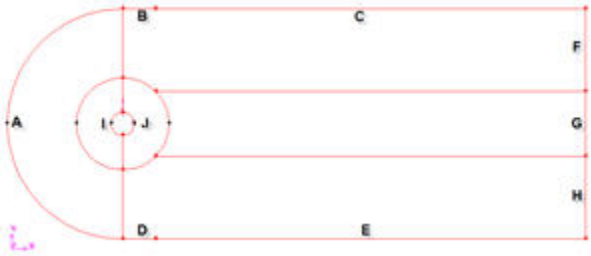
FLUENT - Steady Flow Past a Cylinder - Step 3

Problem Specification
1. Create Geometry in GAMBIT
2. Mesh Geometry in GAMBIT
3. Specify Boundary Types in GAMBIT
4. Set Up Problem in FLUENT
5. Solve!
6. Analyze Results
7. Refine Mesh
Problem 1
Problem 2

Step 3: Specify Boundaries in GAMBIT

Label the boundaries according to the figure shown below.



Higher Resolution Image

We will label edge **A** as *farfield1*, edges **B** and **C** as *farfield2*, edges **D** and **E** as *farfield3*, edges **E**,**G** and **H** as *farfield4* and the edges **I** and **J** as *cylinder*.

Edges	Name
A	farfield 1
B,C	farfield 2
D,E	farfield 3
F,G, H	farfield 4
I,J	cylinder

Operation **Toolpad > Zones Command Button** **> Specify Boundary Types**

Specify boundary according to the table above. Next to ***Name***, enter the name accordingly. Leave the ***Type*** as ***WALL***. We will specify boundary type using FLUENT.

Save Your Work

Main Menu > File > Save

Export Mesh

Main Menu > File > Export > Mesh...

Save the file as *cylinder.msh*.

Make sure that the ***Export 2d Mesh*** option is selected.

Check to make sure that the file is created.

Go to Step 4: Set Up Problem in FLUENT

See and rate the complete Learning Module

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