## ANSYS 12 - Beam - Step 4

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Problem Specification

1. Pre-Analysis \& Start-Up
2. Geometry
3. Mesh
4. Setup (Physics)
5. Solution
6. Results
7. Verification \& Validation

## Step 4: Setup (Physics)

We need to specify point $B C$ 's at $A, B, C$ and $D$.


Let's start with setting up boundary condition at A.
Outline > Static Structural (A5) > Insert > Remote Displacement
Select point A in the Graphics window and click Apply next to Geometry under Details of "Remote Displacement". Enter 0 for all UX, UY, UZ, ROTX and ROTY except for ROTZ. Let ROTZ to be free.
Details of 'Remote Displacement"

| Scope |  |
| :--- | :--- |
| Scoping Method | Geometry Selection |
| Geometry | 1 Vertex |
| Coordinate System | Global Coordinate System |
| $\square \mathrm{X}$ Coordinate | $0 . \mathrm{m}$ |
| $\square \mathrm{Y}$ Coordinate | $0 . \mathrm{m}$ |
| $\square$ Z Coordinate | $0 . \mathrm{m}$ |
| Location | Click to Change |
| Definition |  |
| Type | Remote Displacement |
| $\square \mathrm{X}$ Component | $0 . \mathrm{m}$ (ramped) |
| $\square \mathrm{Y}$ Component | $0 . \mathrm{m}$ (ramped) |
| $\square$ Z Component | $0 . \mathrm{m}$ (ramped) |
| $\square$ Rotation X | $0 .{ }^{\circ}$ (ramped) |
| $\square$ Rotation Y | $0 .{ }^{\circ}$ (ramped) |
| Rotation Z | Free |
| Suppressed | No |

Let's move on to setting up boundary condition B.
Outline > Static Structural (A5) > Insert > Remote Displacement
Select point B in the Graphics window and click Apply next to Geometry under Details of "Displacement 2". Enter 0 for all UY, UZ, ROTX and ROTY except for ROTZ. Let UX and ROTZ to be free.

Details of "Remote Displacement 2"

| $\square$ | Scope |
| ---: | :--- |
| Scoping Method | Geometry Selection |
| Geometry | 1 Vertex |
| Coordinate System | Global Coordinate System |
| $\square$ X Coordinate | 0.4 m |
| $\square$ Y Coordinate | $0 . \mathrm{m}$ |
| $\square$ Z Coordinate | $0 . \mathrm{m}$ |
| Location | Click to Change |
| Definition |  |
| Type | Remote Displacement |
| X Component | Free |
| $\square$ Y Component | $0 . \mathrm{m}$ (ramped) |
| $\square$ Z Component | $0 . \mathrm{m}$ (ramped) |
| $\square$ Rotation X | $0 .{ }^{\circ}$ (ramped) |
| $\square$ Rotation Y | $0 .{ }^{\circ}$ (ramped) |
| Rotation Z | Free |
| Suppressed | No |

We can move on to setting up point force at point $C$ and $D$.
Outline > Static Structural (A5) > Insert > Force

Select point C in the Graphics window and click Apply next to Geometry under Details of "Force". Next to Define By, change Vector to Components. Enter-4000 for $Y$ Component.

| Details of "Force" |  |  | $\square$ |
| :---: | :---: | :---: | :---: |
| $\square$ Scope |  |  |  |
|  | Scoping Method | Geometry Selection |  |
|  | Geometry | 1 Vertex |  |
| $\square$ | Definition |  |  |
|  | Type | Force |  |
|  | Define By | Components |  |
|  | Coordinate System | Global Coordinate System |  |
|  | $\square \mathrm{X}$ Component | 0. N (ramped) |  |
|  | $\square \mathrm{Y}$ Component | -4000. N (ramped) | , |
|  | Suppressed | No |  |

Do the same for point $D$.
Check that you have for all the boundary conditions. Click on Static Structural (A5) to view this in Graphics window.


Higher Resolution Image

## Go to Step 5: Solution

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