

FLUENT - Unsteady Flow Past a Cylinder - Step 1

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. Validate the Results

Step 1: Create Geometry in GAMBIT



If you would prefer to skip the mesh generation steps, you can download the mesh from [here](#) and go straight to step 4.

For Step 1, please refer to Step 1 in [Steady Flow Past a Cylinder](#).

[Go to Step 2: Mesh Geometry in GAMBIT](#)

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