

FLUENT - Unsteady 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. Validate the Results

Step 3: Specify Boundary Types in GAMBIT

For Step 3, please refer to Step 3 in [Steady Flow Past a Cylinder](#).

[Go to Step 4: Set Up Problem in FLUENT](#)

[See and rate the complete Learning Module](#)

[Go to all FLUENT Learning Modules](#)