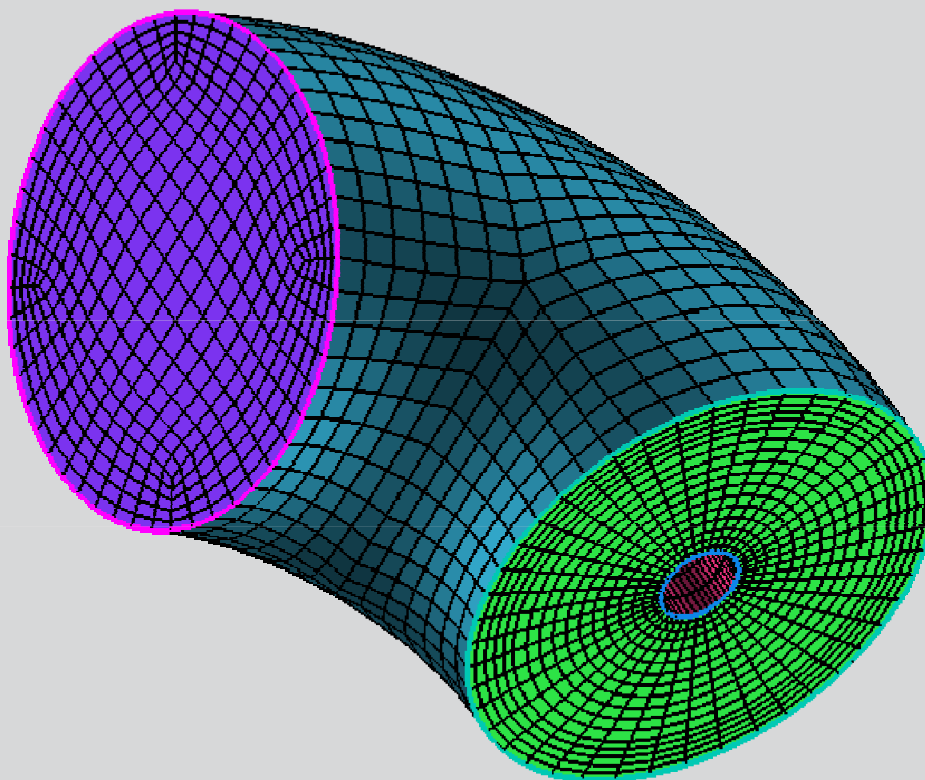


■ 3D Elbow Junction

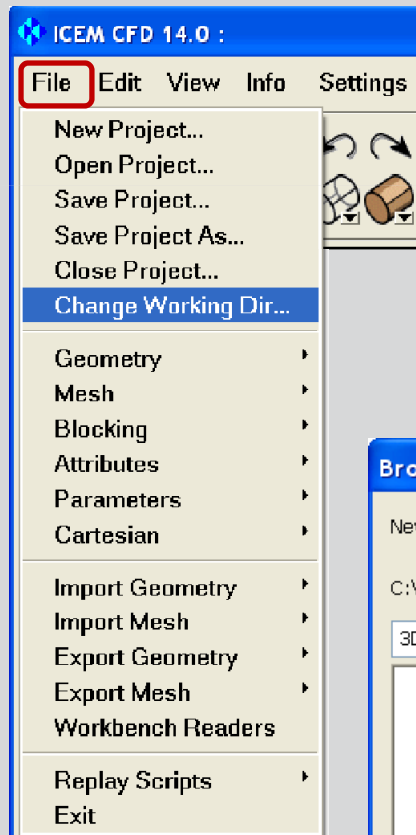
- This is a simplified model of an exhaust or intake port which passes over a valve stem

■ This tutorial demonstrates

- Two uses of O-grid
 - One to capture geometry
 - Other to fix corner mesh in cylindrical tube geometry
- Use of various vertex movement techniques to fit blocking to the geometry and improve mesh quality
- Scan plane

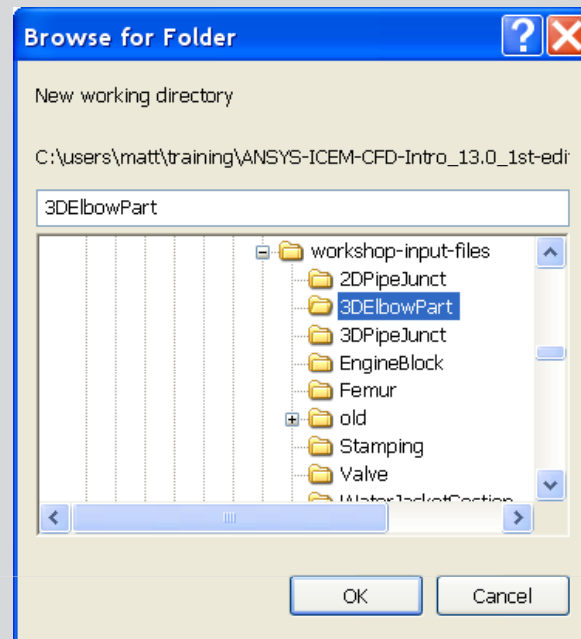


Set Working Directory

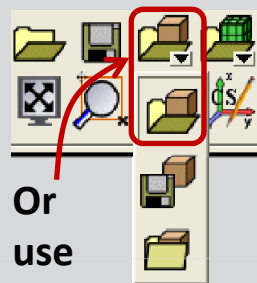
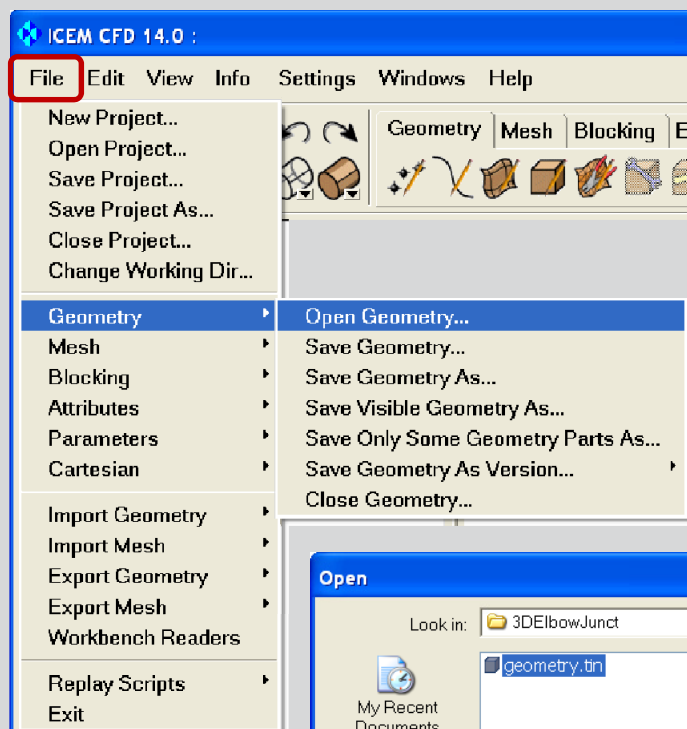


■ Set Working Directory

- Select **File > Change Working Dir...**
- This will open a directory selection window. Select the **3DElbowPart** directory where the geometry exists.
 - All output files will be saved in this working folder
 - Opening any files will default to this working directory
- Opening a project or creating a new project is not necessary
- You can open and save files independently



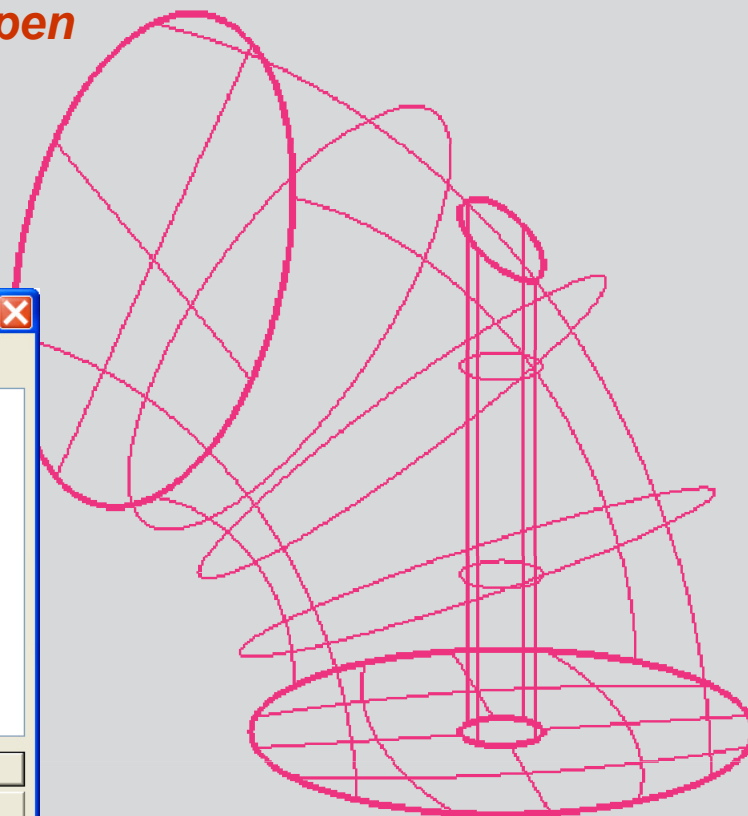
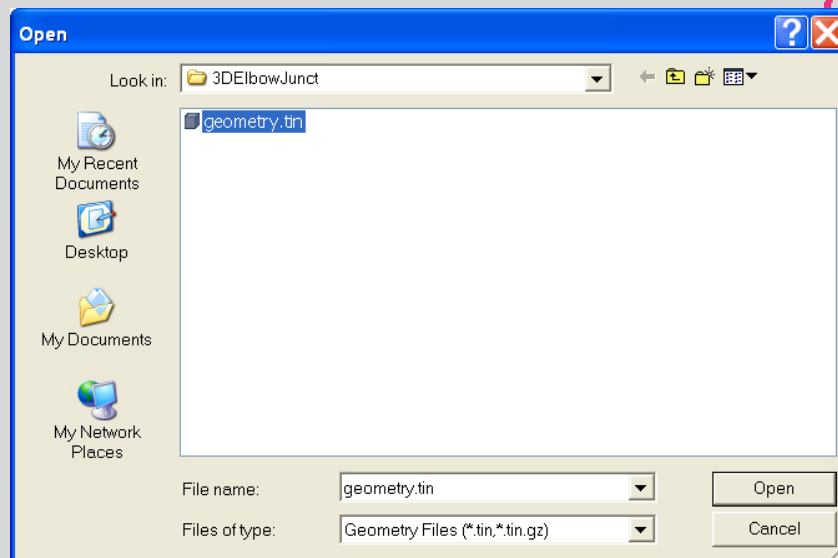
Open Geometry



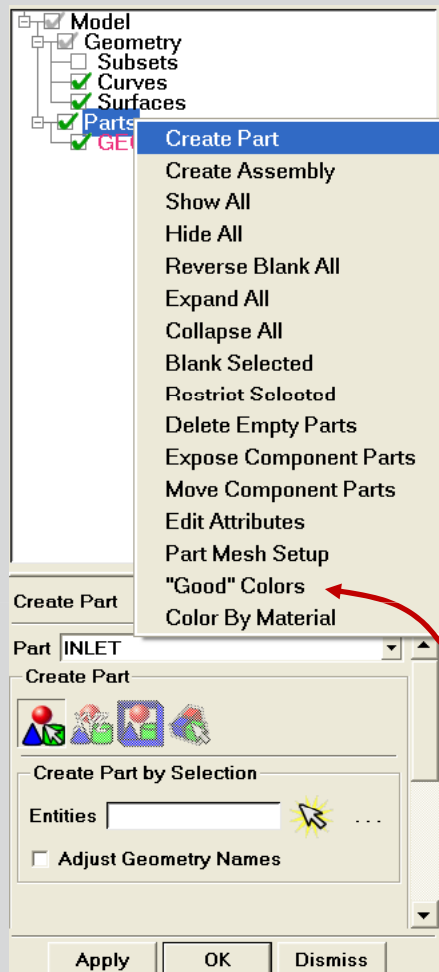
Or
use
quick
icon

■ Open Geometry

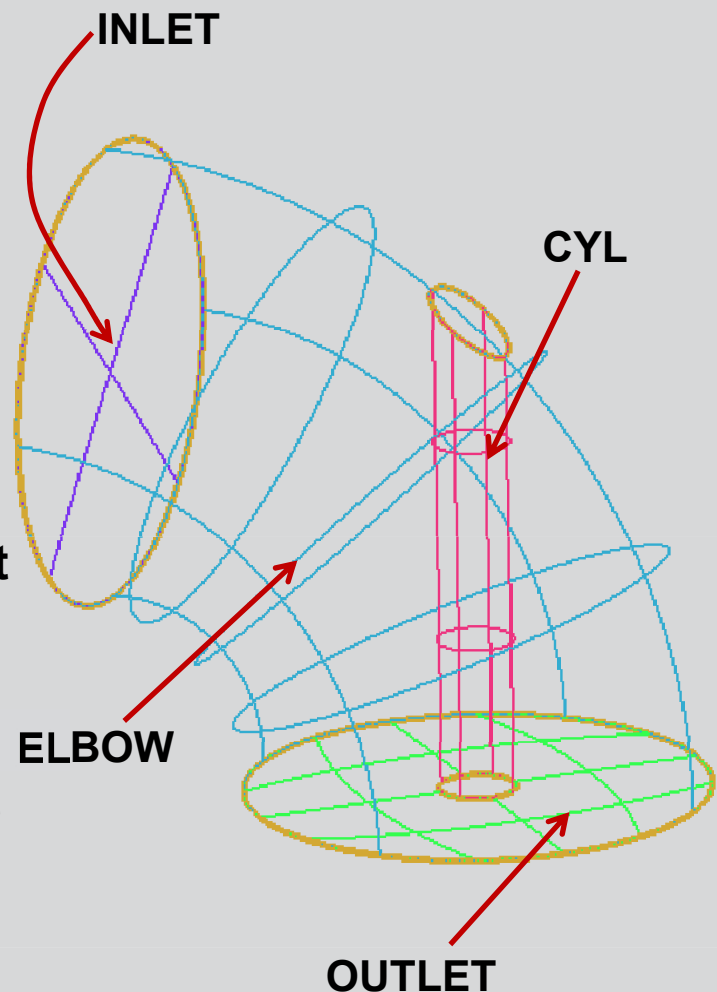
- **File > Geometry > Open Geometry**
- Choose “geometry.tin” file
- Click **Open**



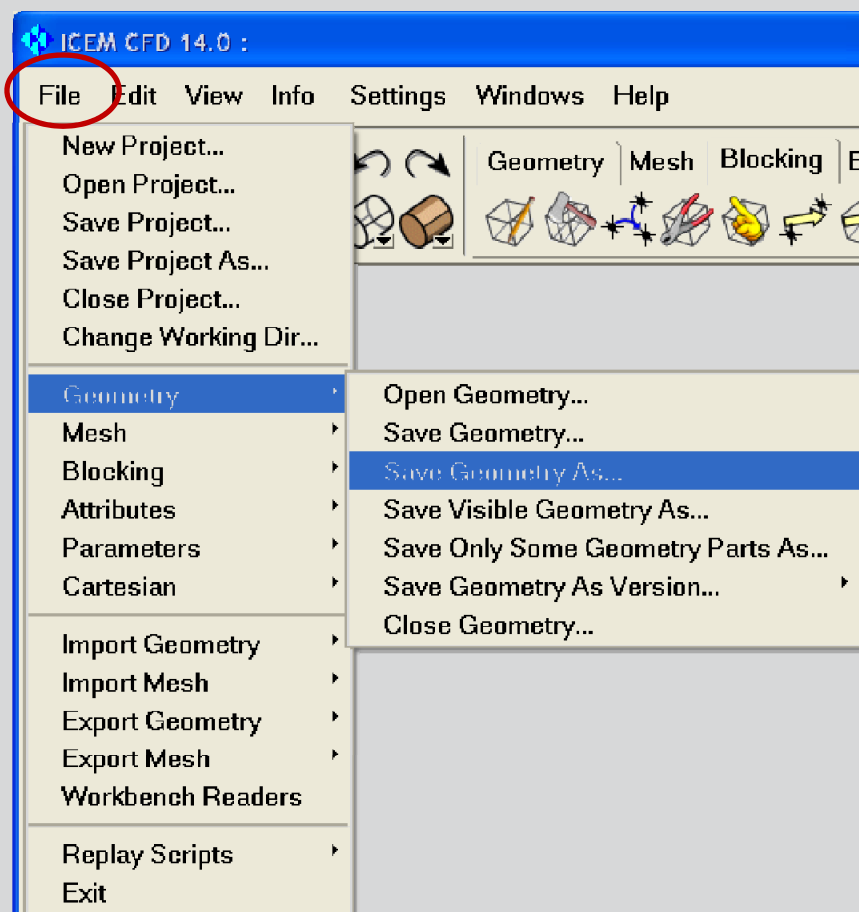
Part Creation



- Turn on **Geometry > Surfaces** in the model tree
- Right-click on **Parts** in the tree and select **Create Part**
- Enter **INLET** as the **Part** name
- Select **Create Part by Selection** 
 - Select the surface at the min-x end of the pipe and middle click to accept
- Repeat for other parts as shown
- Right-click on **Parts** in the tree and select **"Good" colors**

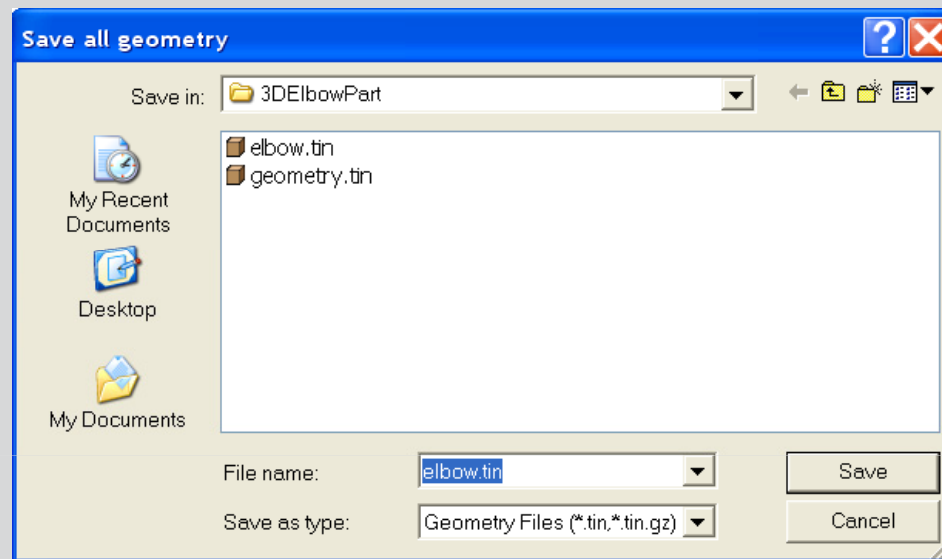


Save Geometry



■ *File > Geometry > Save Geometry As...*

- The part changes will be saved to the geometry
- It's good practice to save to a new name instead of overwriting



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