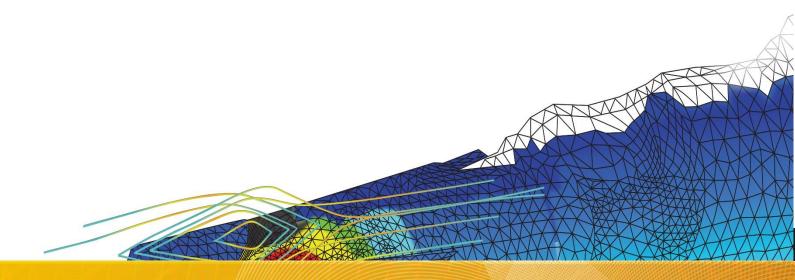


Welding Distortion Wizard

abel.ramos@ansys.com



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Welding Distortion - Overview



- Welding Distortion:
- Target application: Mechanical
- Description: Predict distortion in metal components connected by welding toes.

The version of the App and the supported versions of ANSYS are the ones indicated on the App Store.

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ACT App Store



- https://appstore.ansys.com/shop/ACTApps act%20apps
- Great place to get started
 - A library of helpful applications available to any ANSYS customer
 - New apps added regularly
 - Applications made available in either binary format (.wbex file) or binary plus scripted format (Python and XML files)
 - Scripted extensions are great examples
 - Documentation and training materials available on the ANSYS Customer Portal:

https://support.ansys.com/AnsysCustomerPortal/en_us/Downloads/AC T+Resources



Information



 Please pay attention to paragraph 9 of the CLICKWRAP SOFTWARE LICENSE AGREEMENT FOR ACS EXTENSIONS regarding TECHNICAL ENHANCEMENTS AND CUSTOMER SUPPORT (TECS): "TECS is not included with the Program(s)"

 Report any issue or provide feedback related to this app please contact:

Contact email address: abel.ramos@ansys.com



Binary App Installation (1)

Installing from the ACT Start Page:

- 1. From the project page, select the "ACT Start Page" option
- Click on "Extension Manager"
- Press "+" symbol in the top right corner
- It will open a file dialog to select the appropriate "*.wbex" binary file
- The extension is installed

Loading the extension:

- 1. From the Extension Manager, click on your extension and choose 'Load Extension'
- 2. The extension is loaded





Notes:

- The extension to be installed will be stored in the following location: %AppData%\Ansys\[version]\ACT\extensions
- The installation will create a folder in this location, in addition to the .wbex file
- Example for [version]: v180



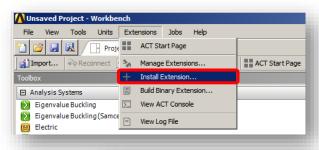
Binary App Installation (2)

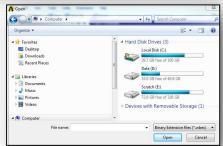
Installing from the Extensions menu:

- 1. From the Extensions menu, select the "Install Extension..." option
- 2. It will open a file dialog to select the appropriate "*.wbex" binary file
- 3. Click "Open" to install the extension

Loading the extension:

- 1. From the Extension Manager, click on your extension and choose 'Load Extension'
- 2. The extension is loaded





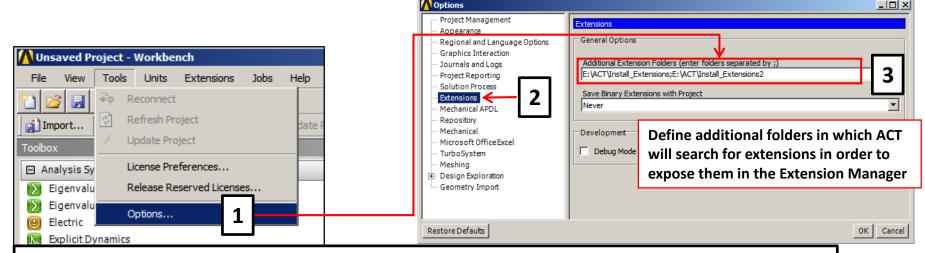
Notes:

- The extension to be installed will be stored in the following location: %AppData%\Ansys\[version]\ACT\extensions
- The installation will create a folder in this location, in addition to the .wbex file



Binary App Installation (3)

- Once the binary extension is installed at default location, one can move the *.wbex and the folder to any other location
 - Default path: %AppData%\Ansys\[version]\ACT\extensions
 - New path: Any location on your machine, shared drive etc.
- All users interested in using the extension need to include that path in their Workbench Options
 - In the "Tools" menu, select the "Options..."
 - Select "Extensions" in the pop up panel
 - Add the path under "Additional Extensions Folder ..."



Notes:

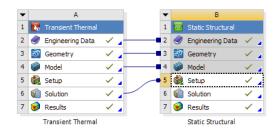
- During the scan of the available extensions, the folders will be analyzed according to the following order:
 - 1. The application data folder(e.g. %AppData%\Ansys\[version]\ACT\extensions)
 - 2. The additional folders defined in the "Additional Extension Folders" property
 - 3. The installation folder
 - 4. The "extensions" folder part of the current Workbench project (if the project was previously saved with the extension)
- If an extension is available in more than one of these locations, the 1st one according to the scan order is used

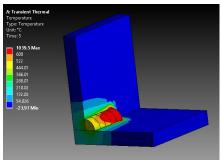


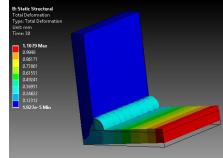
Documentation

The objective of this wizard is to automate the set up creation to simulate the welding process in ANSYS Mechanical in order to predict welding distortion









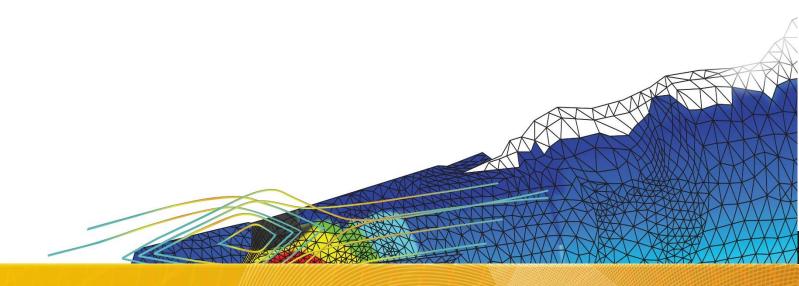
Assumptions:

- Weld geometry will be manually prepared on SpaceClaim
- Mechanical Script will automatically create all the contacts for the welding, the analysis settings time stepping and ekill/ealive controls needed
- Weld is assumed to be deposited at a user defined temperature and cooled down to room temperature
- Material Properties defined by user on Engineering Data. Properties dependant on Temperature, but not phase changes defined.





Simulating welding process - Wizard

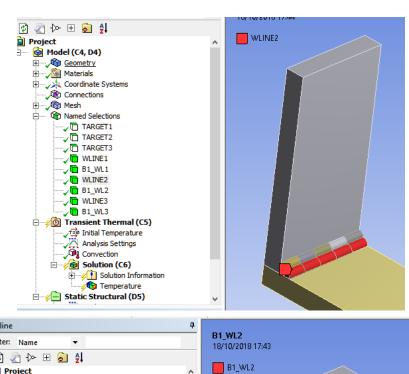


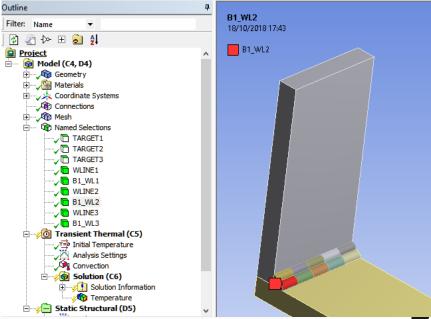
Wizard

Name Selection Automatic Creation If WELD1, WELD2,, WELD3 wants to be automatically created, you can use two name selections

- WLINEi: Cointaining all the bodies in the welding line
- B1_WLi: Defining the first body in the welding line

Where "i" corresponds to the number of the welding line 1,2,3....,n

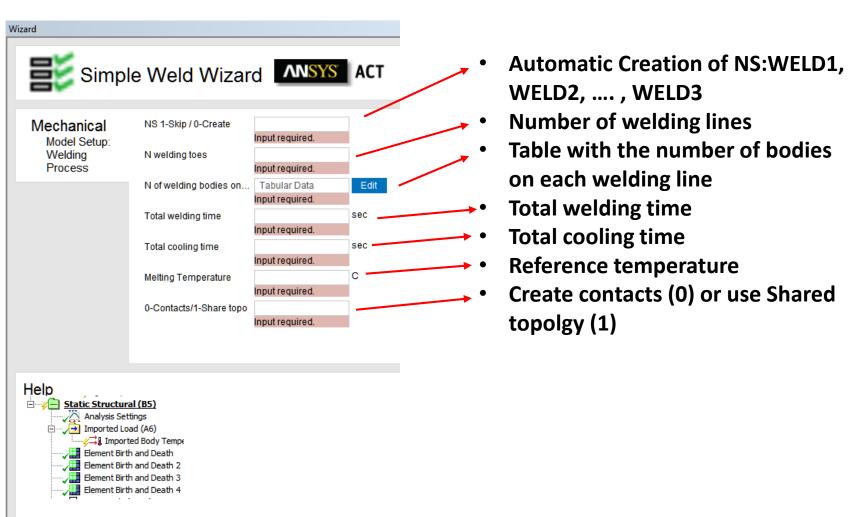




Wizard



Install: S_WeldWizard.wbex

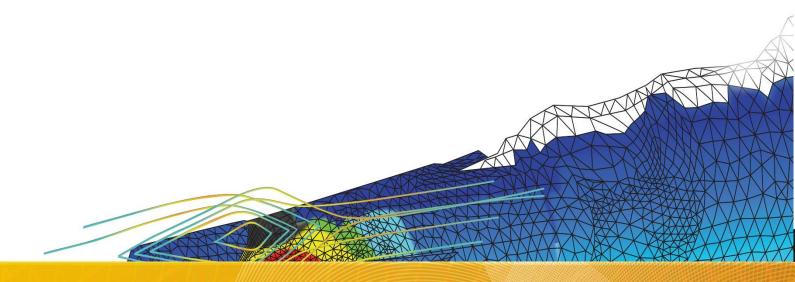


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Simulating welding process

Workflow



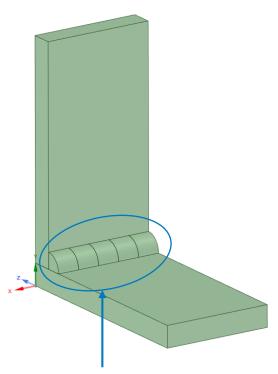
Welding Process Project Example

Geometry **Preparation**

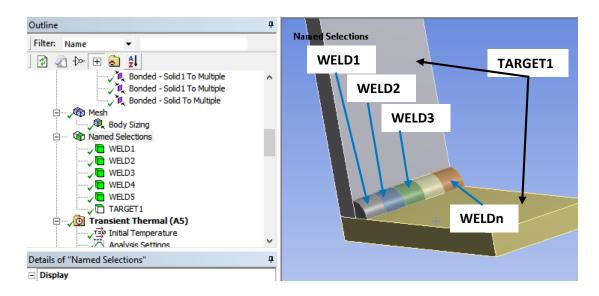
Material **Properties** Meshing

Mechanical Set Up

Post-Processing



Create welding geometry on SpaceClaim and divide it in "n" bodies depending on resolution required during simulation. Use share topology to obtain a conformal mesh in the weld



User needs to define manually the order on which each body will be alive in the simulation based on a Name Selection, starting form WELD1, WELD2, ... up to WELDn If you are not using shared topology, contacts will be automatically created. In this case, for each weld, some targets faces need to be defined using a Named Selection: TARGET1, TARGET2, .. TARGETm



Welding Process Project Example

Geometry **Preparation**

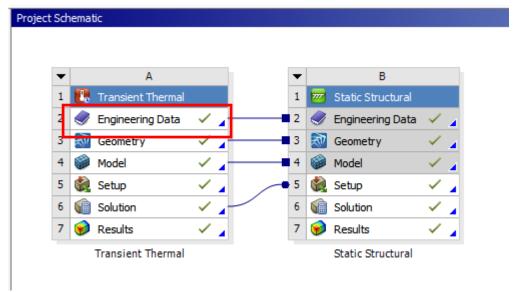
Material **Properties**

Meshing

Mechanical Set Up

Post-Processing

User can use standard Engineering data to define the material properties used in the simulation





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Welding Process Project Example

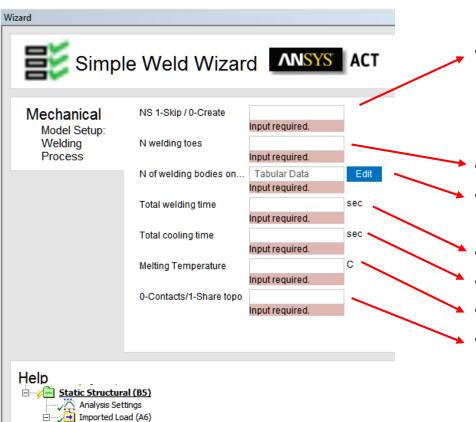
Geometry Preparation

Material Properties

Meshing

Mechanical Set Up

Post-Processing



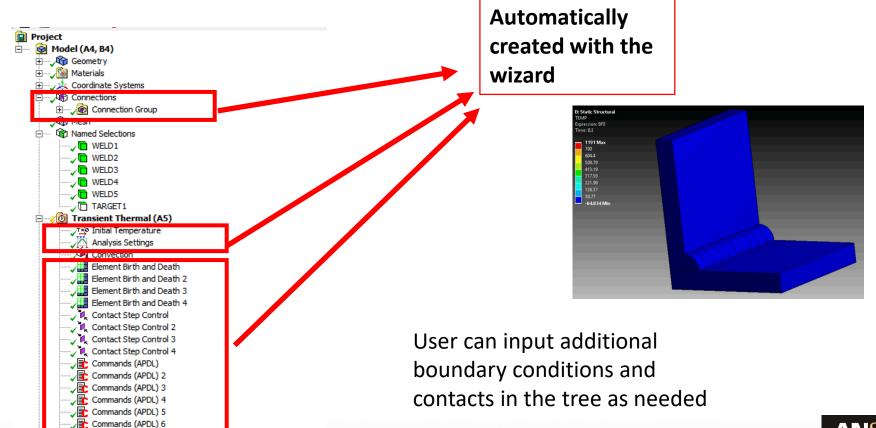
- Automatic Creation of NS:WELD1, WELD2,, WELD3. If 1, you need to use WLINEi, B1_WLi as explained on slide 13
- Number of welding lines
- Table with the number of bodies on each welding line
- Total welding time
- Total cooling time
- Reference temperature
- Create contacts (0) or use Shared topolgy (1)

Geometry **Preparation**

Material Properties Meshing

Mechanical Set Up

Post-Processing

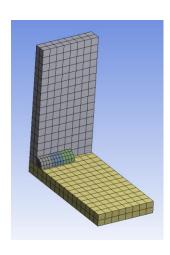


Geometry **Preparation**

Material **Properties** Meshing

Mechanical Set Up

Post-Processing



Procedure

- The number of total Load Steps Automatically defined is the number of welding bodies plus one additional to cool the model down
- The time defined for each WELDn body is TWtime/(number of welding bodies)
- Each new WELDn body is activated at T=Melt Temperature defined by the user. Temp is maintained during the load step and is freed to cool down in the nexst load step

Example: Load Step 3



Temp = Cooling down depending on B.C.

Temp = Melt temp [ºC]

Time = Twtime/5



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Geometry Preparation

Material Properties

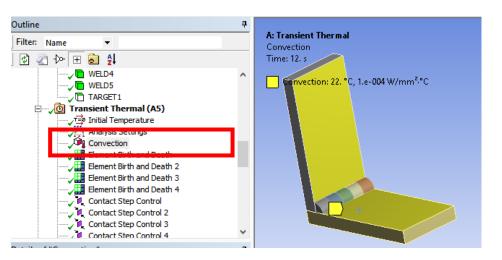
Meshing

Mechanical Set Up

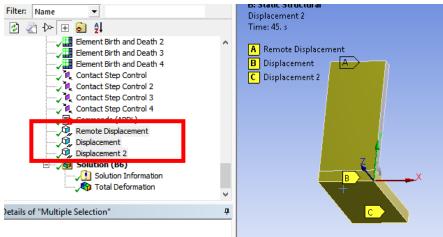
Post-Processing

Example additional boundary condition suggested

Thermal: Convection

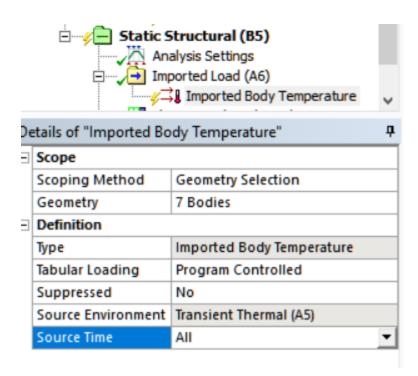


Structural: Displacements



Displacements can be deactivated in the last Load Step to calculate spring back due to thermal loads

Boundary Conditions - Tip



- Under StaticStructural Analysis Systems:
 - Define Source Time: All on the Imported Body Temperature

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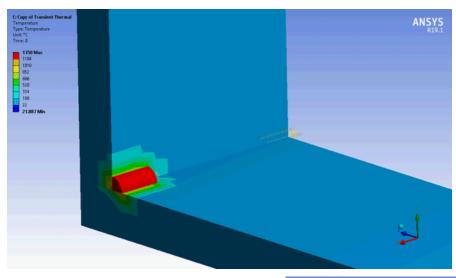
Geometry Preparation

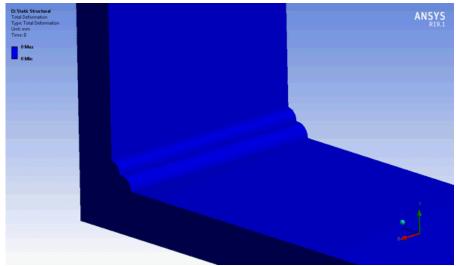
Material Properties

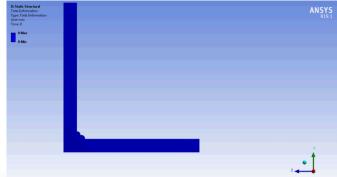
Meshing

Mechanical Set Up

Post-Processing









Thank you

- Abel Ramos
- abel.ramos@ansys.com

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