



SLING

# Metode Končnih Elementov – Mreženje

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Miroslav, Halilovič, FS UL

Bojan, Starman, FS UL

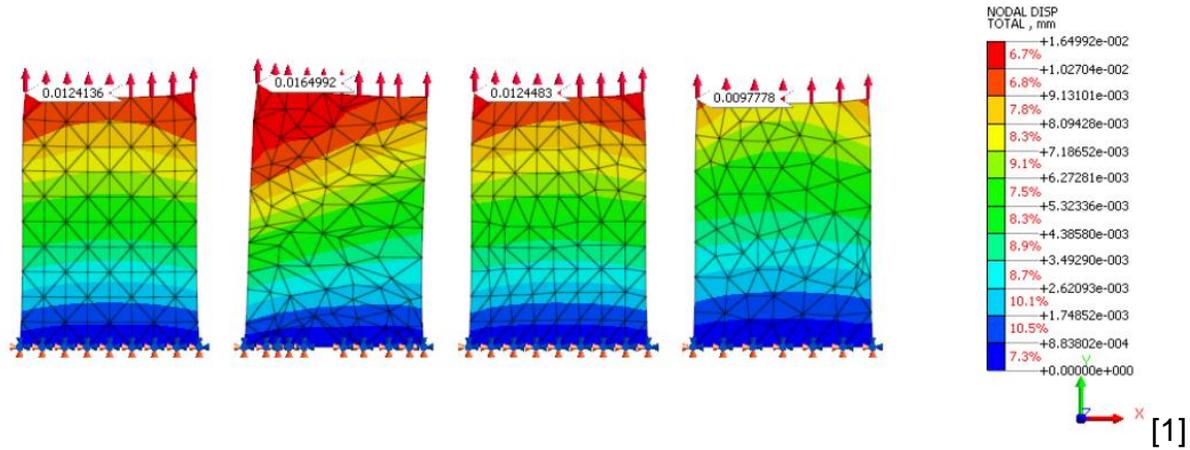
Nikolaj, Mole, FS UL

Dne: 09-02-2022

# Pomembnost ustrezne mreže



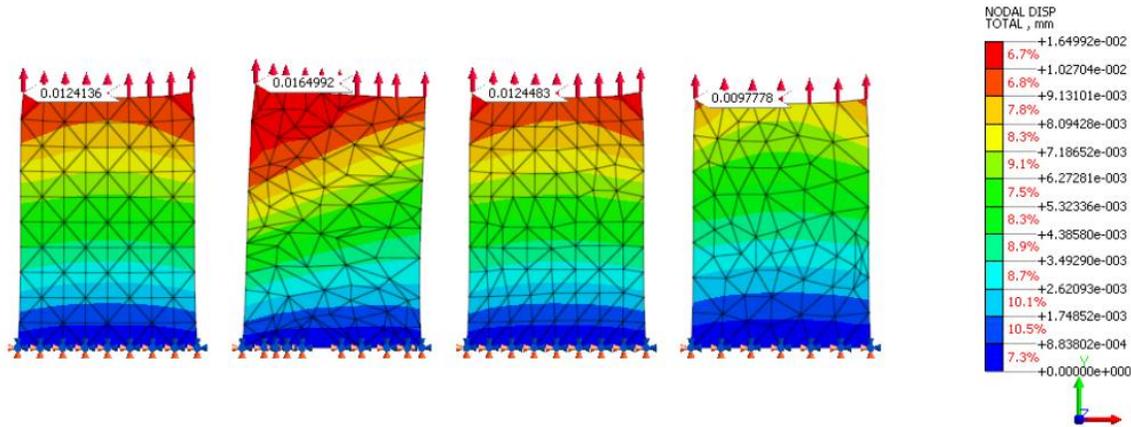
pomiki



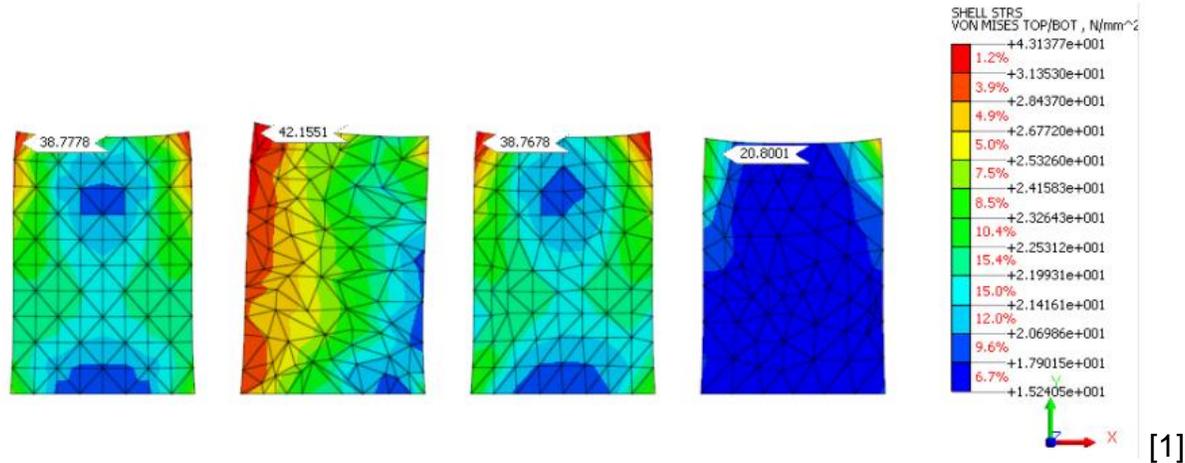
# Pomembnost ustrezne mreže



pomiki

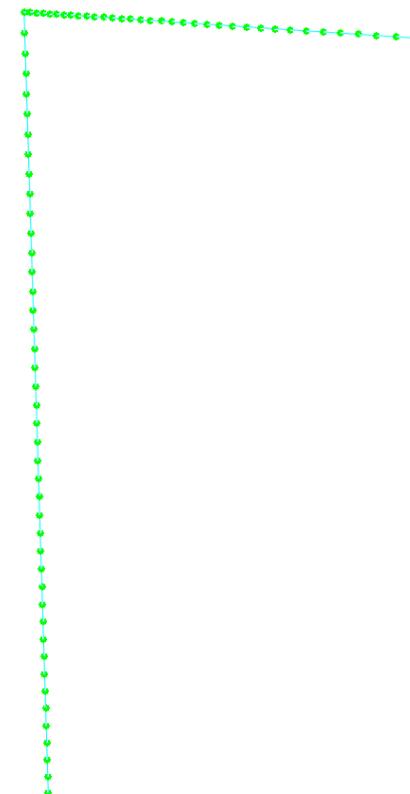
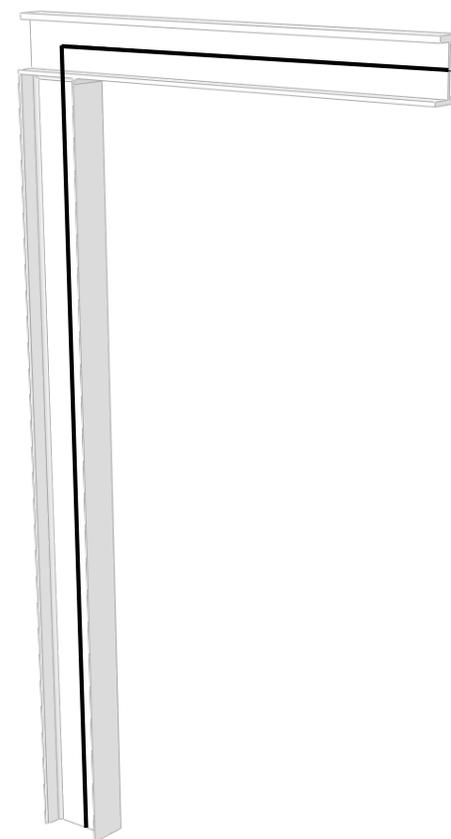
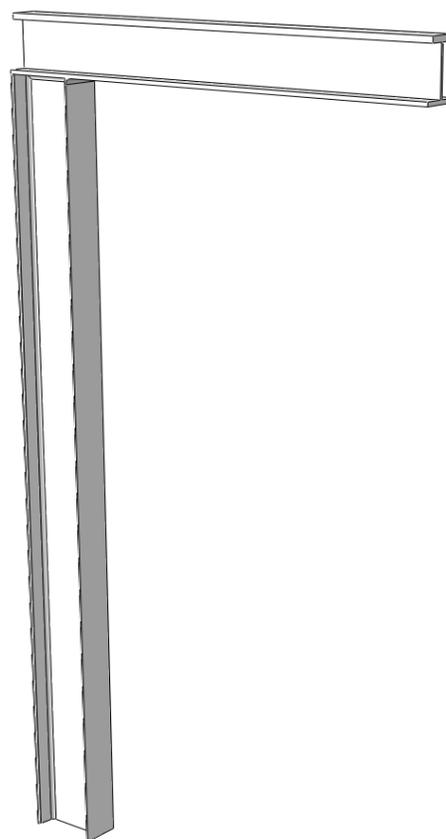
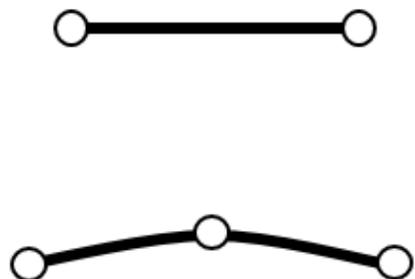


Primerjalna napetost

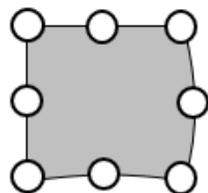
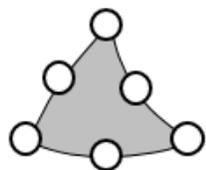
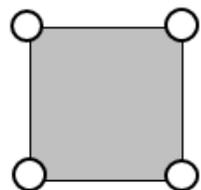
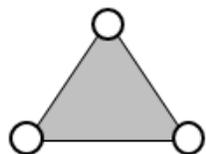


[1]

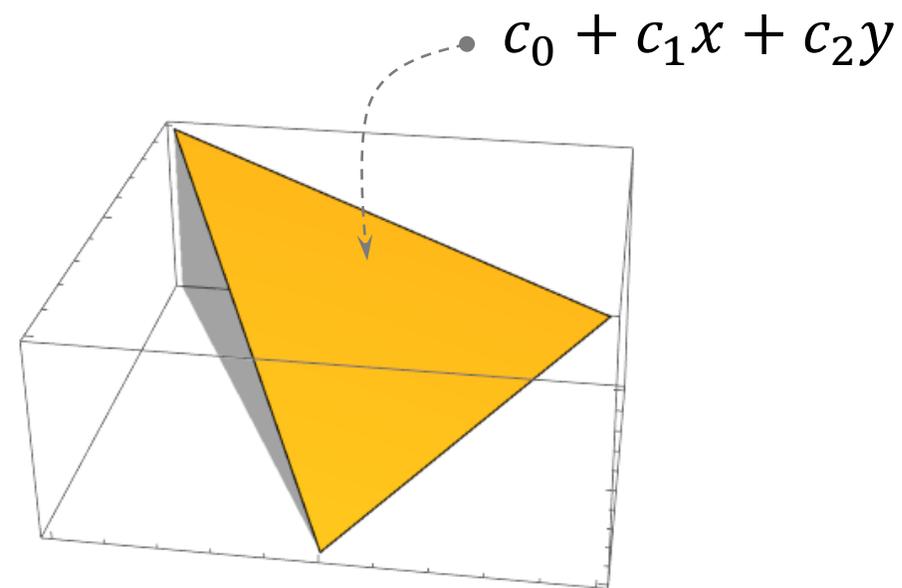
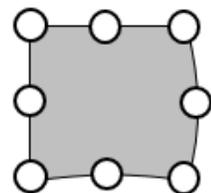
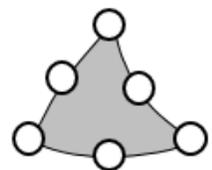
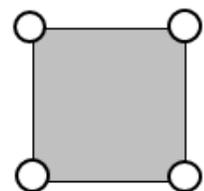
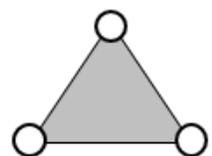
# 1D Elementi/Mreženje



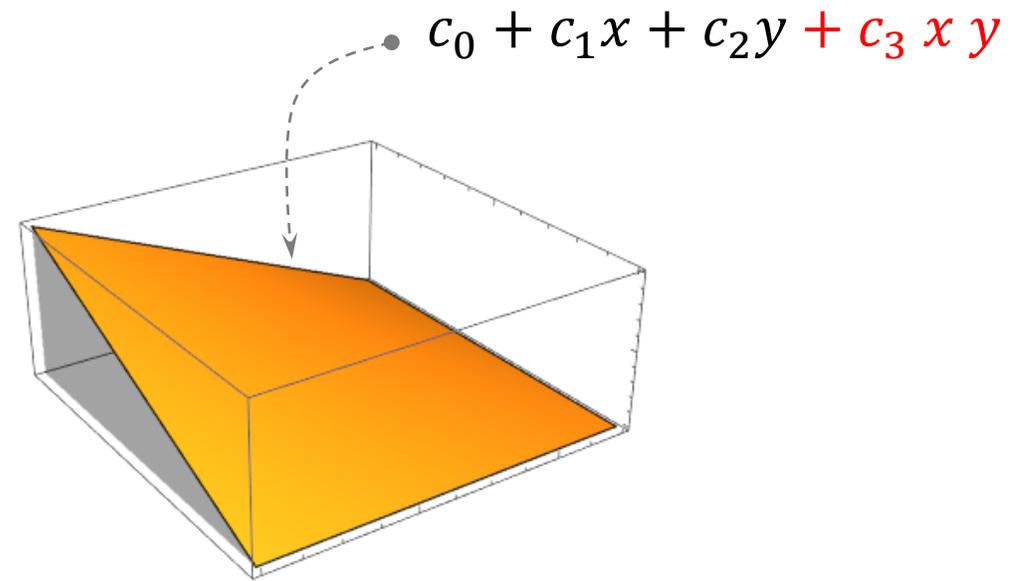
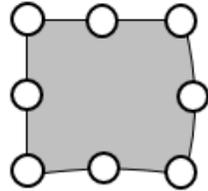
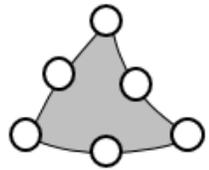
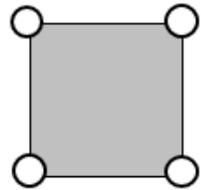
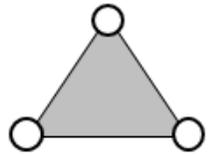
# 2D Elementi



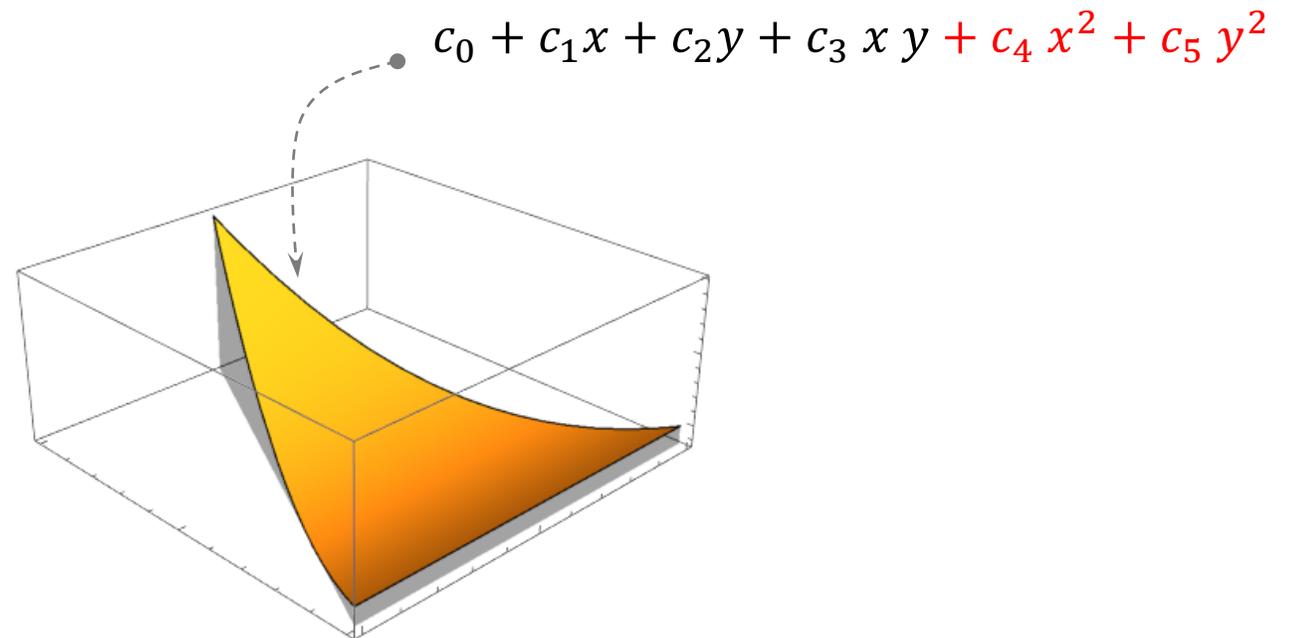
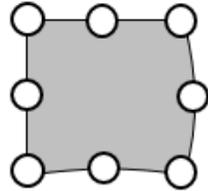
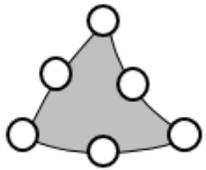
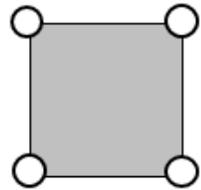
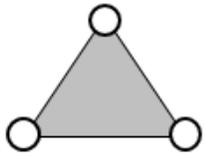
# 2D Elementi



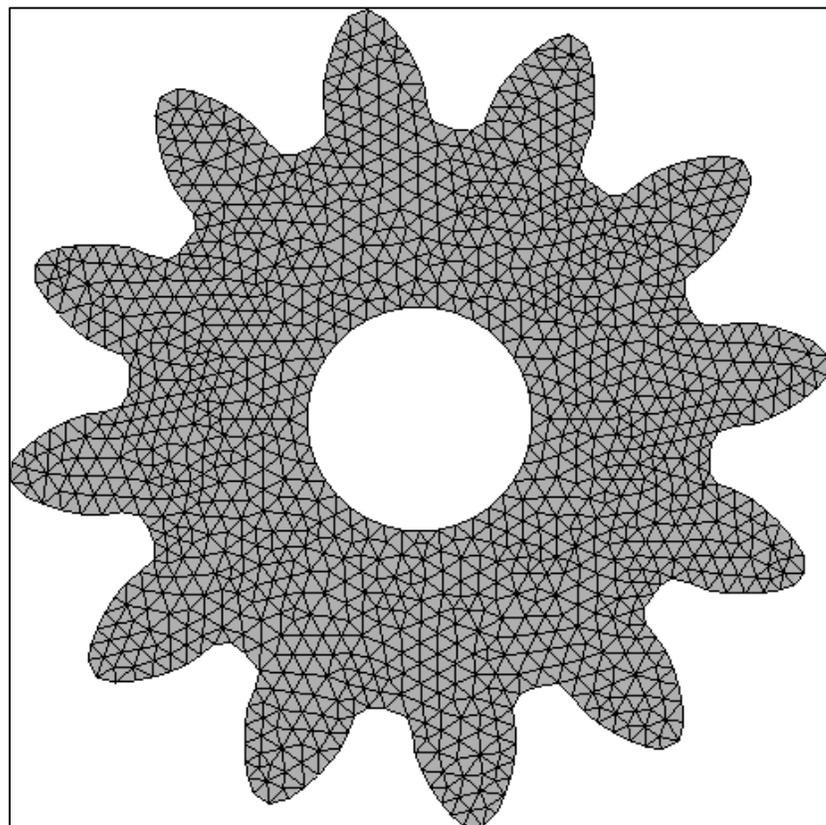
# 2D Elementi



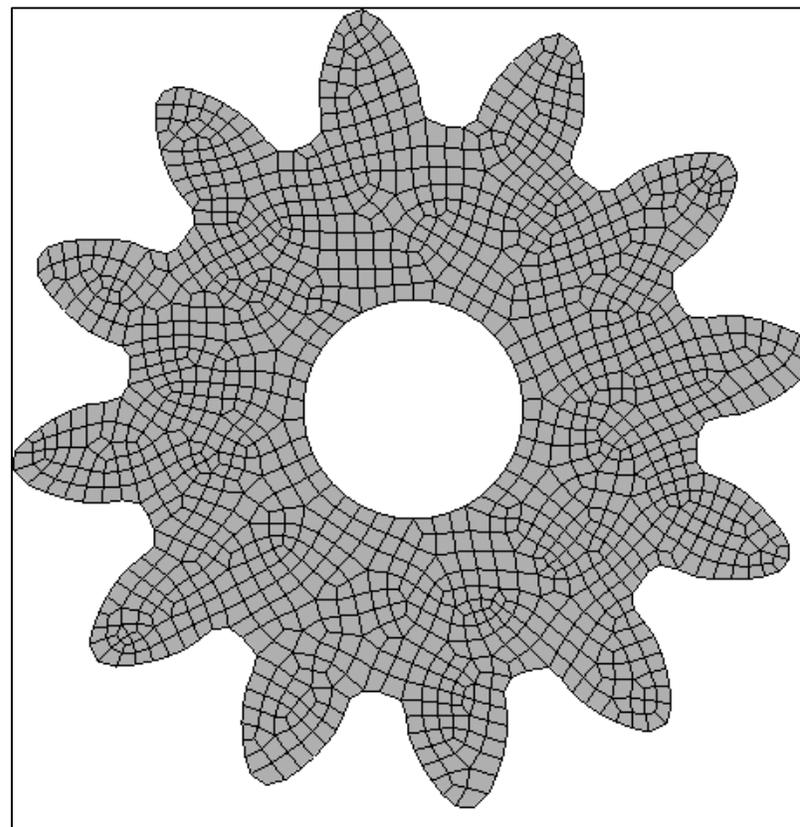
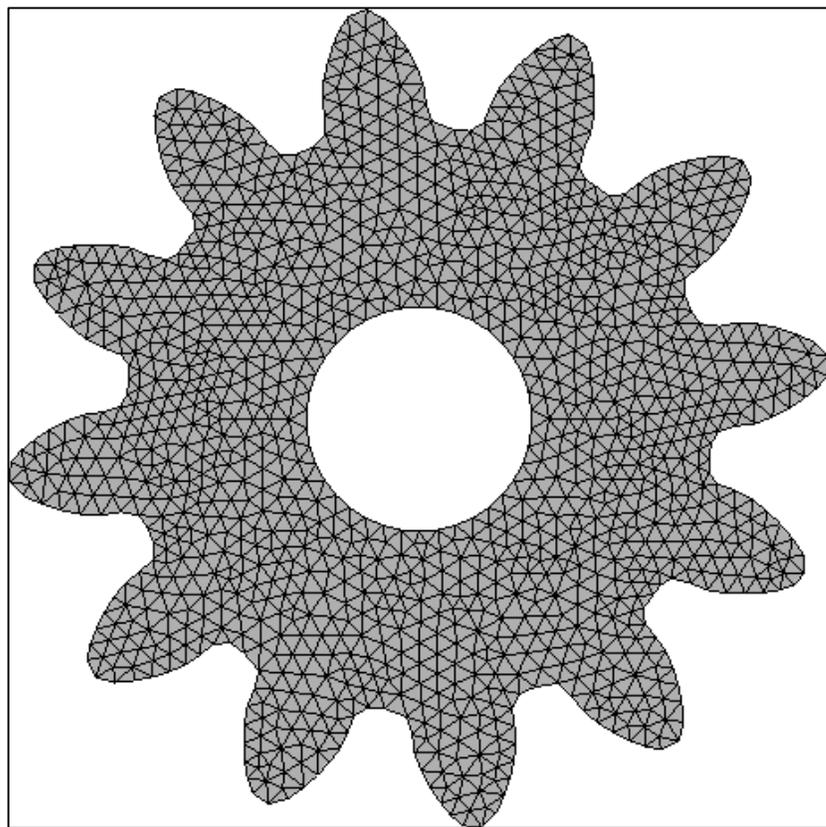
# 2D Elementi



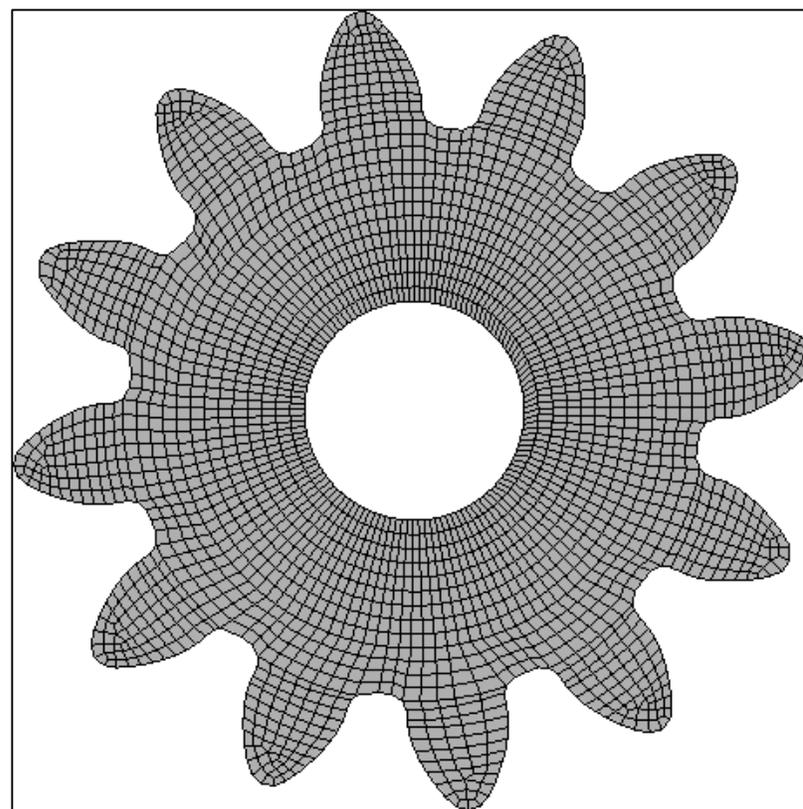
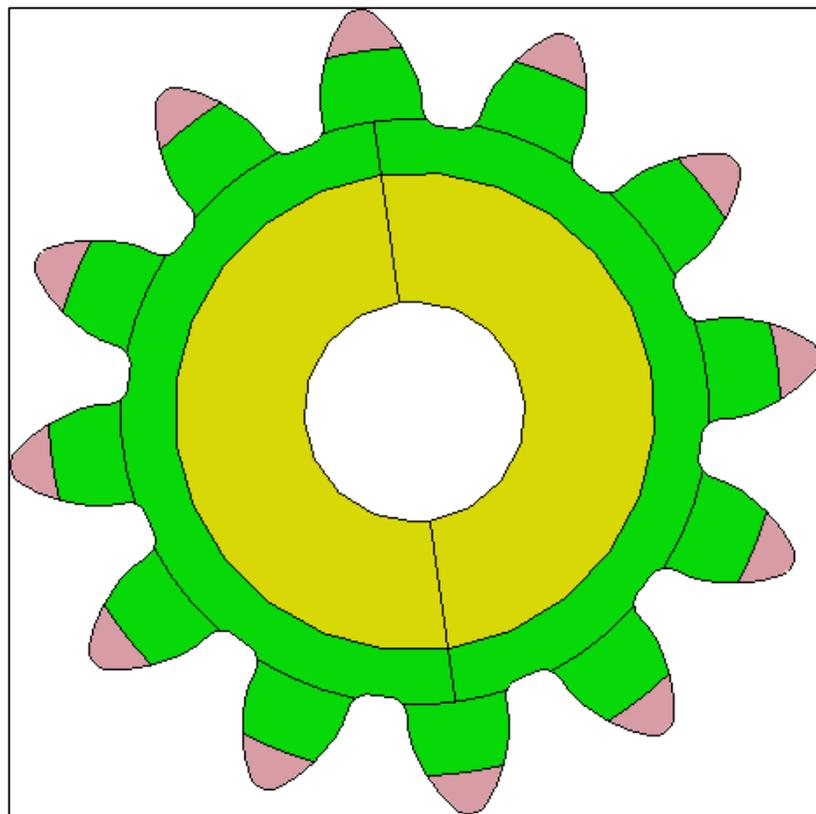
# 2D/Lupinsko Mreženje



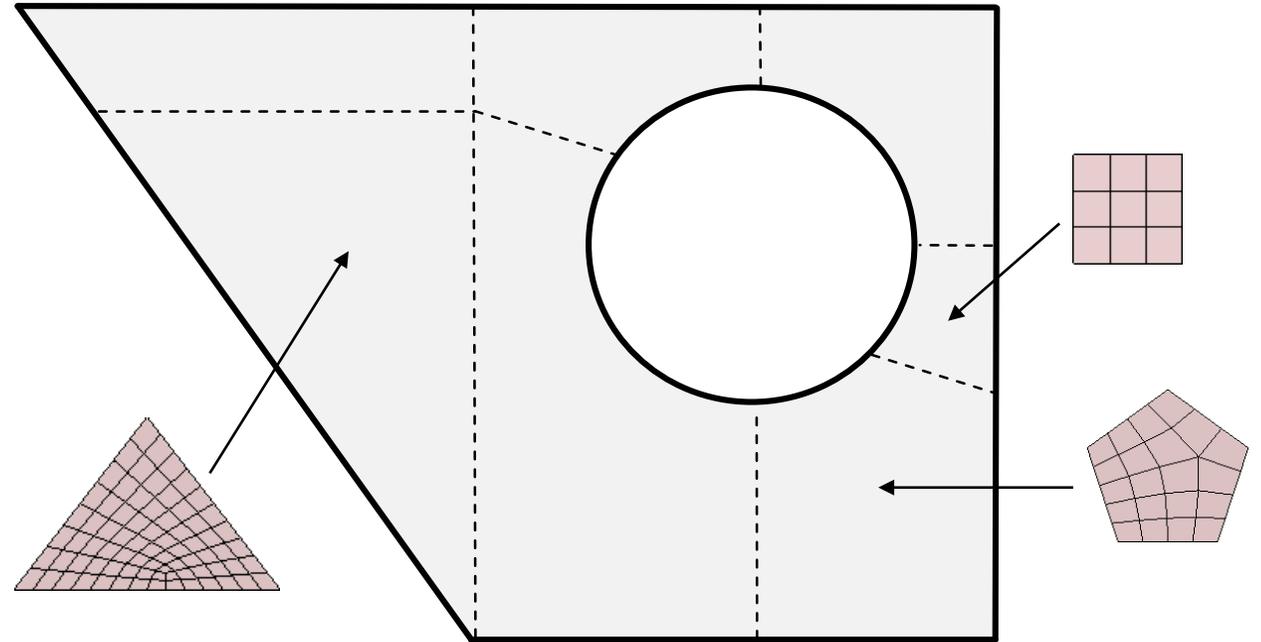
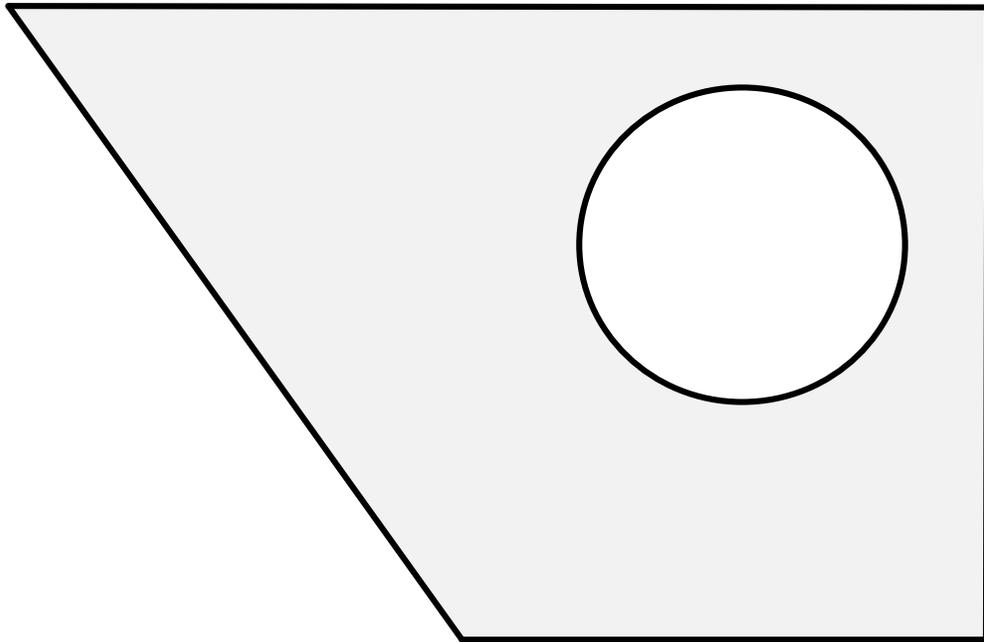
# 2D/Lupinsko Mreženje



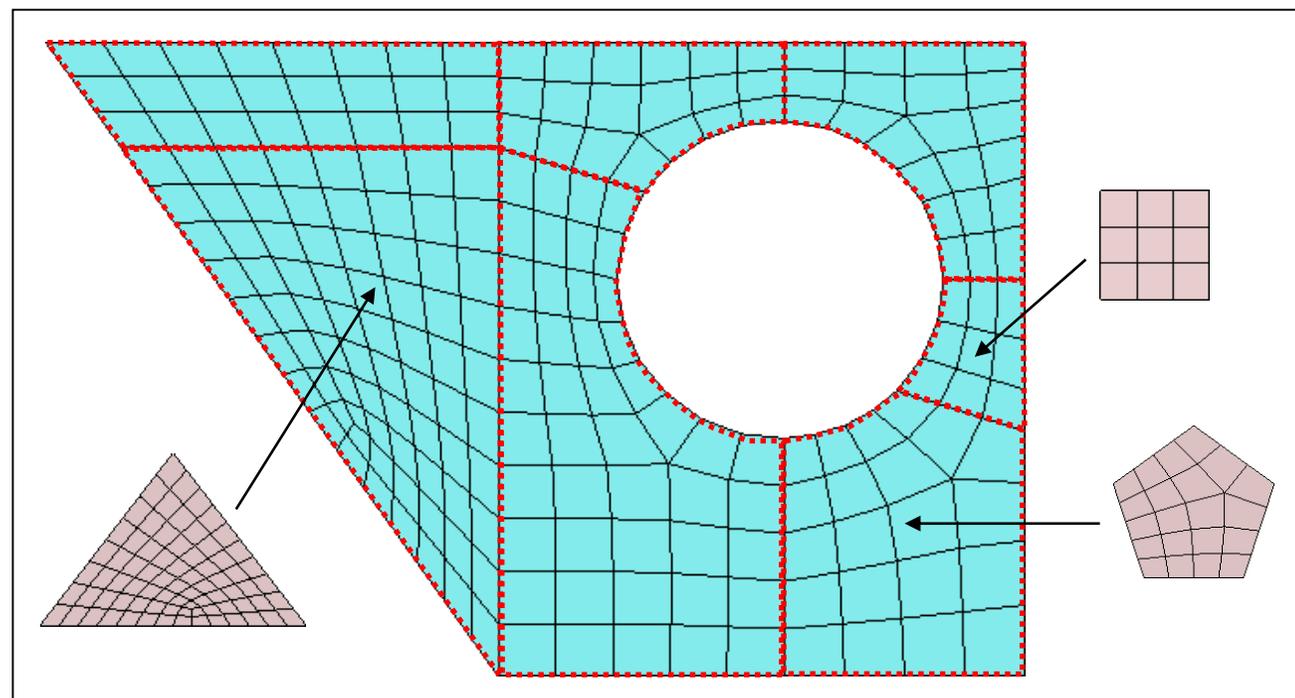
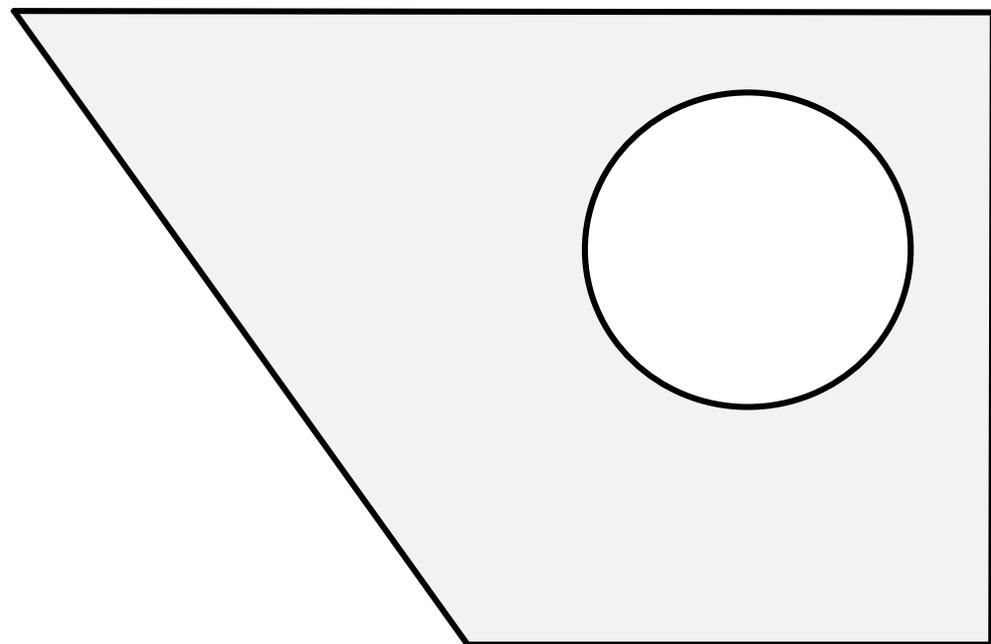
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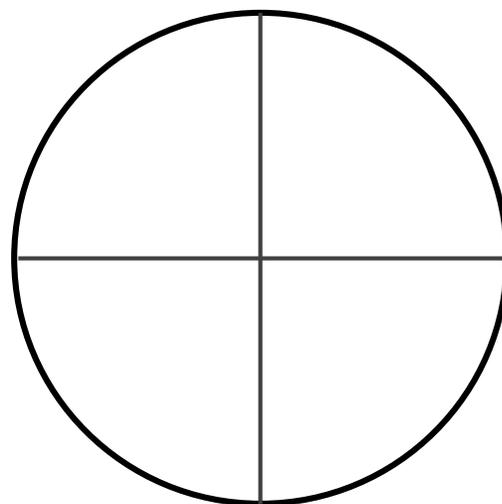
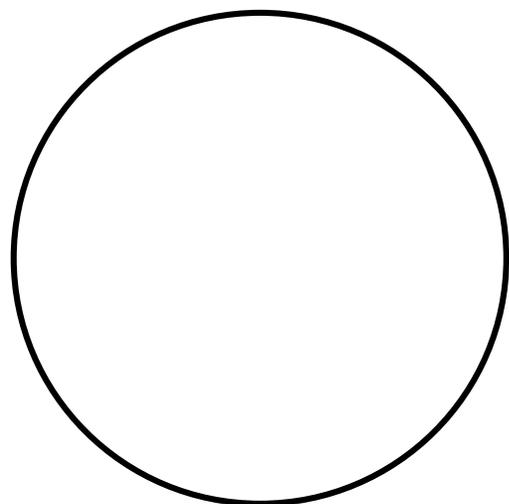
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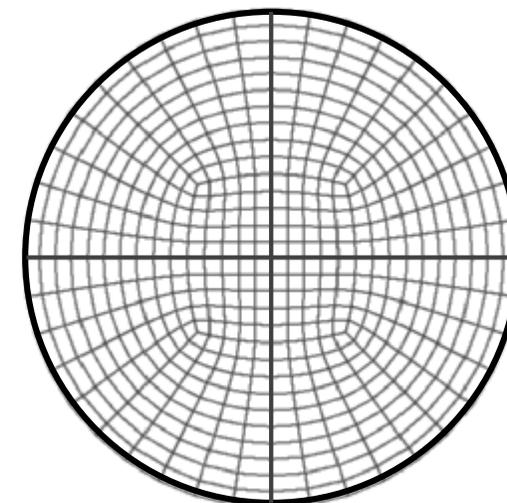
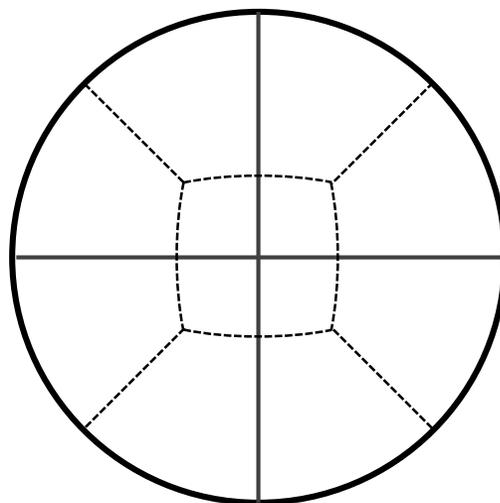
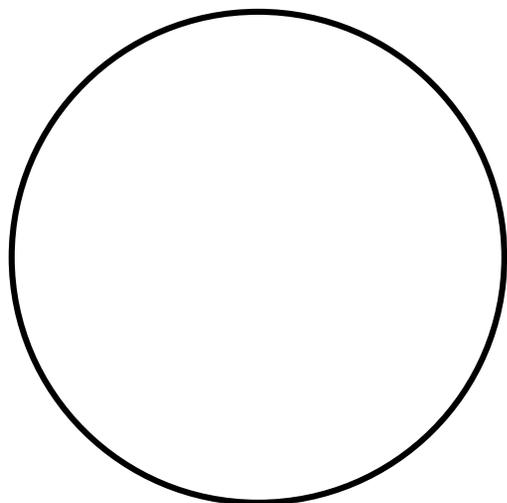
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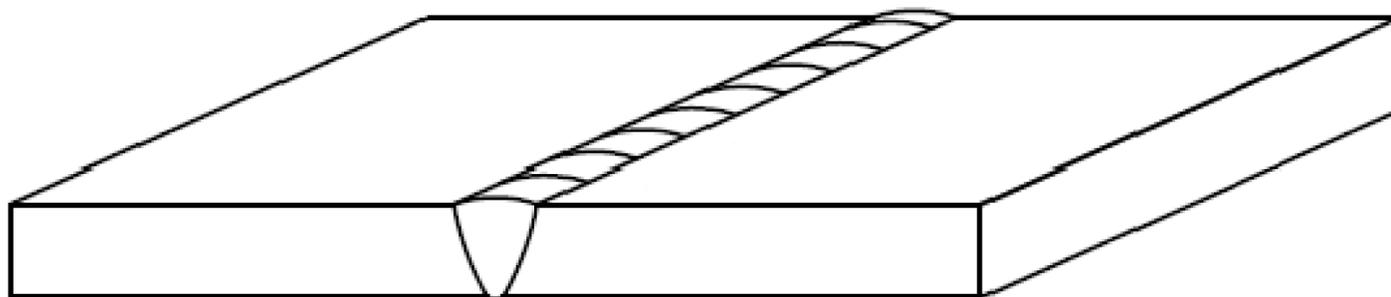
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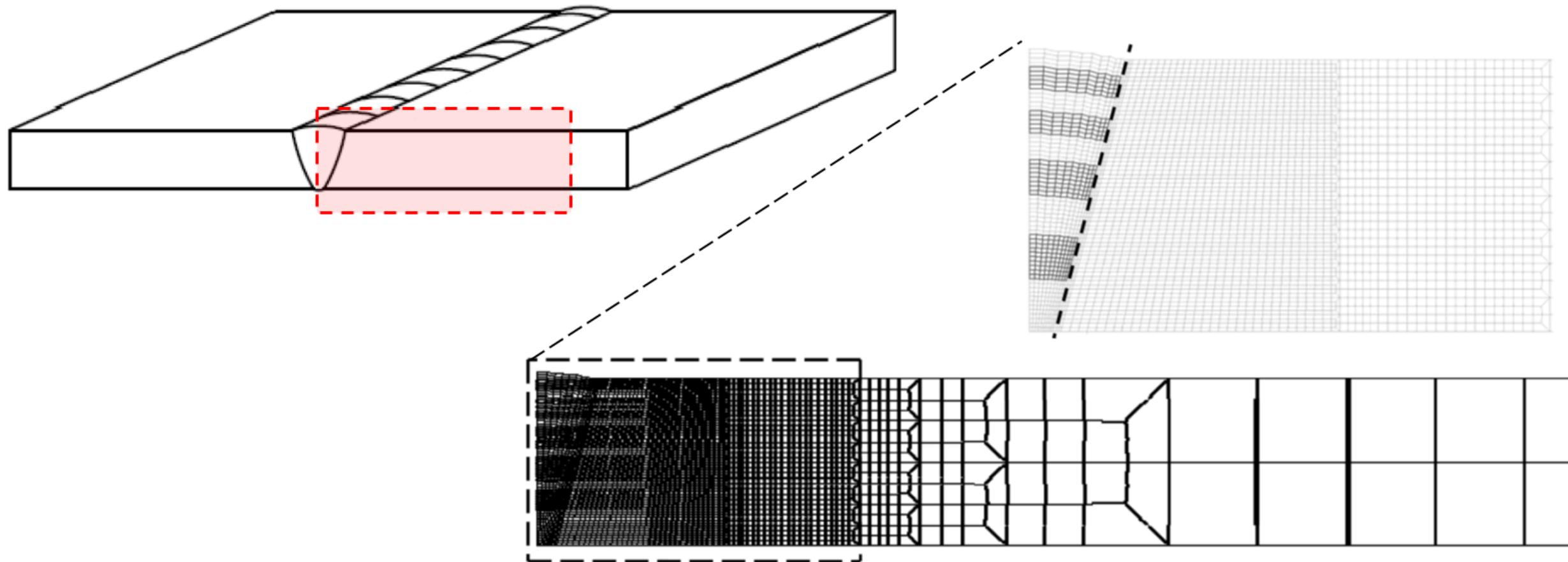
# 2D/Lupinsko Mreženje



# 2D/Lupinsko Mreženje



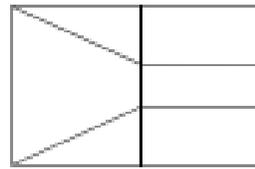
# 2D/Lupinsko Mreženje



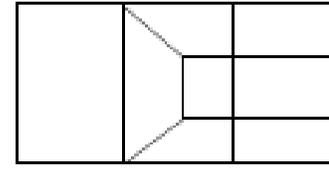
# 2D/Lupinsko Mreženje



## Mesh transition techniques and flow lines



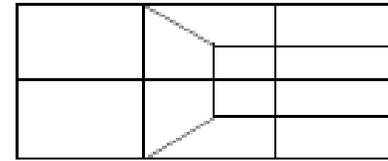
1 to 3



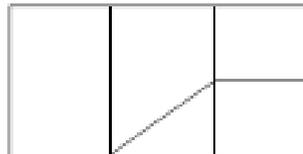
1 to 3



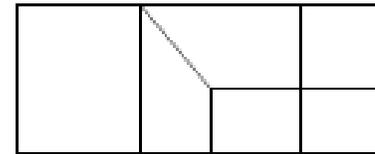
2 to 4



2 to 4



1 to 2



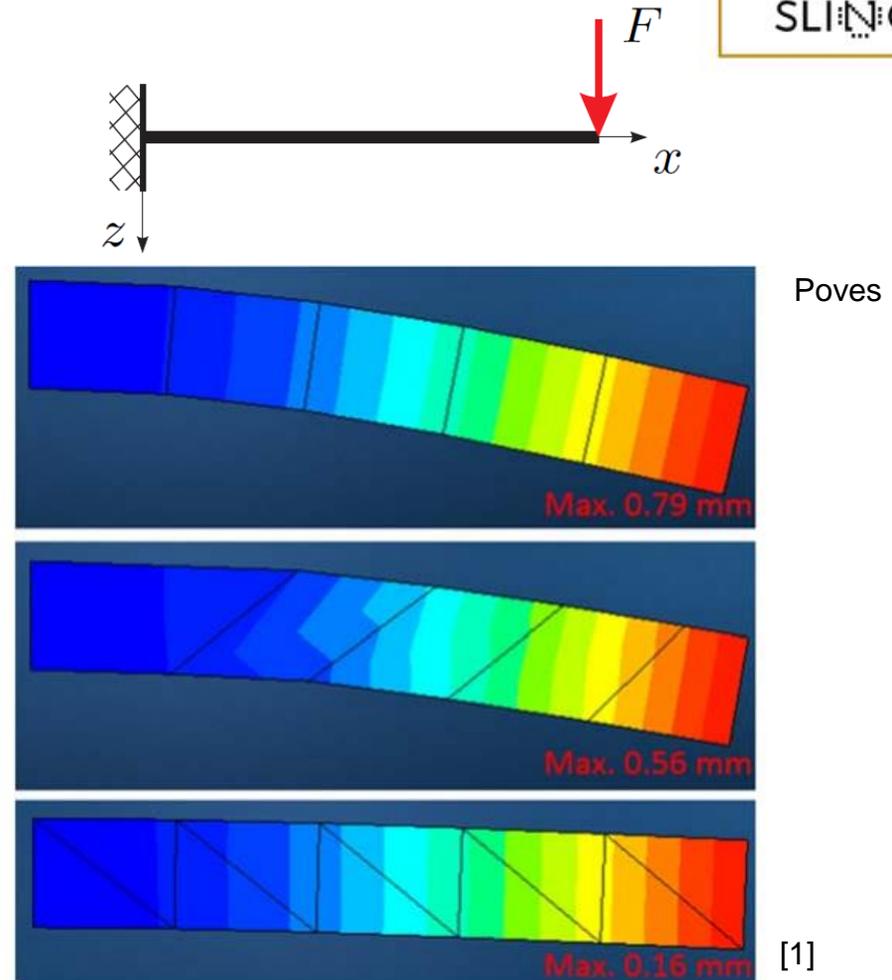
1 to 2 x 2

[1]

# 2D Kvaliteta mreže



- Razmerje stranic
- Najmanjši in največji kot
- Nagnjenost (*Skewness*)
- Jakobijeva determinanta



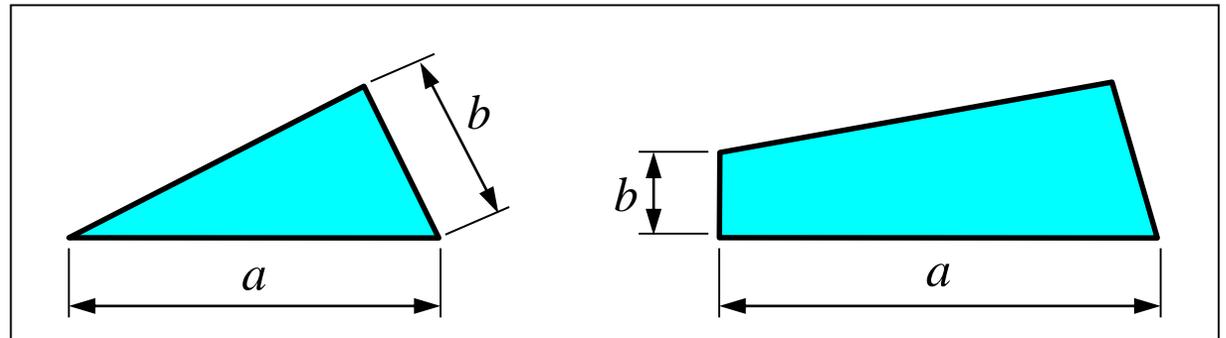
# 2D Kvaliteta mreže



- **Razmerje stranic**
- Najmanjši in največji kot
- Nagnjenost (*Skewness*)
- Jakobijeva determinanta

$$1 \leq f_r = \frac{a}{b} \leq \infty, \quad a \geq b$$

$$f_{\max} \leq 5$$



# 2D Kvaliteta mreže

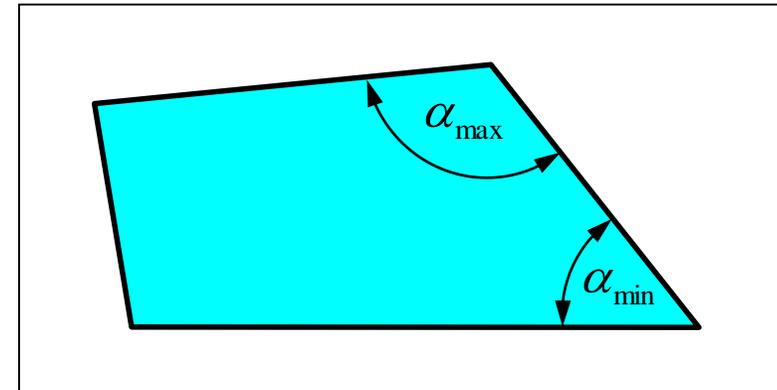


- Razmerje stranic
- **Najmanjši in največji kot**
- Nagnjenost (*Skewness*)
- Jakobijeva determinanta

$$0^\circ \leq \alpha \leq 180^\circ$$

$$45^\circ \leq \alpha_{\min}$$

$$\alpha_{\max} \leq 135^\circ$$

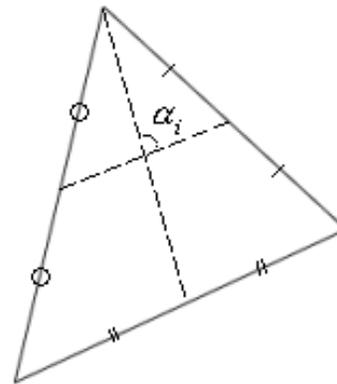


# 2D Kvaliteta mreže



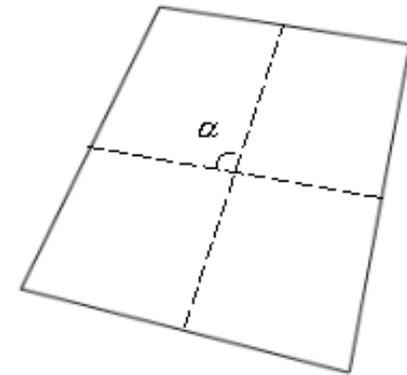
- Razmerje stranic
- Najmanjši in največji kot
- **Nagnjenost (*Skewness*)**
- Jakobijeva determinanta

Tria



$$\text{Skew Angle} = 1 - \text{Max} \left( \frac{90^\circ - \alpha_i}{90^\circ} \right)$$

Quad

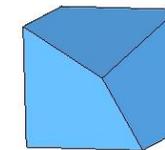
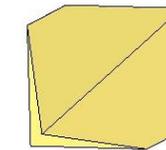
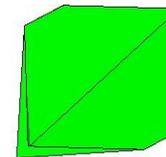
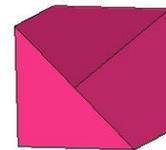
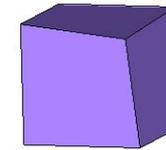
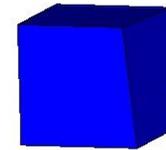
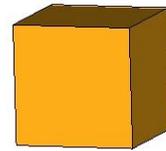


$$\text{Skew Angle} = 1 - \left( \frac{|90^\circ - \alpha|}{90^\circ} \right) \quad [1]$$

# 2D Kvaliteta mreže



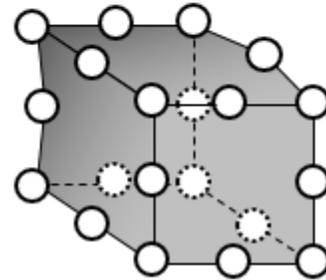
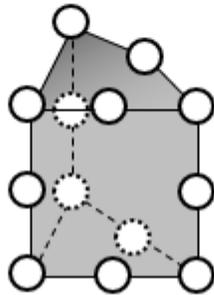
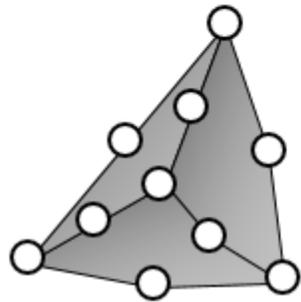
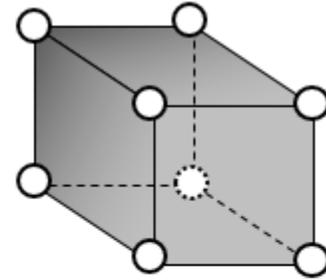
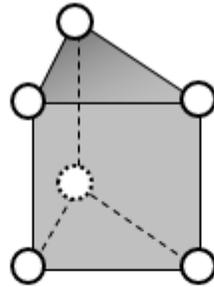
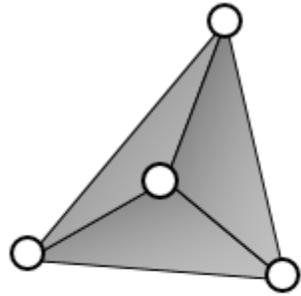
- Razmerje stranic
- Najmanjši in največji kot
- Nagnjenost (*Skewness*)
- **Jakobijeva determinanta**



**Jacobians (J):**  
Orange Cube  $J = 1.0$   
Blue  $J = .942$   
Purple  $J = .883$   
Pink  $J = .398$   
Green  $J = -.409$   
Tan  $J = -.130$   
Red  $J = 1.0$   
Light Blue  $J = .072$

[1]

# 3D Elementi

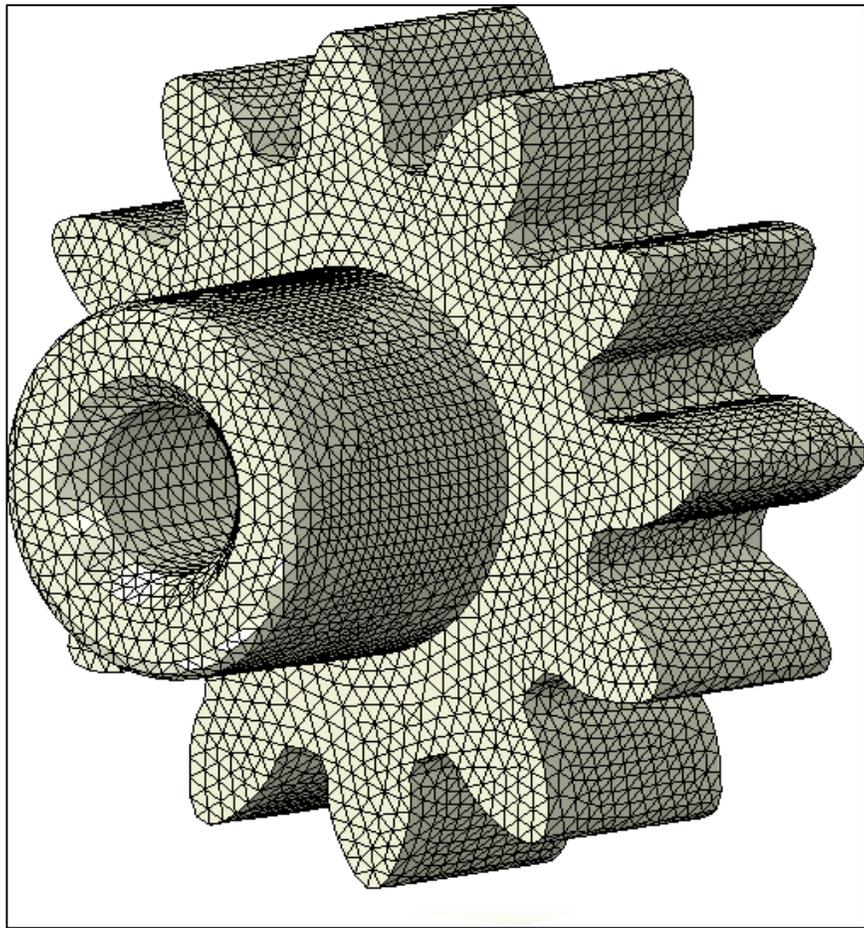


# 3D Mreženje



EURO

SLING

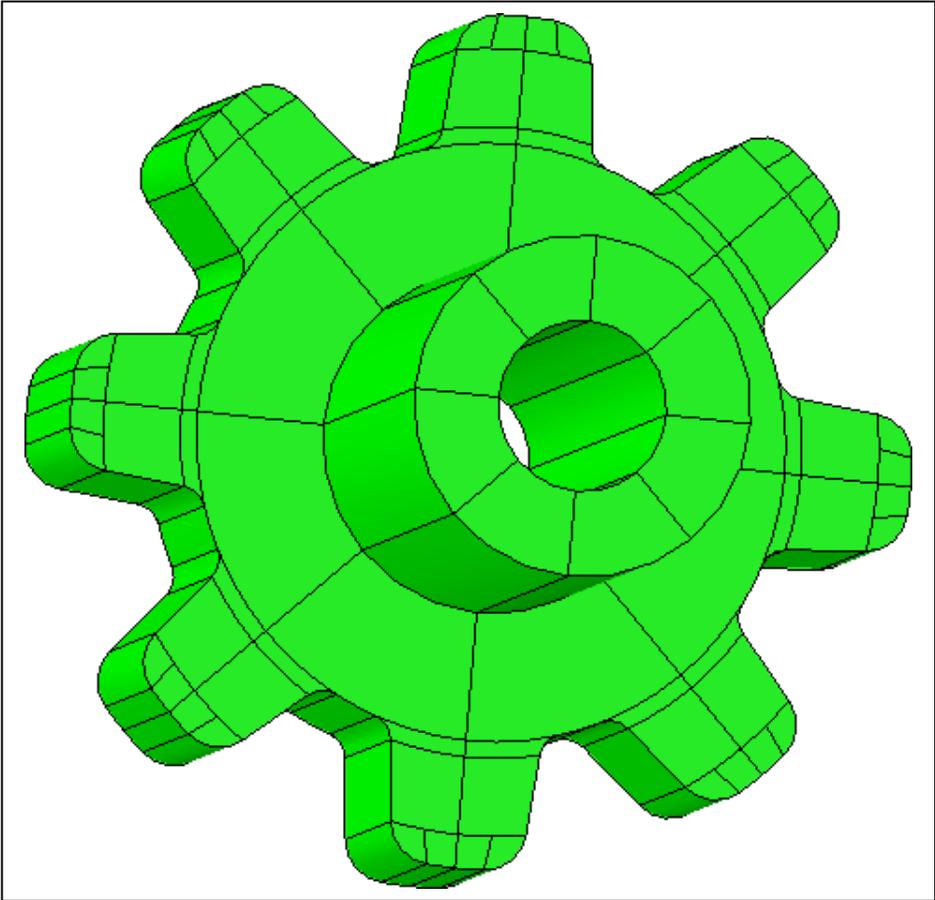


# 3D Mreženje



EURO

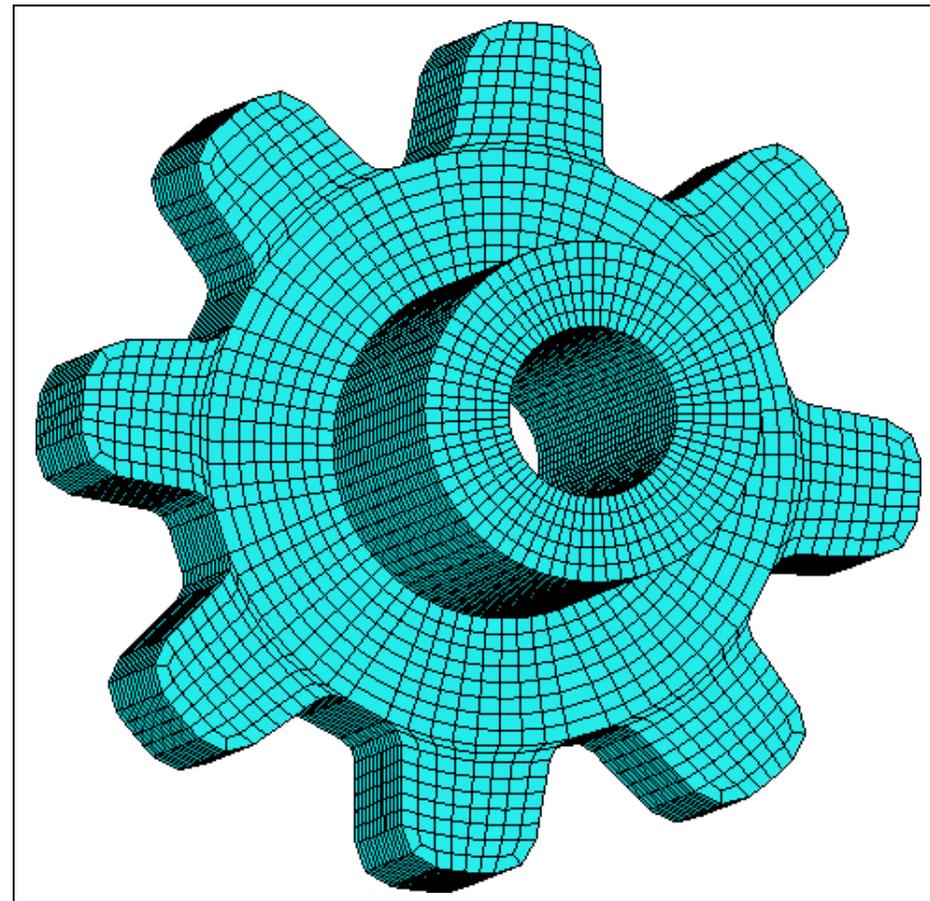
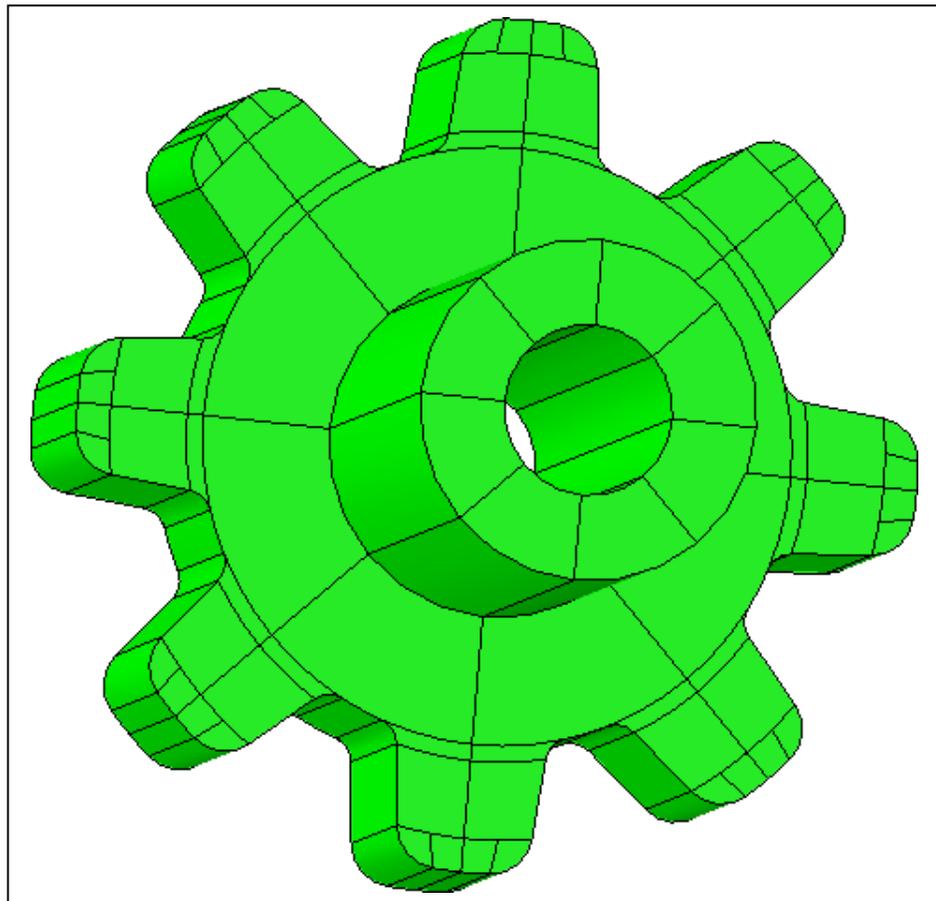
SLING



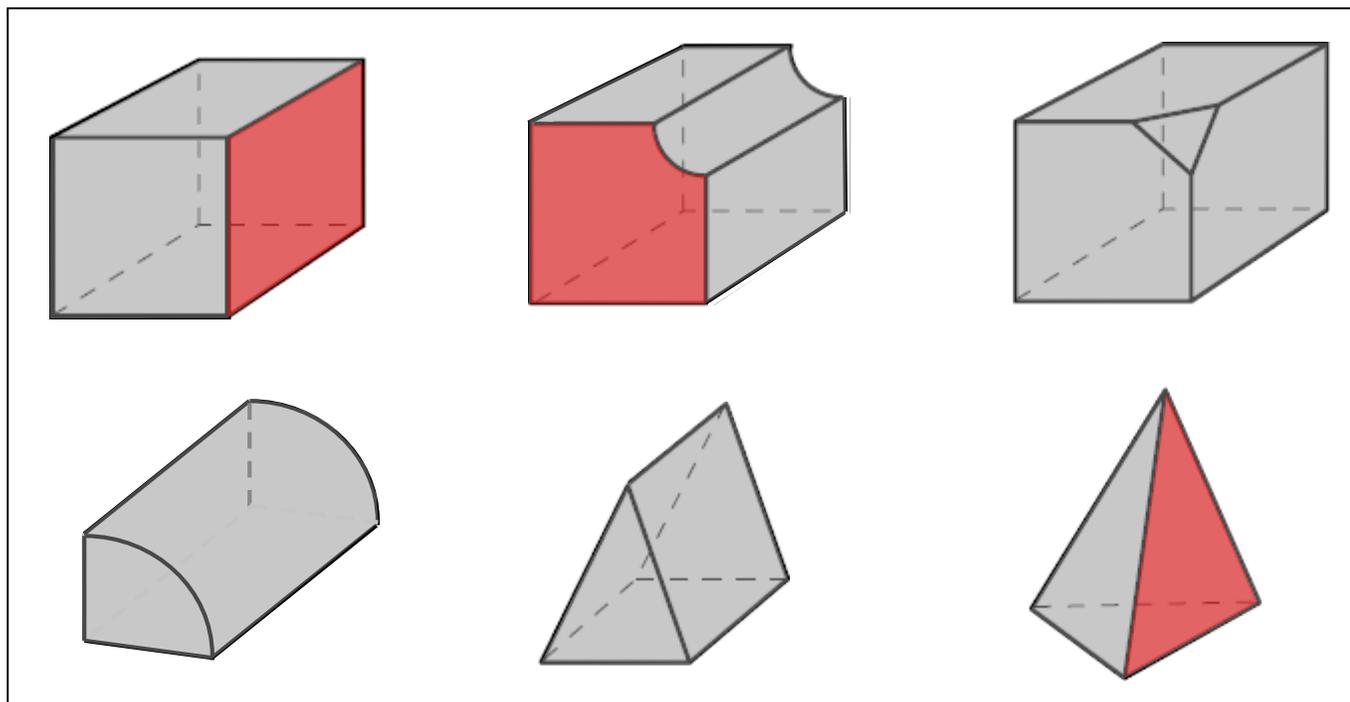
# 3D Mreženje



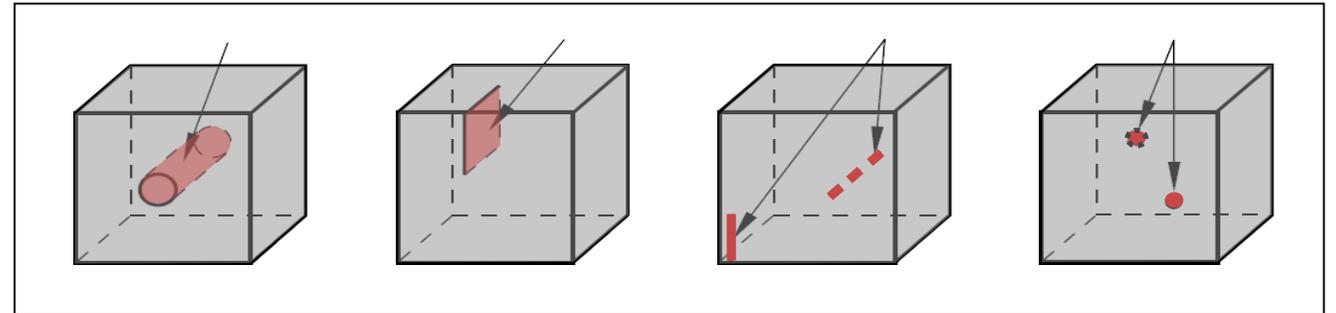
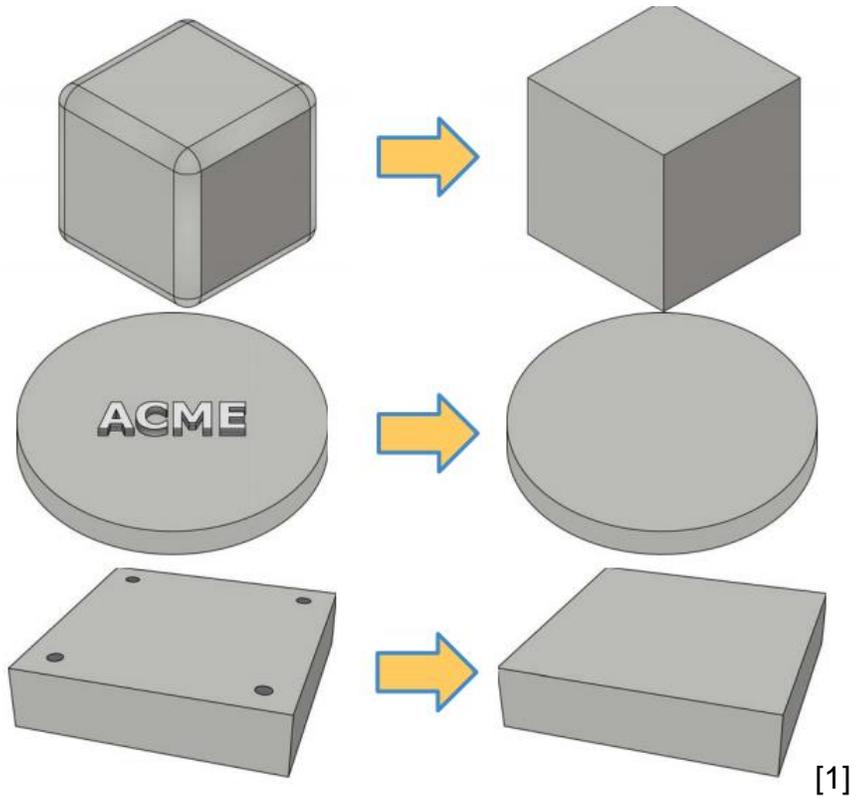
SLING



# 3D Mreženje



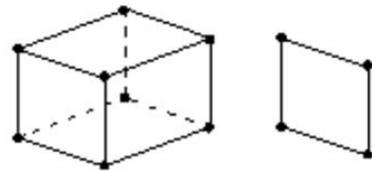
# Izdelava kvalitetne mreže



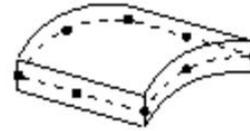
# Tipi elementov



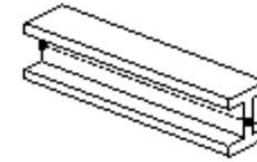
- Vrsta
- Prostostne stopnje
- Število vozlišč
- Formulacija
- Integracija



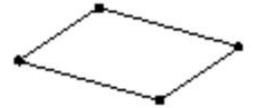
Continuum  
(solid) elements



Shell  
elements



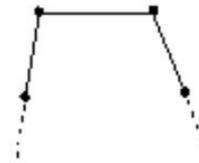
Beam  
elements



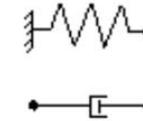
Rigid  
elements



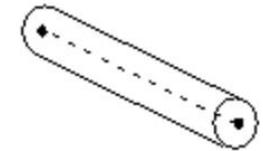
Membrane  
elements



Infinite  
elements



Springs and dashpots



Truss  
elements

[1]



Ó joj, trikotnik!!!



[1]

# Hvala za pozornost!

[1] <https://www.cartoonstock.com/cartoon?searchID=CX305112>



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