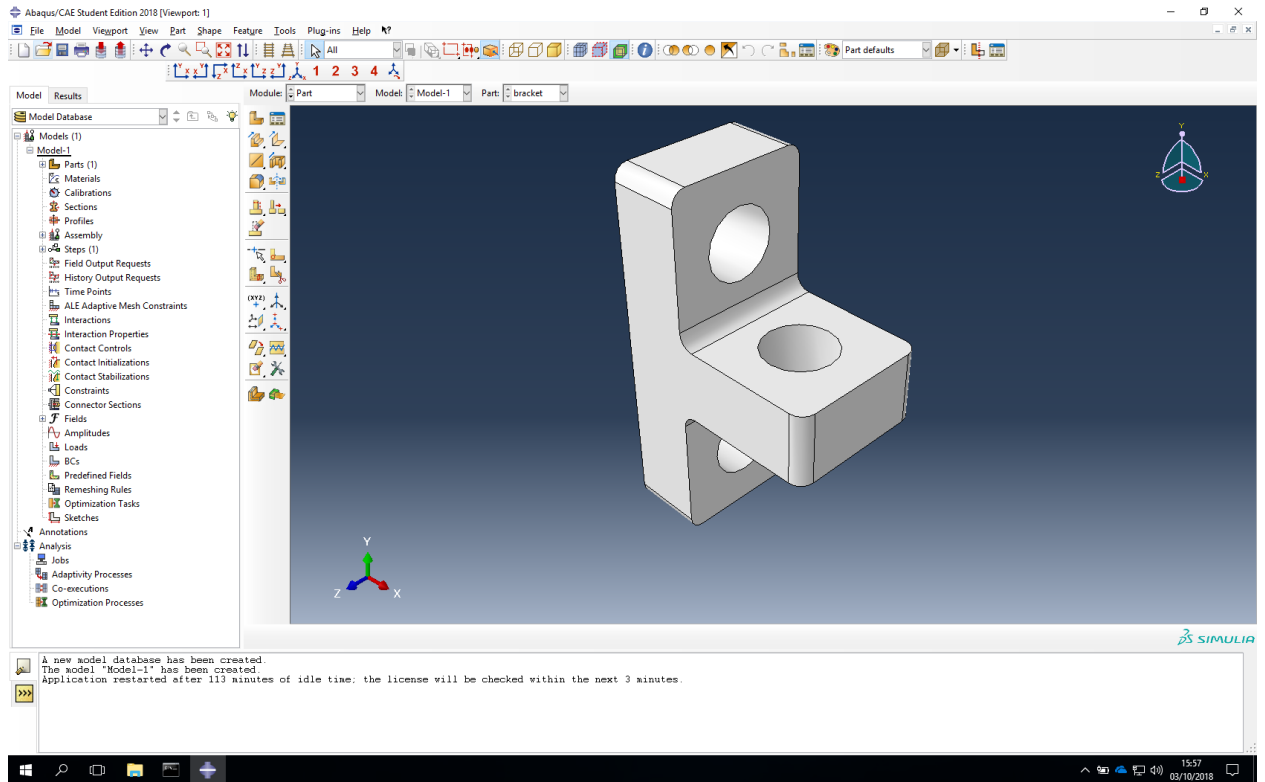
14. Select the *Create Round or Fillet* icon



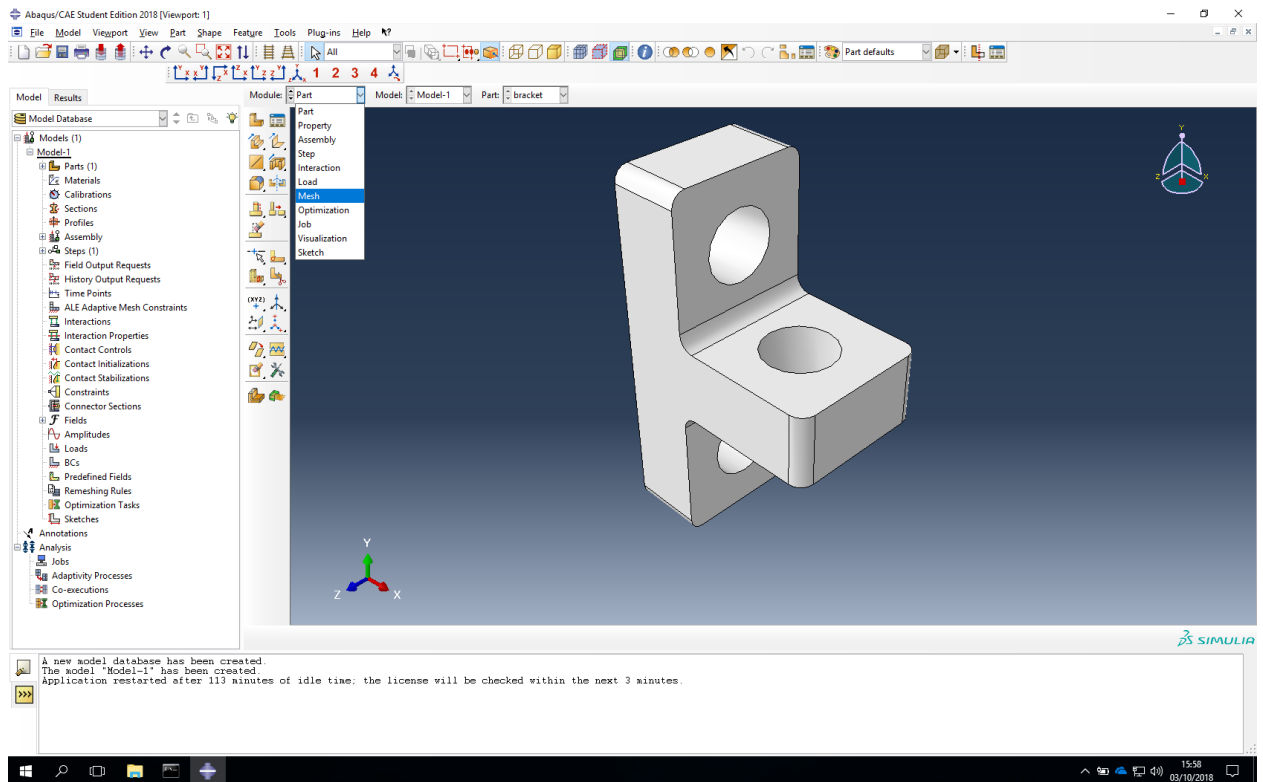
15. Select the edges indicated below (plus the two corresponding edges hidden in this view and not indicated, use shift for multiple select)



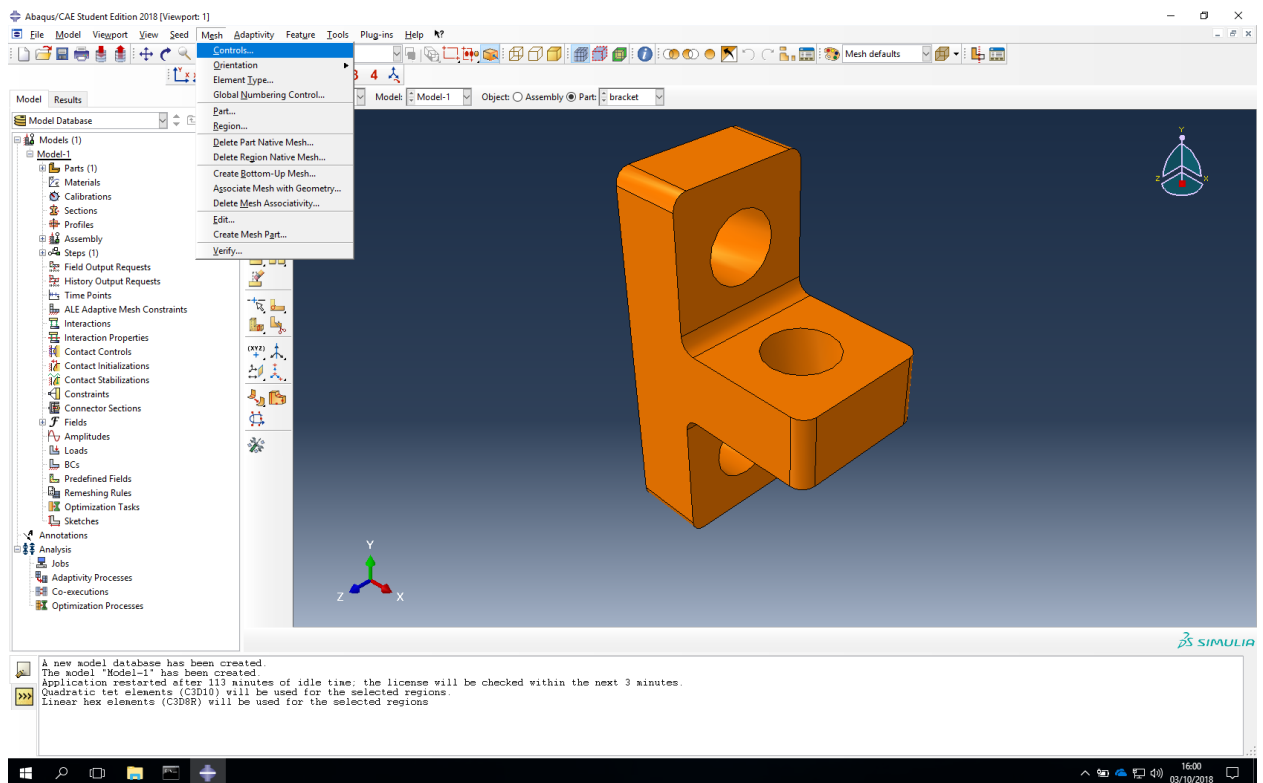
16. Click *Done* when all are selected and enter the *Radius as 2mm*. This will lead to the geometry below.



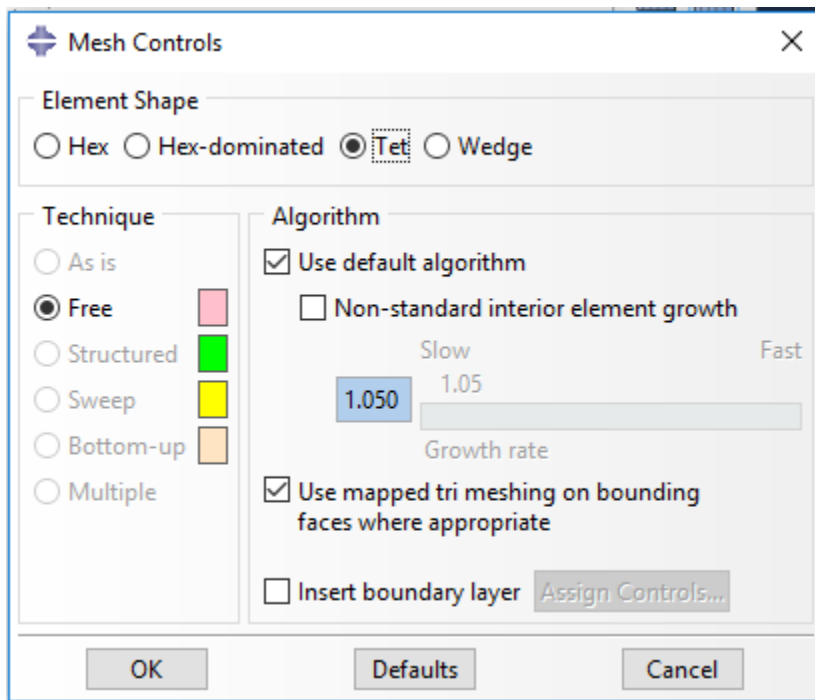
## 17. Select the *Mesh Module*



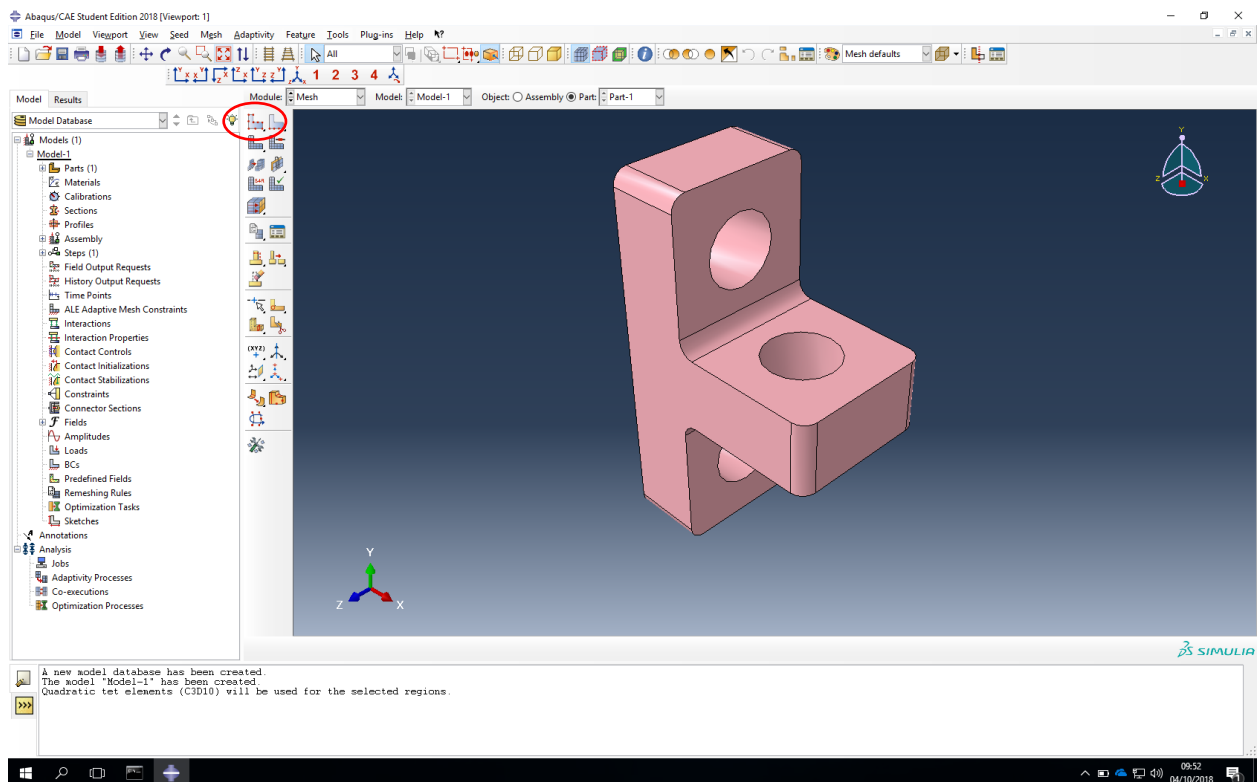
## 18. Select *Controls...* under the *Mesh* menu



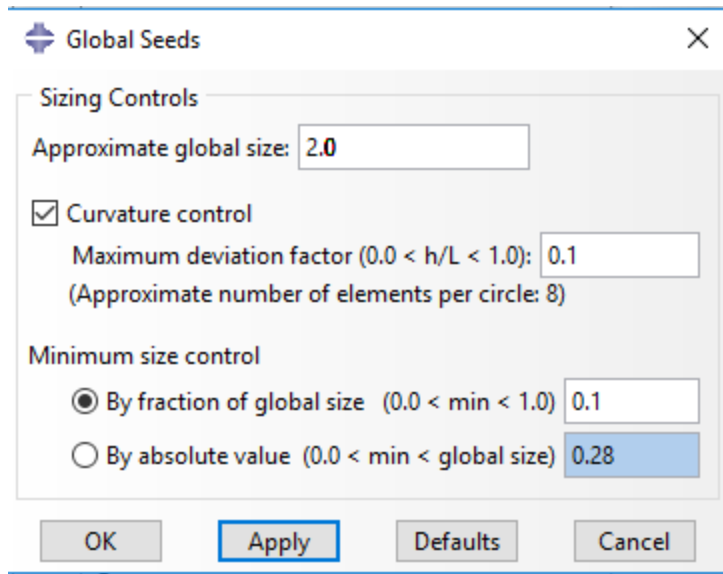
19. In the *Mesh Controls* window, change the selections to *Tet, Free*, select *OK* to choose the default options. The bracket will turn pink to indicate the applied Mesh Controls.



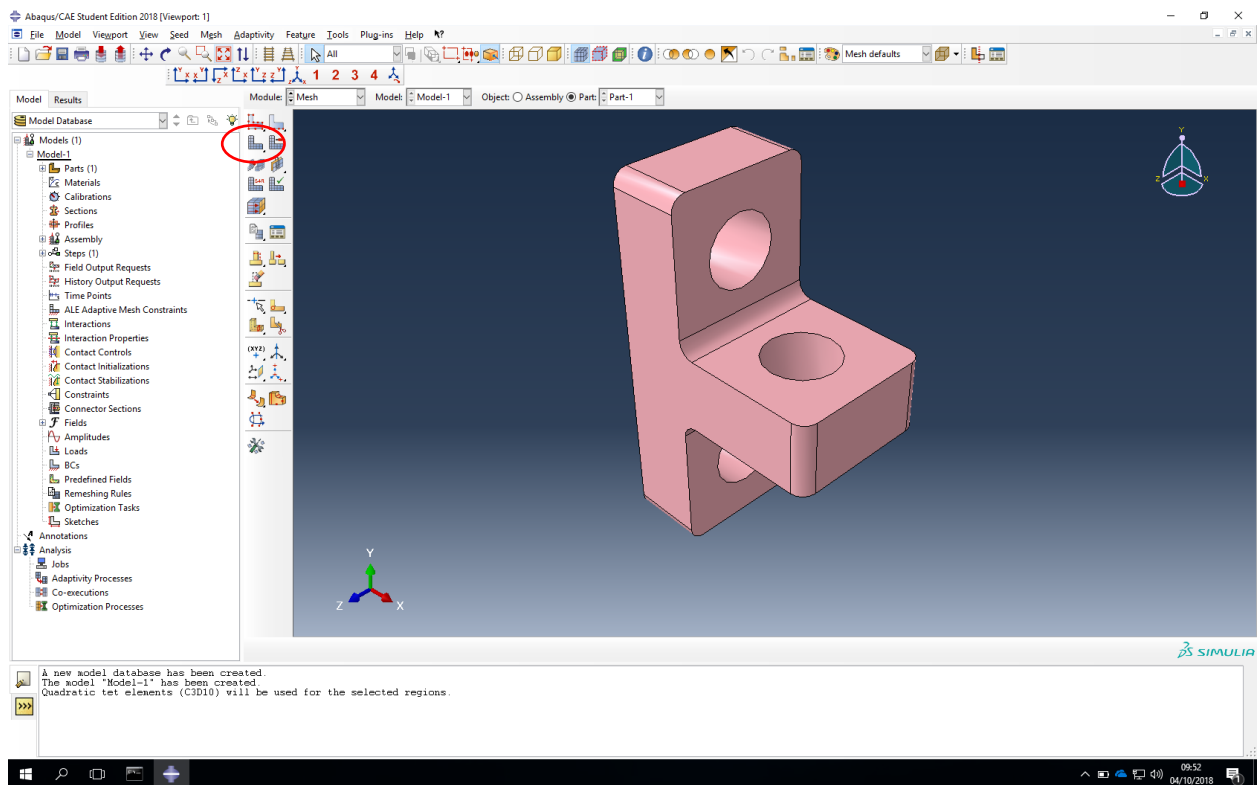
20. Select the *Seed Part* icon



21. In the *Global Seeds* window, change the *Approximate global size* to 2.0 and click *OK*, the seed points will be shown in the viewport, click *Done*.



22. Select the *Mesh Part* icon and click *Yes* to mesh the part





23. The resultant mesh should be similar to that shown below. Save your model as [bracket.cae](#), this will save the geometry, mesh and settings applied.

