

3D Convection through an Electronics Box - Numerical Results

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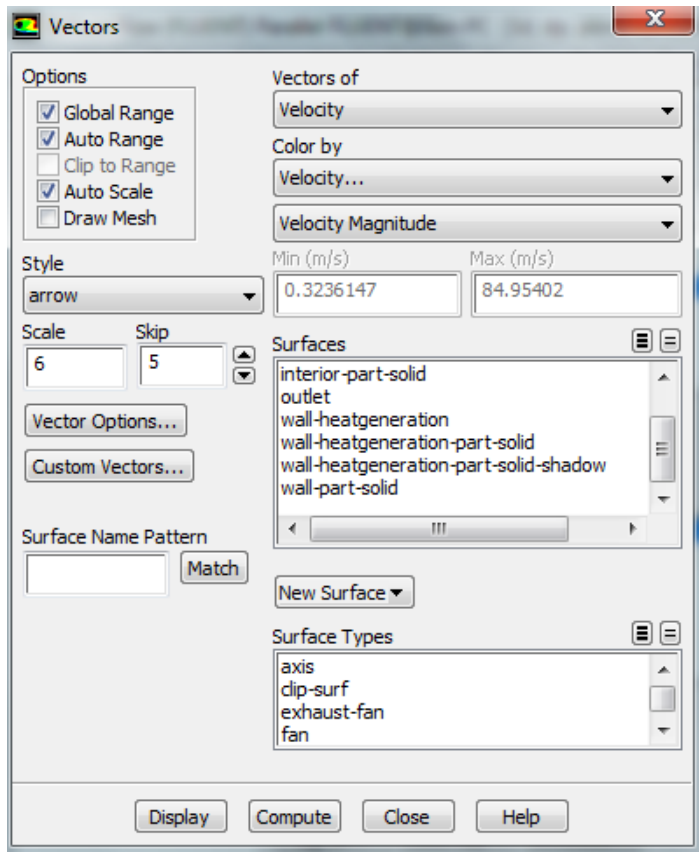
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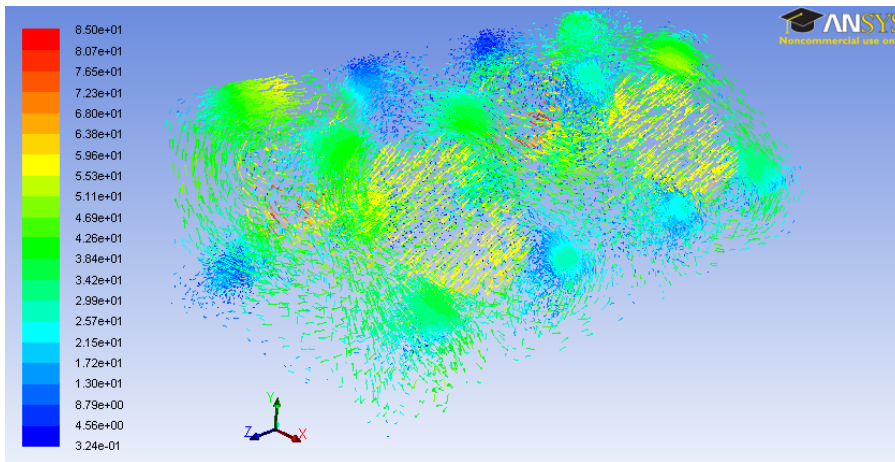
Numerical Results

Velocity

First, we will look at the velocity vectors of the solution to see if they make intuitive sense. To plot the velocity vectors, go to **Results > Graphics and Animations**. In the *Graphics and Animations* Window, select **Vectors** and click **Set Up...**. This will bring up the Vectors Menu.

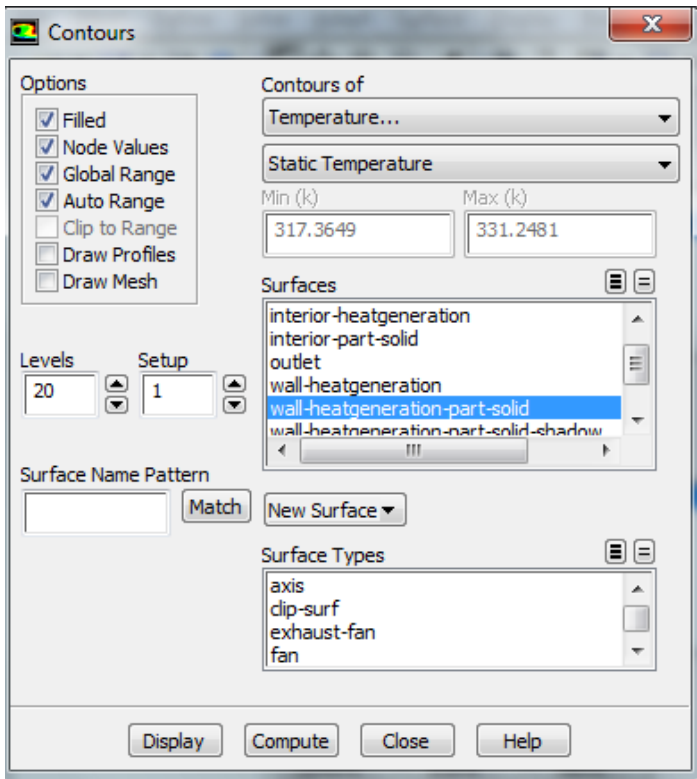


Make sure the settings of the menu match the figure above: namely **Vectors of > Velocity**, **Color by > Velocity**, and set the second box as **Velocity Magnitude**. To see the velocity vectors, press **Display**.

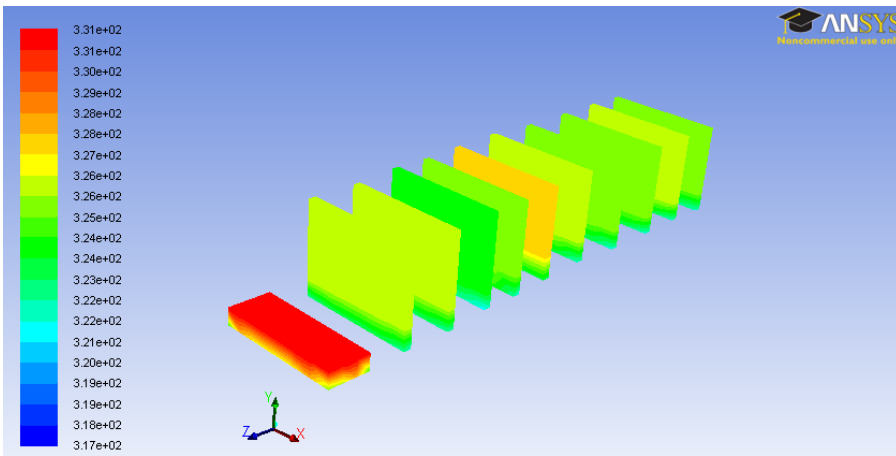


Temperature Contours

To view the pressure contours over the entire mesh, go to **Results > Graphics and Animations** again, and in the *Graphics and Animations* Window, select **Contours**. Click **Set Up...** to bring up the *Contours* Menu. Check the box next to **Filled**. Under *Contours Of*, ensure that the two boxes that are selected are **Temperature...** and **Static Temperature**. Select the **wall-heatgeneration-part-solid** in the *surfaces* window.



Once these parameters are set, press **Display** to see the temperature contours.



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