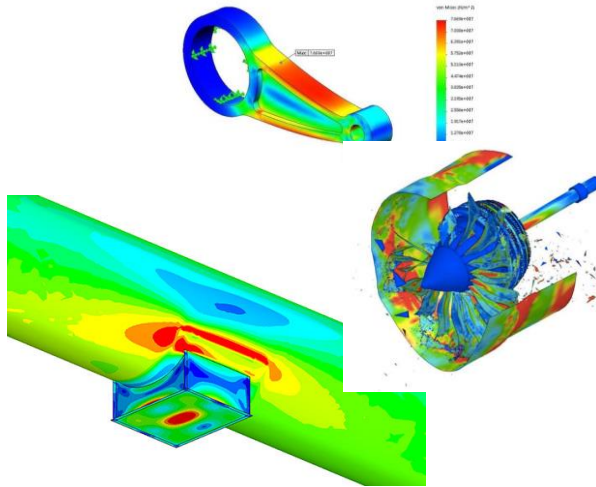


FINITE ELEMENT ANALYSIS COURSE



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DURATION: 30 -35 Hrs.

(Variable based on candidate)

FEES : Rs 26500 only

FEA and ANSYS	Introduction to ANSYS Modeling	Subtract	Revolving key points about an axis to create arcs or full circles, normal to	Quadrilateral Elements
What is FEA?	Direct Generation vs. Solid Modeling	Overlap	the axis	Triangular Elements
About ANSYS	Direct Generation	Glue	Sweeping lines or splines along a trajectory to get areas	Brick Elements
ANSYS Basics	Creating nodes and elements	Divide	Revolving lines, splines or arcs about an axis to create cylindrical areas.	Tetrahedral Elements
Starting ANSYS	Filling between nodes	Introduction to Coordinate Systems	Giving depth to an area to create a volume, normal to the area	Shell Elements
ANSYS Workbench Environment	Setting Element Attributes	Types of coordinate Systems	Creating a volume with tapered faces	Introduction to Meshing
The GUI	Solid Modeling	Global & Local	Sweeping an area along a trajectory to create a volume	Mapped and free meshing
Graphics and Picking	Bottom up	Active coordinate system	Revolving an area about an axis to create a cylindrical volume	How to control mesh size?
The Database and Files	Using key points	Introduction to Working Planes	Extending Lines	How to use Mesh Tool?
Saving Files	Using lines, splines & arcs	Creating a new working plane	Modifying an existing line by extending that line to a desired length	Concatenation and its significance
Exiting ANSYS	Using areas and volumes (arbitrary)	Moving and rotating the working plane	Creating a new line on the basis of an existing line, where the existing line	Clearing mesh and re-meshing
File Types	Top Down	Modify / Transformation commands	will not be modified.	Some useful meshing techniques
General Analysis Procedure	From Primitives	Copy	Meshing	Numbering Controls
Overview	Creating rectangle, circle, polygon, block, cylinder, prism, sphere, cone and torus.	Reflect	Introduction to elements	Merging Coincident Points
Preliminary Decisions	Concepts of hard points, line fillets and area fillets.	Move/ Modify	One Dimensional Elements	Compressing Item Numbers
Preprocessing	Modeling with Boolean operations	Scale	Two Dimensional Elements	Setting Start Number & viewing Start Number Status
Solution	Intersect	Model Creation by Extrusion	Two and Half Dimensional Elements	Adding Number Offset
Post processing	Add	Sweeping key points along a trajectory to create lines	Three Dimensional Elements	