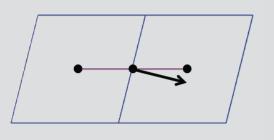
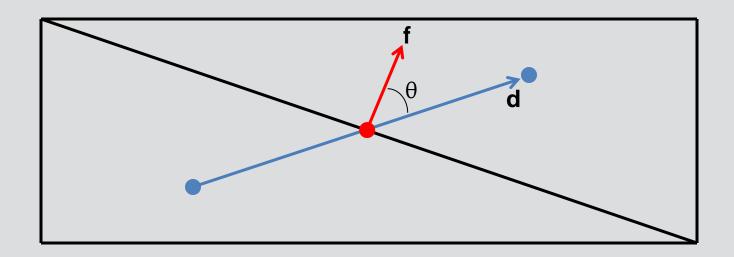


Reliable CFD Meshing



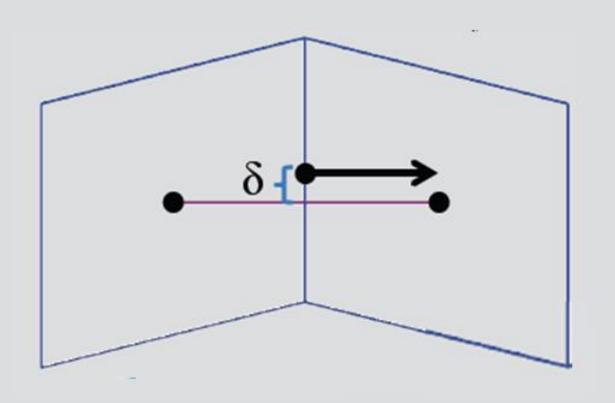


# Orthogonality





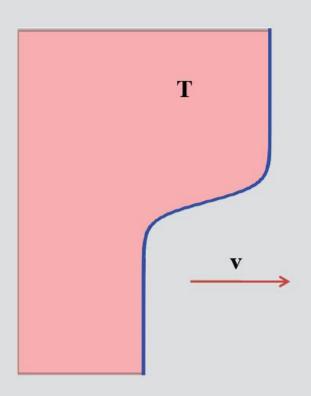
## **Skewness**

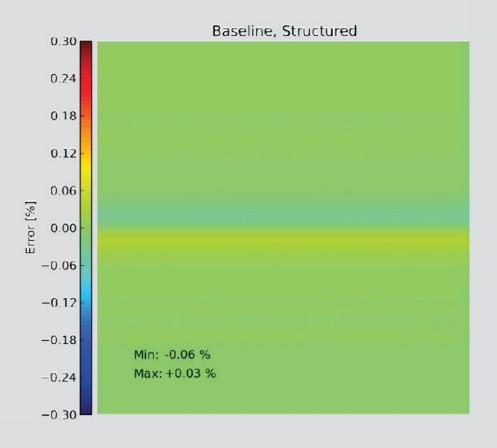




#### Numerical effects

- Baseline
  - Advection-only test case

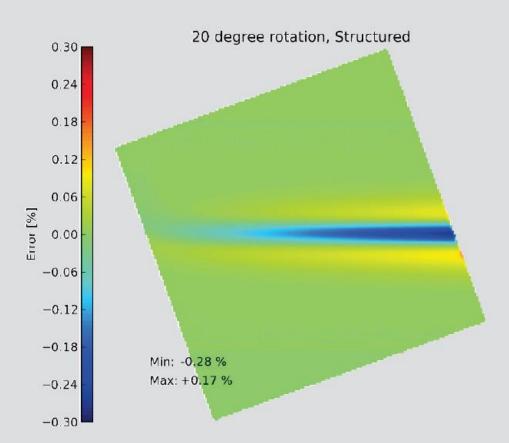


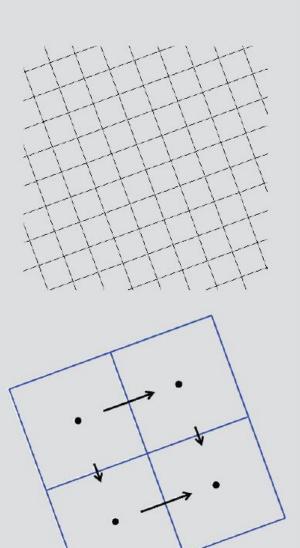




### Numerical effects

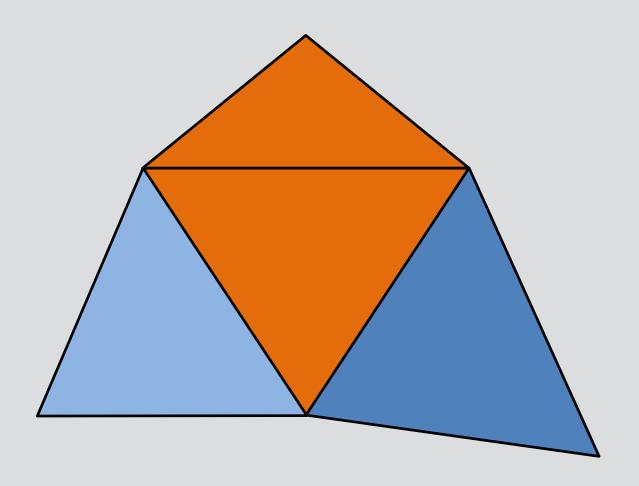
Numerical mixing





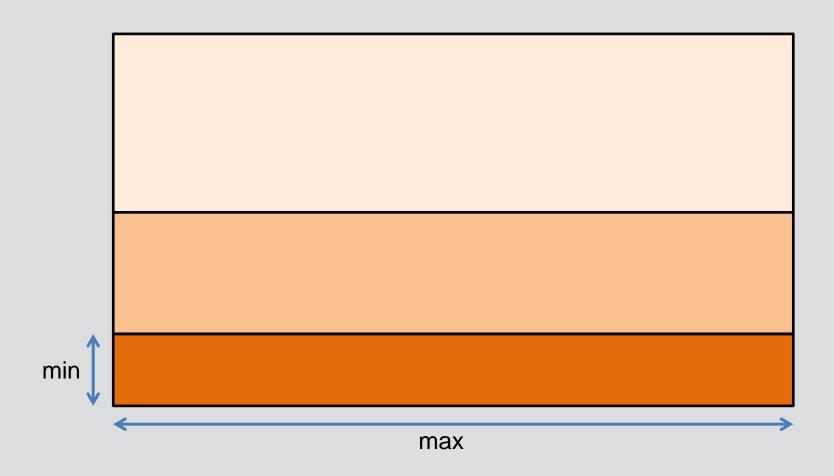


### **Area/Volume Ratio**



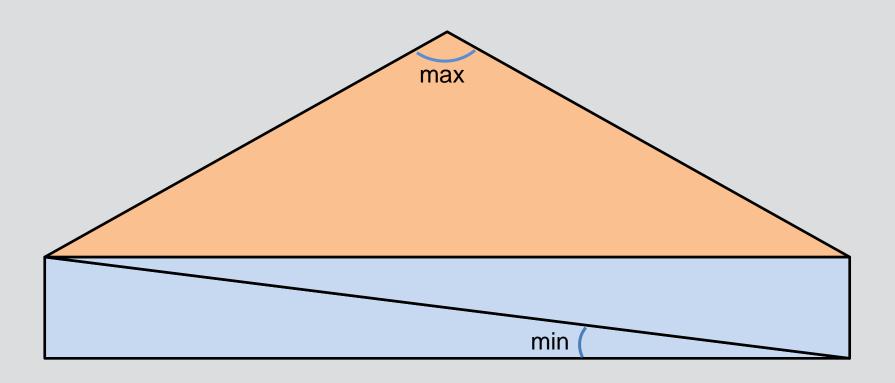


# **Aspect Ratio**

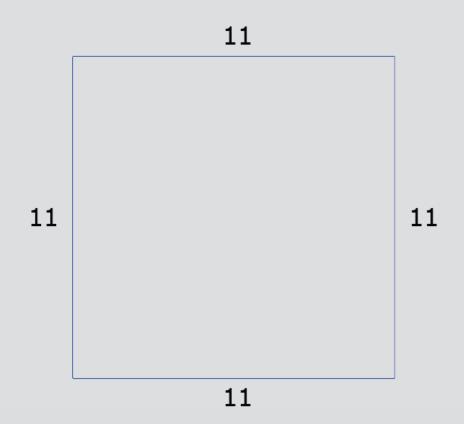




# Min/Max Angles

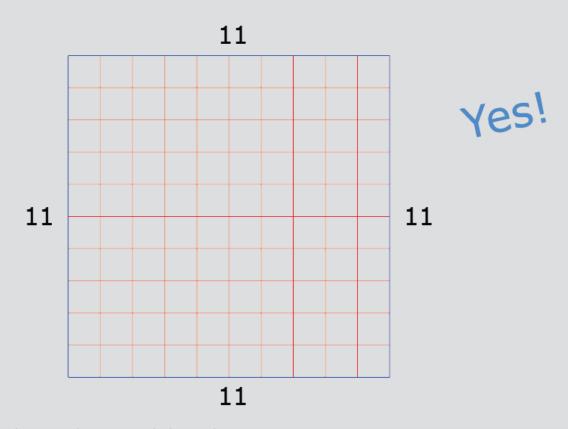






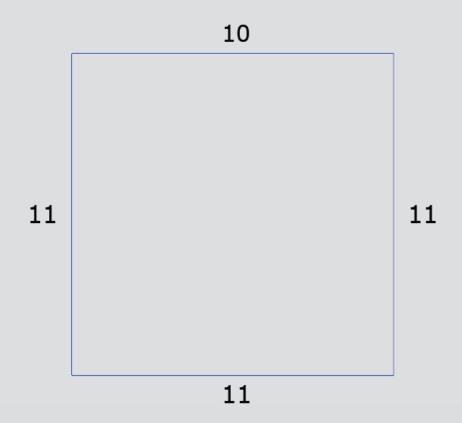
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





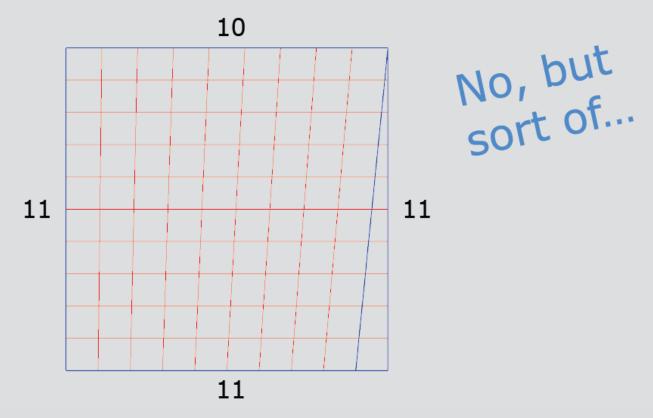
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





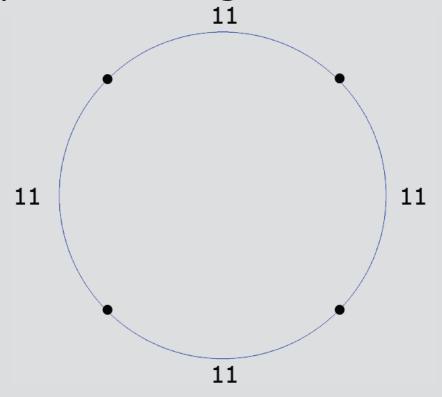
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





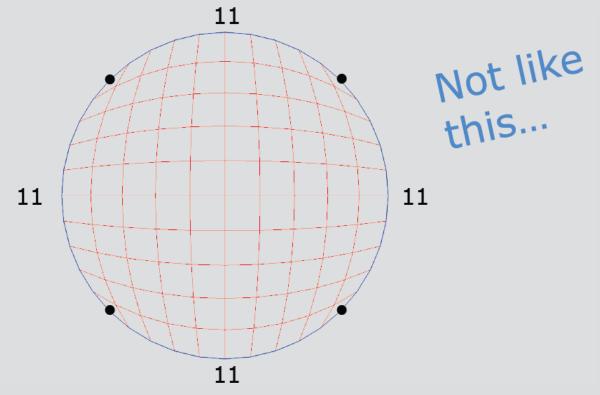
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





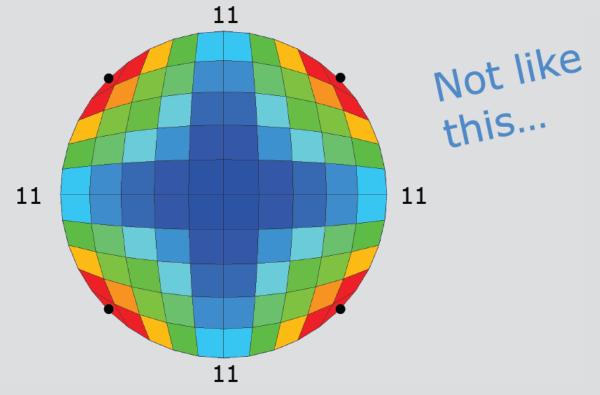
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





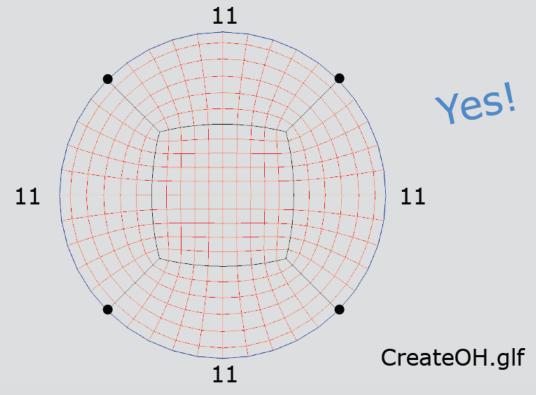
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





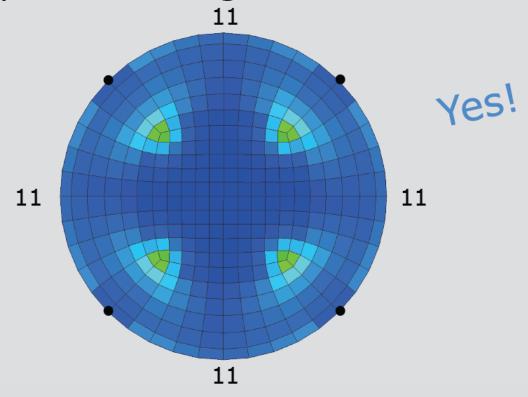
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





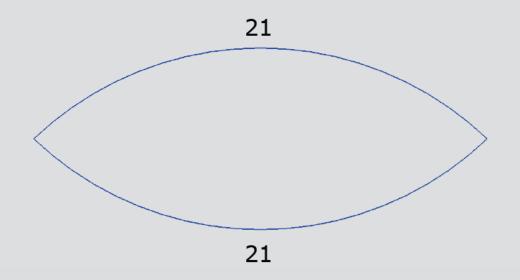
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





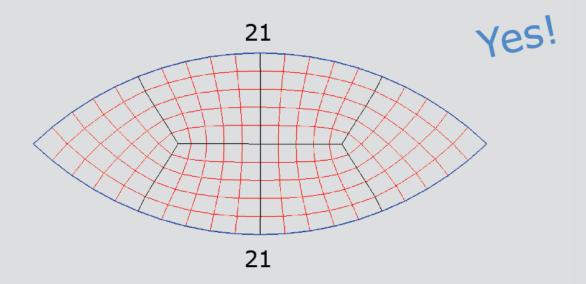
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





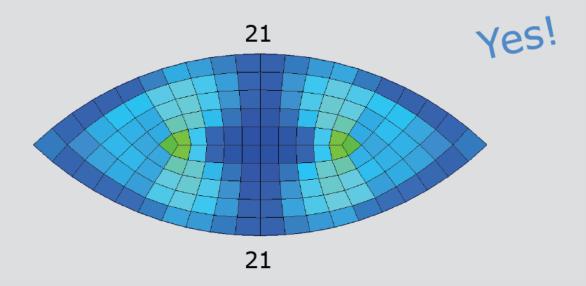
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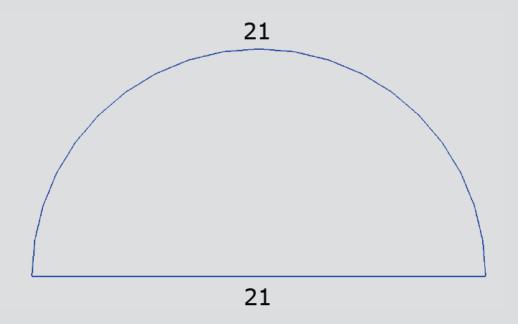
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





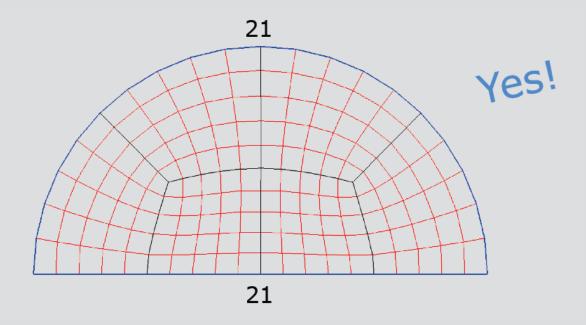
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





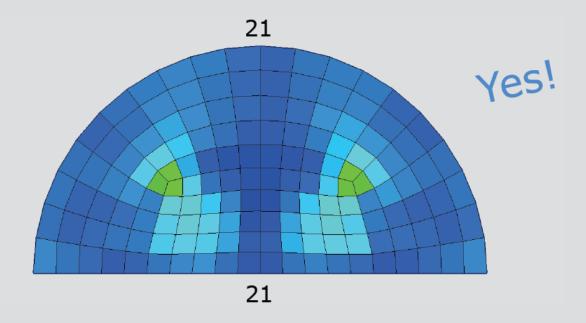
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





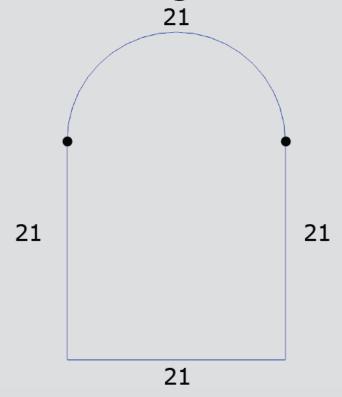
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





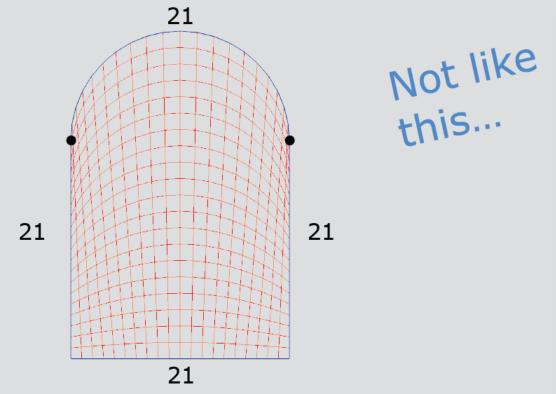
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





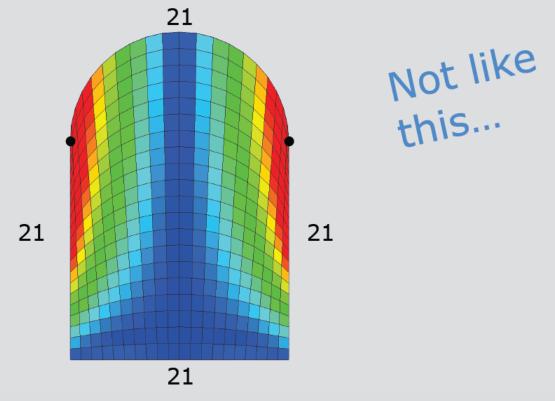
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





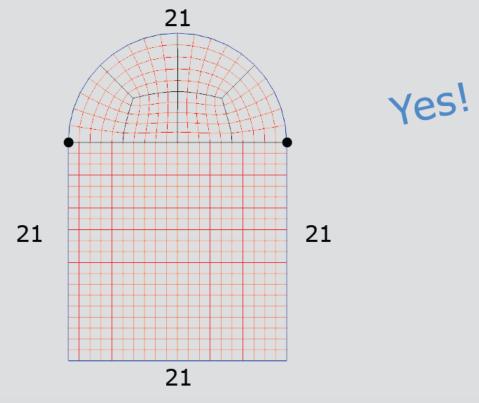
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





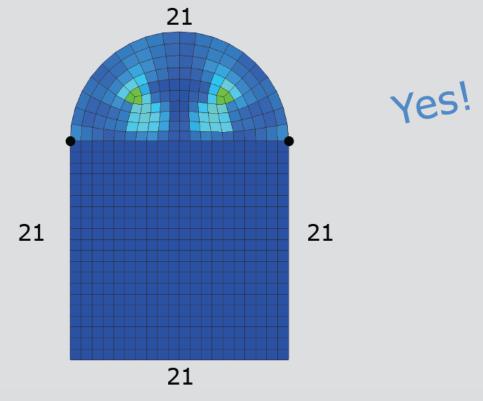
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





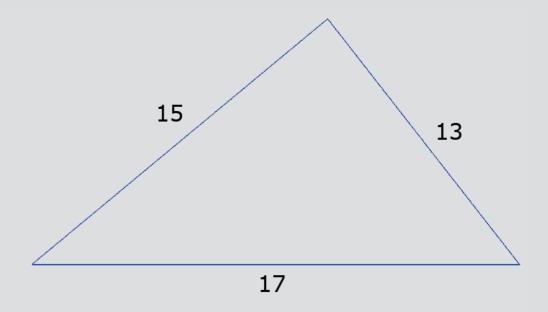
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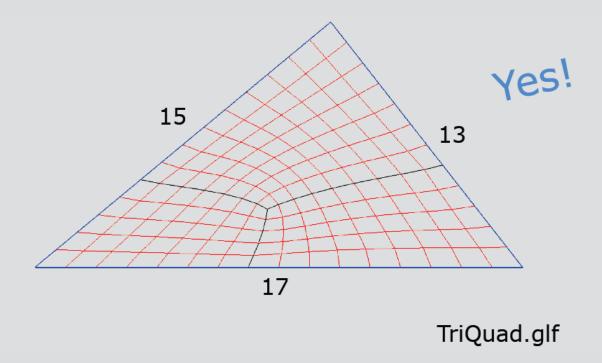
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





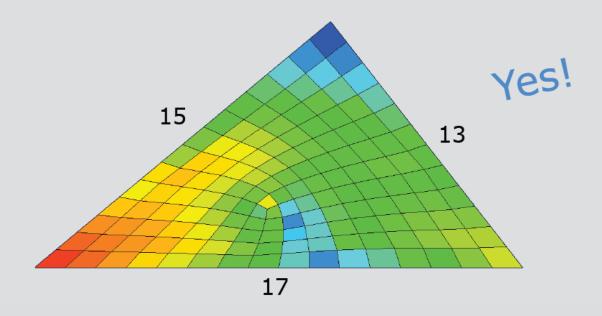
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





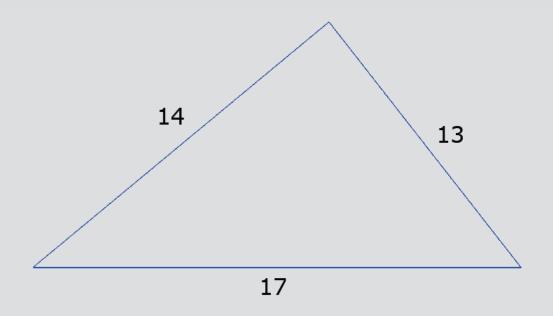
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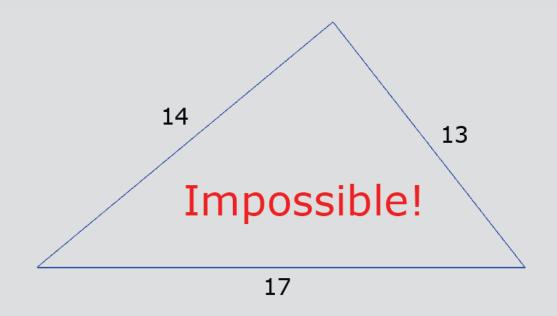
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





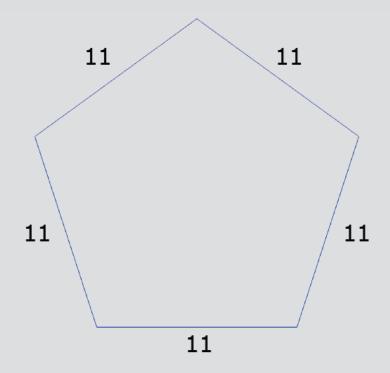
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





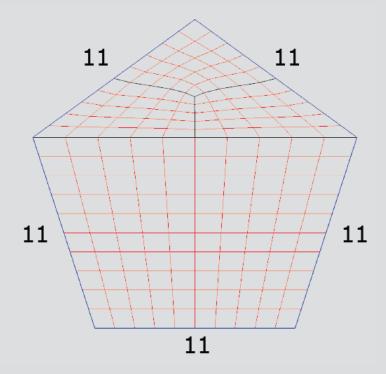
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





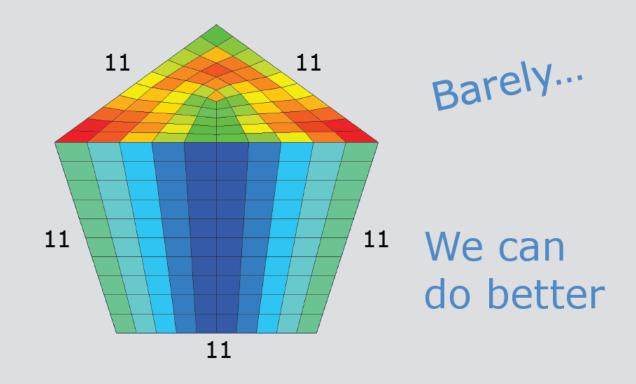
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





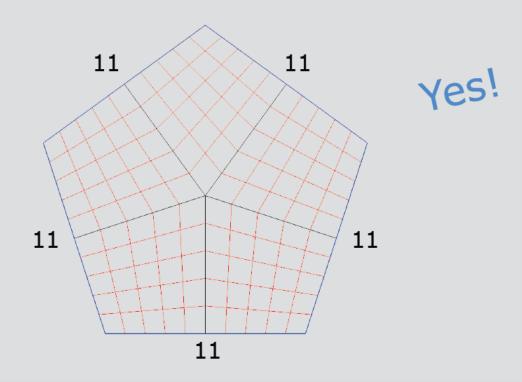
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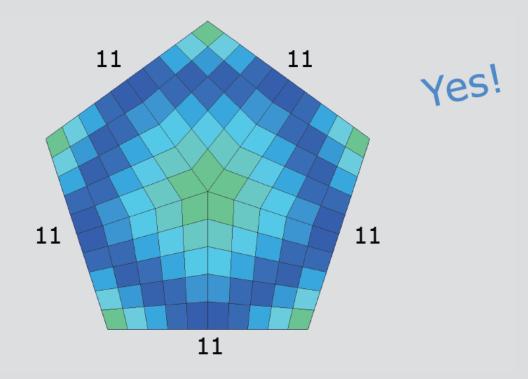
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





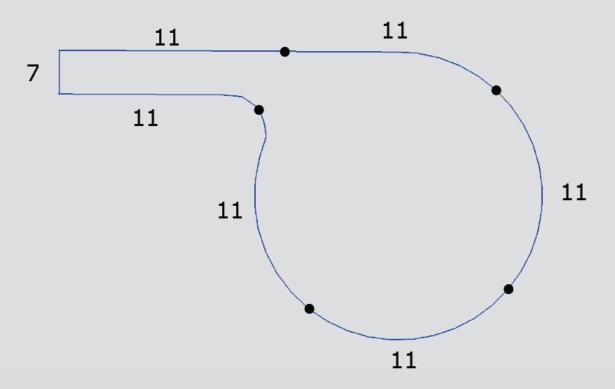
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





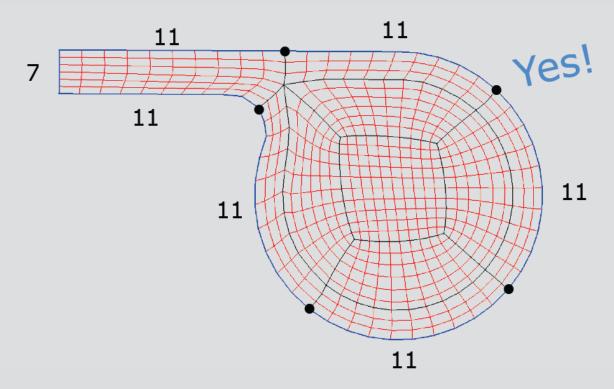
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





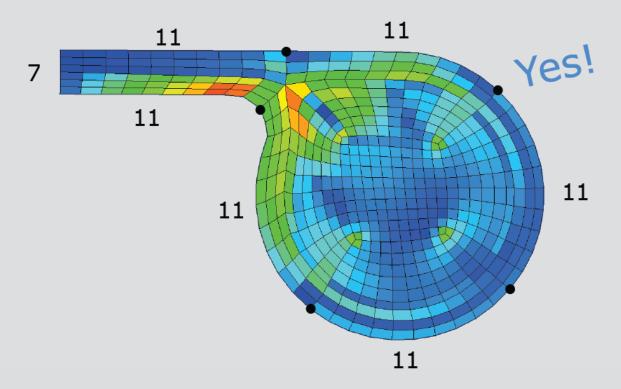
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads





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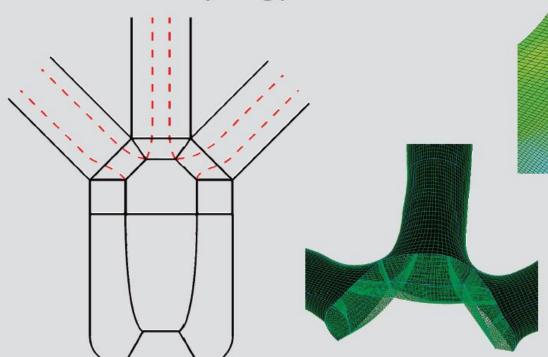
<sup>\* -</sup> Max skewness < 0.6, Max angle < 140 degrees, entirely quads

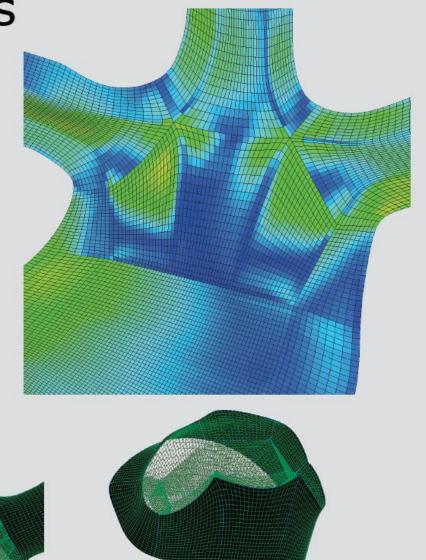


Blocking techniques

 Consider connectivity of ideal blocks

 2D sketches can help visualize topology





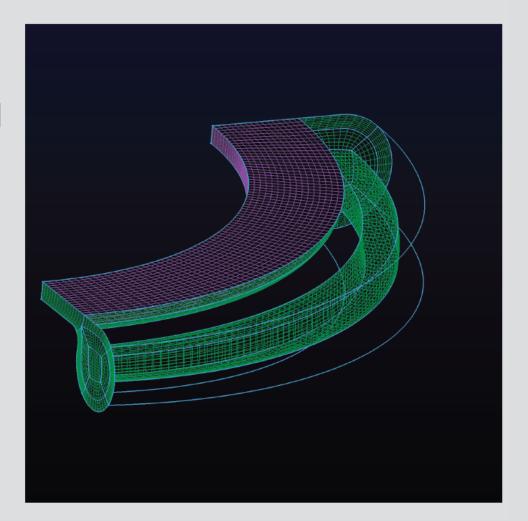


### Constructing volume topology

 One of the most tedious aspects related to structured grid creation

#### Methods:

- 1. Manually sketching
- 2. Copy & Paste
- 3. Extrusions\*
- 4. Scripts



\* - When applicable

