

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](#)