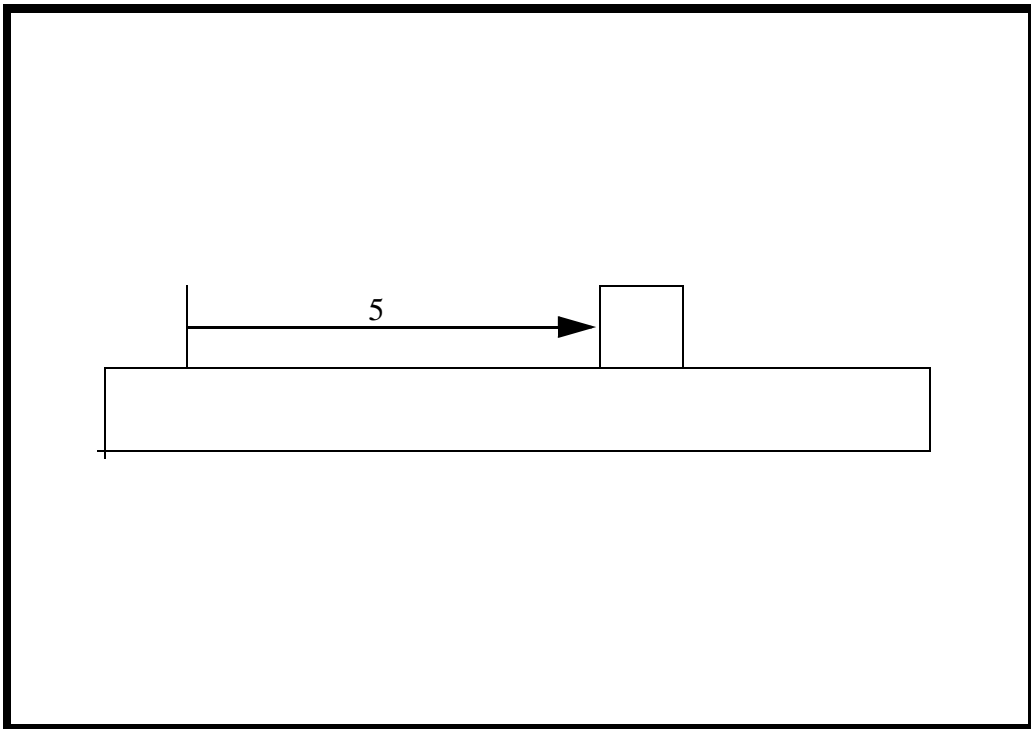


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## APPENDIX 2

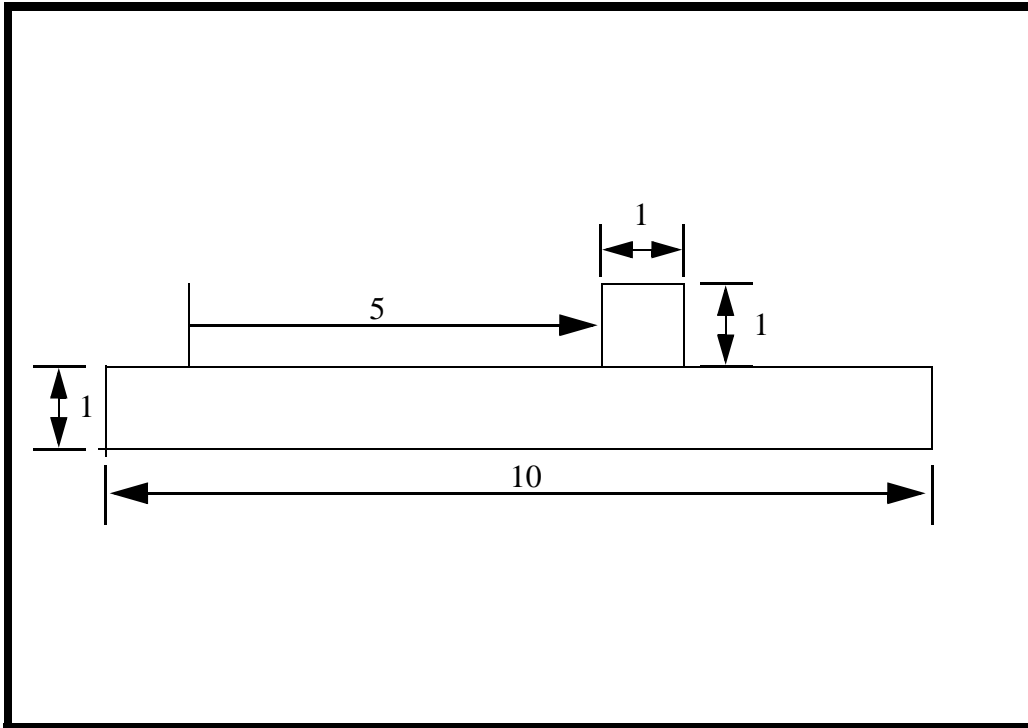
# *Sliding Block*



### Objectives:

- Demonstrate the use of Contact LBCs in a simple exercise.
- Present method for monitoring a non-linear analysis' progress.



**Model Description:**

As shown in the figure above, this exercise consists of a small block sitting on a baseplate. A pressure is applied to the top of the block, and it is moved 5 units to the right.

The purpose of this exercise is to introduce you to setting up a problem involving a Contact boundary condition. In addition, it gives a method for monitoring the progress of a nonlinear analysis.

**Exercise Procedure:**

1. Open a new database. Name it **slide\_block.db**.

Type **p3** in your xterm. The *Main Window* and *Command Window* will appear.

**File/New ...**

*New Database Name:*

**slide\_block.db**

**OK**

---

The viewport (PATRAN's graphics window) will appear along with a *New Model Preference* form. The *New Model Preference* sets all the code specific forms and options inside MSC/PATRAN.

In the *New Model Preference* form set the *Analysis Code* to **MSC/ADVANCED\_FEA**.

<i>Tolerance:</i>	◆ <b>Default</b>
<i>Analysis Code:</i>	<b>MSC/ADVANCED_FEA</b>
<i>Analysis Type:</i>	<b>Structural</b>
<b>OK</b>	

2. Create the model geometry.

◆ <b>Geometry</b>	
<i>Action:</i>	<b>Create</b>
<i>Object:</i>	<b>Surface</b>
<i>Method:</i>	<b>XYZ</b>
<i>Vector Coordinate List:</i>	<b>&lt;10, 1, 0&gt;</b>
<b>Apply</b>	

<i>Vector Coordinate List:</i>	<b>&lt;1, 1, 0&gt;</b>
<i>Origin Coordinate List:</i>	<b>[1, 1, 0]</b>
<b>Apply</b>	

<b>Group/Create ...</b>	
<i>New Group Name:</i>	<b>geom</b>
<i>Group Contents:</i>	<b>Add All Geometry</b>
<b>Apply</b>	

3. Create a mesh for the block and base.

<i>New Group Name:</i>	<b>fem_block</b>
<i>Group Contents:</i>	<b>Add Entity Selection</b>
<b>Apply</b>	

**Cancel****◆ Finite Elements***Action:***Create***Object:***Mesh Seed***Method:***One Way Biased***Number of Elements:***4***L2 / L1 =***-2***Curve List:*

select the bottom

*Action:***Create***Object:***Mesh***Method:***Surface***Global Edge Length:***.25***Mesher:***◆ IsoMesh***Surface List:*

select the block (top)

**Apply****Group/Create ...***New Group Name:***fem\_base****Apply****Cancel***Global Edge Length:***.15***Mesher:***◆ IsoMesh***Surface List:*

select the base (bottom)

**Apply**

---

What you have just done is meshed both the block and the base, and assigned each mesh to its own group. Now, create a group for all the FEM.

**Group/Create ...**

*New Group Name:*

**fem\_all**

*Group Contents:*

**Add All FEM**

**Apply**

**Cancel**

4. Make sure that the element normals point in the positive z-direction.

To get a better view of the normals' direction, use the following toolbar icon:



**Iso 1 View**

*Action:*

**Verify**

*Object:*

**Element**

*Test:*

**Normals**

*Display Control:*

◆ **Draw Normal Vectors**

**Apply**

All of the vectors should be pointing in the positive z-direction already. If for some reason they are not, you can correct this by doing the following:

**NOTE:** You only need to do this if the normals are pointing in the wrong direction!

*Action:*

**Modify**

*Object:*

**Element**

*Method:*

**Reverse**

*Element List:*

select all incorrectly oriented elements

**Apply**

If you didn't need to reverse any elements, clear up the screen by pressing:

**Reset Graphics**

Change the view back to the default by using the following toolbar icon:



**Front View**

5. Create two materials, **steel** and **aluminum**, to be used in the model.

Create the first material.

◆ **Materials**

<i>Action:</i>	<b>Create</b>
<i>Object:</i>	<b>Isotropic</b>
<i>Method:</i>	<b>Manual Input</b>
<i>Material Name:</i>	<b>steel</b>

**Input Properties...**

<i>Elastic Modulus:</i>	<b>30E6</b>
<i>Poisson's Ratio:</i>	<b>.3</b>

**Apply**

**Cancel**

Create the second material.

<i>Material Name:</i>	<b>aluminum</b>
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**Input Properties...**

<i>Elastic Modulus:</i>	<b>10E6</b>
<i>Poisson's Ratio:</i>	<b>.33</b>

**Apply**

**Cancel**

- 
6. Create and assign properties for both the block and the base.

First, lets deal with the block.

**Group/Post ...**

*Select Groups to Post:*

fem\_block

Apply

Cancel

**◆ Properties**

*Action:*

Create

*Dimension:*

2D

*Type:*

2D Solid

*Property Set Name:*

block

Input Properties...

*Material Name:*

steel

*Thickness:*

1.0

OK

In order to select the elements on the screen, be sure to use the following entity select icon:



2D Element

*Select Members:*

select all on screen

Add

Apply

Post only the entities belonging to the base.

**Group/Post ...**

*Select Groups to Post:*

fem\_base

Apply

Cancel



Now, create the properties for the base.

<i>Action:</i>	<input type="text" value="Create"/>
<i>Dimension:</i>	<input type="text" value="2D"/>
<i>Type:</i>	<input type="text" value="2D Solid"/>
<i>Property Set Name:</i>	<input type="text" value="base"/>
<input type="button" value="Input Properties..."/>	
<i>Material Name:</i>	<input type="text" value="aluminum"/>
<i>Thickness:</i>	<input type="text" value="1.0"/>
<input type="button" value="OK"/>	
<i>Select Members:</i>	<input type="text" value="select all on screen"/>
<input type="button" value="Add"/>	
<input type="button" value="Apply"/>	

Create a group containing all FEM and Geometry.

<b>Group/Create ...</b>	
<i>New Group Name:</i>	<input type="text" value="all"/>
<i>Group Contents:</i>	<input type="text" value="Add All Entities"/>
<input type="button" value="Apply"/>	
<input type="button" value="Cancel"/>	

7. Create the Loads and Boundary Conditions for the model.

First, let's fix the base in all degrees of freedom.

◆ **Loads/BCs**

<i>Action:</i>	<input type="text" value="Create"/>
<i>Object:</i>	<input type="text" value="Displacement"/>
<i>Type:</i>	<input type="text" value="Nodal"/>
<i>New Set Name:</i>	<input type="text" value="base_fixity"/>

---

**Input Data...**

*Translations:*

**<0, 0, 0>**

*Rotations:*

**<0, 0, 0>**

**OK**

**Select Application Region...**

*Geometry Filter:*

**◆ Geometry**

In order to select the bottom edge of the base, use the following entity select icon:



**Edge or Curve**

*Select Geometric Entities:*

**select bottom edge of base**

**Add**

**OK**

**Apply**

Now, create the displacement for pushing the block.

*New Set Name:*

**block\_push**

**Input Data...**

*Translations:*

**<5, , >**

*Rotations:*

**<, , >**

**OK**

**Select Application Region...**

*Select Geometric Entities:*

**select left edge of block**

**Add**

**OK**

**Apply**

Create a BC to fix the block in the x-direction while the load is being applied.

*New Set Name:*

**horiz\_hold**

**Input Data...***Translations:*

&lt;0, , &gt;

*Rotations:*

&lt;, , &gt;

**OK***Select Geometric Entities:*

select left edge of block

**Add****OK****Apply**

Now, create a pressure on the top edge of the block (to simulate weight, load, or whatever - basically to keep the block pressed against the base).

*Action:***Create***Object:***Pressure***Type:***Element Uniform***New Set Name:***top\_pressure***Target Element Type:***2D****Input Data...***Edge Pressure:***100****OK****Select Application Region...***Geometry Filter:*◆ **FEM**

Be sure to use the following entity select icon:

**Edge of Element***Select 2D Elements or Edge:*

select the top edges of the top elements of the block

**Add**

---

<b>OK</b>
<b>Apply</b>

Create a contact definition for the block and the base.

<i>Action:</i>	<b>Create</b>
<i>Object:</i>	<b>Contact</b>
<i>Type:</i>	<b>Element Uniform</b>
<i>Option:</i>	<b>Deform-Deform</b>
<i>New Set Name:</i>	<b>interface</b>

<b>Select Application Region...</b>
-------------------------------------

<i>Geometry Filter:</i>	◆ <b>Geometry</b>
<i>Master Surface:</i>	<b>2D Solid Edge</b>
<i>Slave Surface:</i>	<b>2D Solid Edge</b>
<i>Active Region:</i>	<b>Master</b>
<i>Select Surface Edges:</i>	select left, bottom, and right edges of block

<b>Add</b>
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<i>Active Region:</i>	<b>Slave</b>
<i>Select Surface Edges:</i>	select top edge of base

<b>Add</b>
------------

<b>OK</b>
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<b>Input Data...</b>
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This is where you can add complications and customizations to the interface, such as friction.

<i>Contact Type:</i>	<b>General</b>
<i>Sliding Type:</i>	<b>Large</b>
<i>Surface Behavior:</i>	<b>Hard</b>
<i>Friction Formulation:</i>	<b>Penalty</b>
<i>Viscous Damping:</i>	<b>Off</b>

*Penetration Type:***One-Sided****OK****Apply**

8. Create two load cases for the analysis.

The first load case will consist of applying pressure to the top of the block, while the second will be a forced displacement with the pressure still on the block.

#### ◆ Load Cases

*Action:***Create***Load Case Name:***press****Assign/Prioritize Loads/BCs***Select LBCs to Add to Spreadsheet:*

**Conta\_interface  
Displ\_base\_fixity  
Displ\_horiz\_hold  
Press\_top\_pressure**

**OK****Apply***Load Case Name:***push****Assign/Prioritize Loads/BCs***Select LBCs to Add to Spreadsheet:***Displ\_block\_push***(select rows containing)***Displ\_horiz\_hold****Remove Selected Rows****OK****Apply**

9. Submit the nonlinear analysis, creating two steps corresponding to the two load cases.

#### ◆ Analysis

<i>Action:</i>	<input type="text" value="Analyze"/>
<i>Object:</i>	<input type="text" value="Entire Model"/>
<i>Method:</i>	<input type="text" value="Full Run"/>
<input type="button" value="Step Creation..."/>	
<i>Job Step Name:</i>	<input type="text" value="step_1"/>
<i>Solution Type:</i>	<input type="text" value="Nonlinear Static"/>
<input type="button" value="Select Load Cases..."/>	
<i>Available Load Cases:</i>	<input type="text" value="press"/>
<input type="button" value="OK"/>	
<input type="button" value="Apply"/>	
<i>Job Step Name:</i>	<input type="text" value="step_2"/>
<i>Solution Type:</i>	<input type="text" value="Nonlinear Static"/>
<input type="button" value="Solution Parameters..."/>	
<i>Max No of Increments:</i>	<input type="text" value="30"/>
<input type="button" value="OK"/>	
<input type="button" value="Select Load Cases..."/>	
<i>Available Load Cases:</i>	<input type="text" value="push"/>
<input type="button" value="OK"/>	
<input type="button" value="Apply"/>	
<input type="button" value="Cancel"/>	
<input type="button" value="Step Selection..."/>	
<i>Selected Job Steps:</i>	<input type="text" value="step_1"/> <input type="text" value="step_2"/>
<input type="button" value="Apply"/>	
<input type="button" value="Apply"/>	

The non-linear analysis job **slide\_block** will then be submitted for analysis to the workstation designated in the Submit Script (usually your local workstation).

The analysis job will take (on average) 5 to 10 minutes to run. When the job is done there will be a results file titled **slide\_block.fil** in the same directory you started MSC/PATRAN in and the **slide\_block.023** file will disappear.

You can monitor the progression of the job by looking at **slide\_block.msg** and **slide\_block.sta** files using the UNIX command **tail -lf [filename]**. You can also monitor the analysis in the background using the UNIX command **ps -a**.

10. Read in the results of the analysis.

#### ◆ Analysis

Action:

Read Results

Object:

Result Entities

Method:

Translate

Select Results File...

Available Files:

slide\_block.fil

OK

Apply

11. Display the results of the analysis.

First, post only the FEM of the model.

#### Group/Post ...

Select Groups to Post:

fem\_all

Apply

Cancel

Next, set the deformation scale factor to 1.0.

#### Display/Results ...

Scale Factor:

1.0

#### ◆ Direct Multiplication

Apply

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**Cancel**

Display the results at the end of the analysis, when the **Total Time=2**.

◆ **Results**

Click on the **Select Results** icon



*Action:*

**Create**

*Object:*

**Quick Plot**

*Select Result Cases:*

**Step2, Total time = 2**

*Select Fringe Result:*

**Stress, Components**

*Select Deformation Result:*

**Deformation, Displacements**

Now, let's animate the results and watch the process take place. First, clear the graphics by using the following icon:



**Reset Graphics**

Next, deselect the fringe result **Stress, Components**.

*Select Fringe Result:*

■ **Animate**

Select the **Animation Options** icon



**Animate Fringe**

*Animation Method:*

◆ **Ramped**

*Number of Frames:*

**8**

**OK**

**Apply**

When done viewing, stop the animation and close the database.