

Remesh Area



Remesh Area

- In order to remesh an area first the user will need to tell PRIMER which shells require remeshing, this can be done by adding and remove shells using the buttons on the panel named “Add shells” and “Remove shells”.
- Once shells are selected the “Apply” button will be active and so the user will just need to specify the “Element size” and if there is any “Feature line limits” and the “Fixed point angle”.
- “Feature line limit” – tells PRIMER to look for any feature lines in the selected shells that have an angle greater than the feature line limit. If it is turned on through the checkbox then PRIMER will show the feature lines in green, and where these feature lines intersect PRIMER will also add fixed points, shown as green dots.
- PRIMER will also look at the free edges and feature lines and based on these make a decision on the number of elements, these can be adjust by the user by clicking on the numbers.

Remesh area

Restart Apply Settings Options

Add shells Remove shells

Element size: 5.0 Ave

Feature line limit: 20.0

Fixed point angle: 45.0

Fixed points Node Edge Free

Feature lines Single Feature Lock

Preserve internal part boundaries : ☒

Preserve elements around hole: ☐

Max hole size: 20.0

Remesh Area – Fixed points and Feature Lines

• Fixed Points –

- **Node** – allows a fixed point to be added/removed on an existing node.
- **Edge** – allows a fixed point to be added/removed on an existing element edge.
- **Free** – allows a fixed point to be added at a free location on an existing shell.
 - Fixed points that have been added manually are shown as cyan blobs.

• Feature Lines –

- **Single** – allows a feature line to be created on a single element edge.
- **Feature** – allows the free edge to propagate until the end of the feature is found.
- **Lock** – allows you to lock a mesh on a free edge/feature line.
 - This will ensure that the original nodes are maintained.
 - This may be useful to keep nodes on hole boundaries that are used in nodal rigid bodies or connections.
 - A locked edge will be drawn in red with red dots for the fixed nodes.

Create hole Remove hole **Remesh area** ? X

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Preserve elements around hole: ☐

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