

FLUENT - Flow Past a Cylinder - Step 2

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. [Change the Domain Size](#).

8. [Unsteady Flow](#).

[Problem Set](#).

[Citations](#).

Mesh Geometry in GAMBIT

Mesh Faces

Operation Toolpad > Mesh Command Button > Edge Command Button > Mesh Edges

Edge BCD and BMD: interval count 50 for each

Edge DE: Ratio 1.05 and interval count 40

Edge BI: Ratio 1.05 and interval count 70

Edge EF and EL: Ratio 1 and interval count 10 for each

Edge HI and JI: Ratio 1 and interval count 10 for each

Edge FG and LK: Ratio 1 and interval count 5 for each

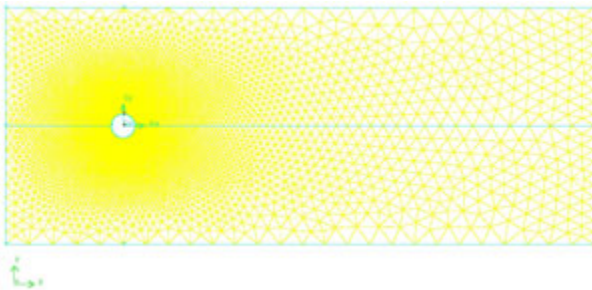
Edge GH and KJ: Ratio 1 and interval count 21 for each

Operation Toolpad > Mesh Command Button > Face Command Button > Mesh Faces

Select Face1, choose **Tri** for **Element** and **Pave** for **Type**, and click **Apply**.

Repeat this for Face2.

Your mesh should look similar as follows:



Go to [Step 3: Specify Boundary Types in GAMBIT](#).

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