

EXTERNAL INCOMPRESSIBLE FLOW OVER HULL OF SHIP

2d_hull_with_mod

1. copy the files in the folder 0.org to 0 or rename the folder 0.org to 0
2. fluentMeshToFoam Mesh_File.msh - conversion of .msh mesh file to foam format
3. Open the p and U file in 0 folder change the following boundary name

wall_surface_body to wall-surface_body

4. changeDictionary
5. simpleFoam
6. save a .foam file for post processing in paraview

2d_hull_without_mod

1. copy the files in the folder 0.org to 0 or rename the folder 0.org to 0
2. fluentMeshToFoam Mesh_File.msh - conversion of .msh mesh file to foam format
3. changeDictionary
4. change the forces function in controlDict file to forces coefficient type as follows

```
libs ( "libturbulenceModels.dll" "libfvOptions.dll" "libturbulenceModelSchemes.dll" );
functions
```

```
{
```

```
forceCoeffs1
```

```
{
```

```
// Mandatory entries
```

```
type forceCoeffs;
```

```
libs ("libforces.so");
```

```
patches (wall_surface_body);
```

```
// Optional entries
```

```
// Field names
```

```
p p;
```

```
U U;
```

```
rho rhoInf;
```

```
rhoInf 1.0;
```

```
log true;
```

```
// Reference pressure [Pa]
```

```
pRef 0;
```

```
// Include porosity effects?
```

```
porosity no;
```

```
// Store and write volume field representations of forces and moments
```

```
writeFields yes;
```

```

// Centre of rotation for moment calculations
CofR      (0 0 0);

// Lift direction
liftDir   (0 0 1);

// Drag direction
dragDir   (1 0 0);

// Pitch axis
pitchAxis (0 1 0);

// Freestream velocity magnitude [m/s]
magUInf   1.0;

// Reference length [m]
lRef      1;

// Reference area [m2]
Aref      1.0;

// Spatial data binning
// - extents given by the bounds of the input geometry
binData
{
  nBin     20;
  direction (1 0 0);
  cumulative yes;
}
}

```

5. run simpleFoam
6. save the results as .foam file for post processing

3d_hull_analysis

1. copy the files in the folder 0.org to 0 or rename the folder 0.org to 0
2. blockMesh
3. snappyHexMesh -overwrite
4. createPatch -overwrite
5. changeDictionary
6. simpleFoam
7. save the results as .foam file for post processing

2d hull with mod mesh pic

Pipeline Browser

- builtin:
- ship_2d_with.foam

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (ship_2d_wit)

Refresh

Skip Zero Time

Case Type Reconstructed Case

Label Size 32-bit

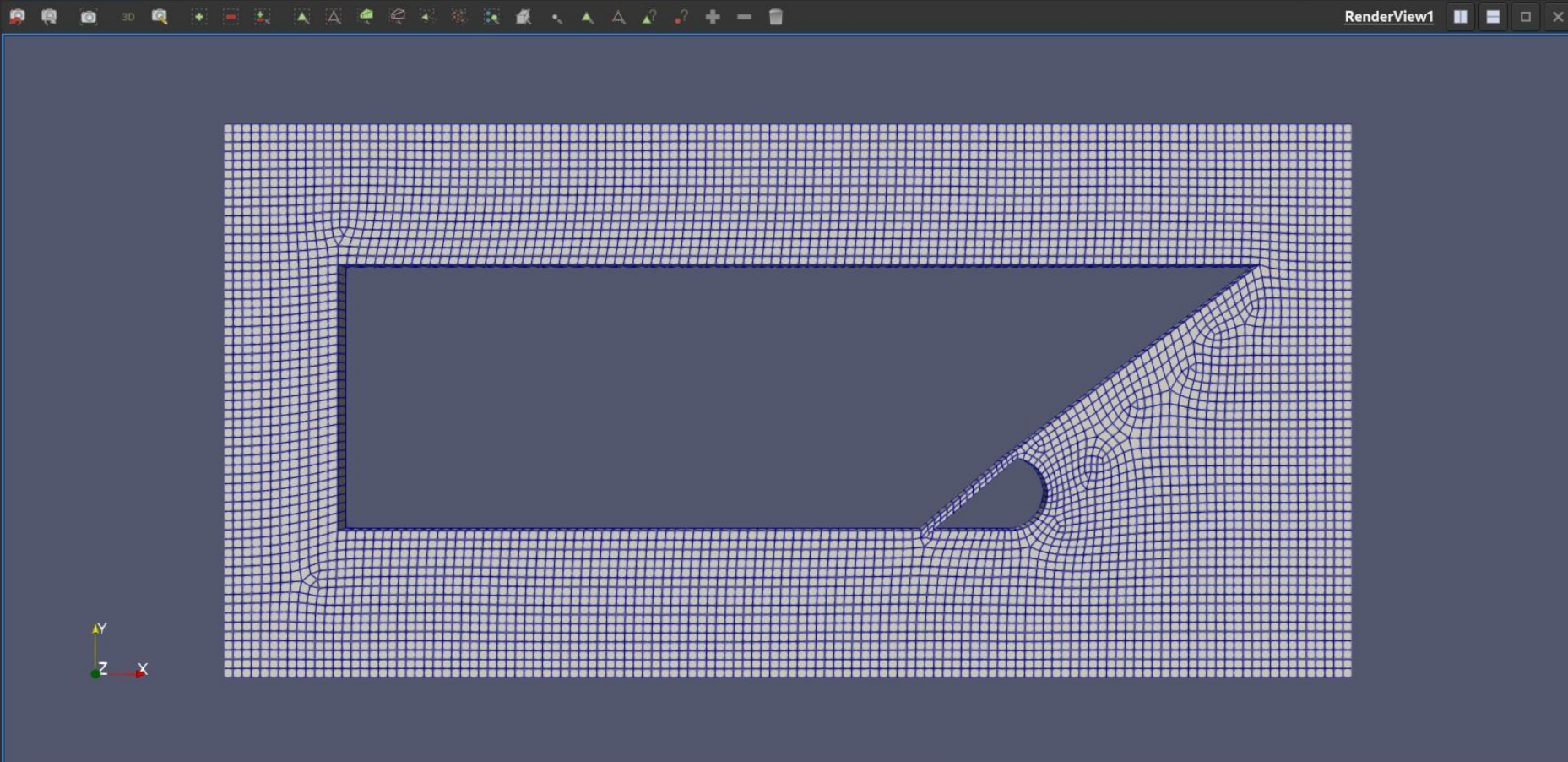
Scalar Size 64-bit (DP)

Create cell-to-point filtered data

Add dimensional units to array names

Mesh Regions

group/empty



2d hull with mod pressure contour

Pipeline Browser

- builtin:
 - ship_2d_with.foam
 - StreamTracer1

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Coloring

p

Edit

Styling

Opacity 1

Lighting

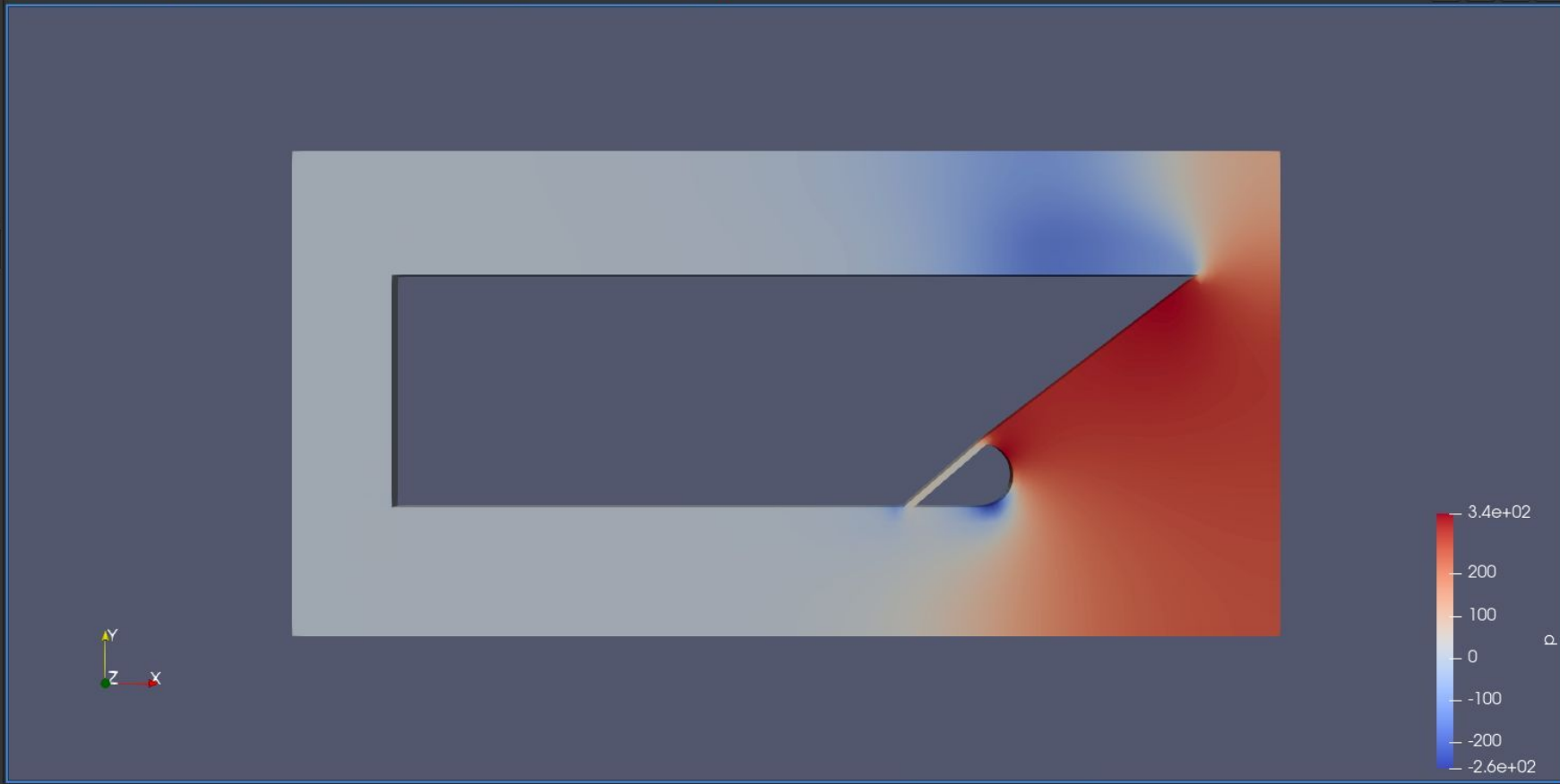
Specular 0

Data Axes Grid Edit

View (Render View)

Layout #1

RenderView1



2d hull with mod U contour

Pipeline Browser

- builtin:
 - ship_2d_with.foam
 - StreamTracer1

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (ship_2d_with.)

Refresh

Skip Zero Time

Case Type: Reconstructed Case

Label Size: 32-bit

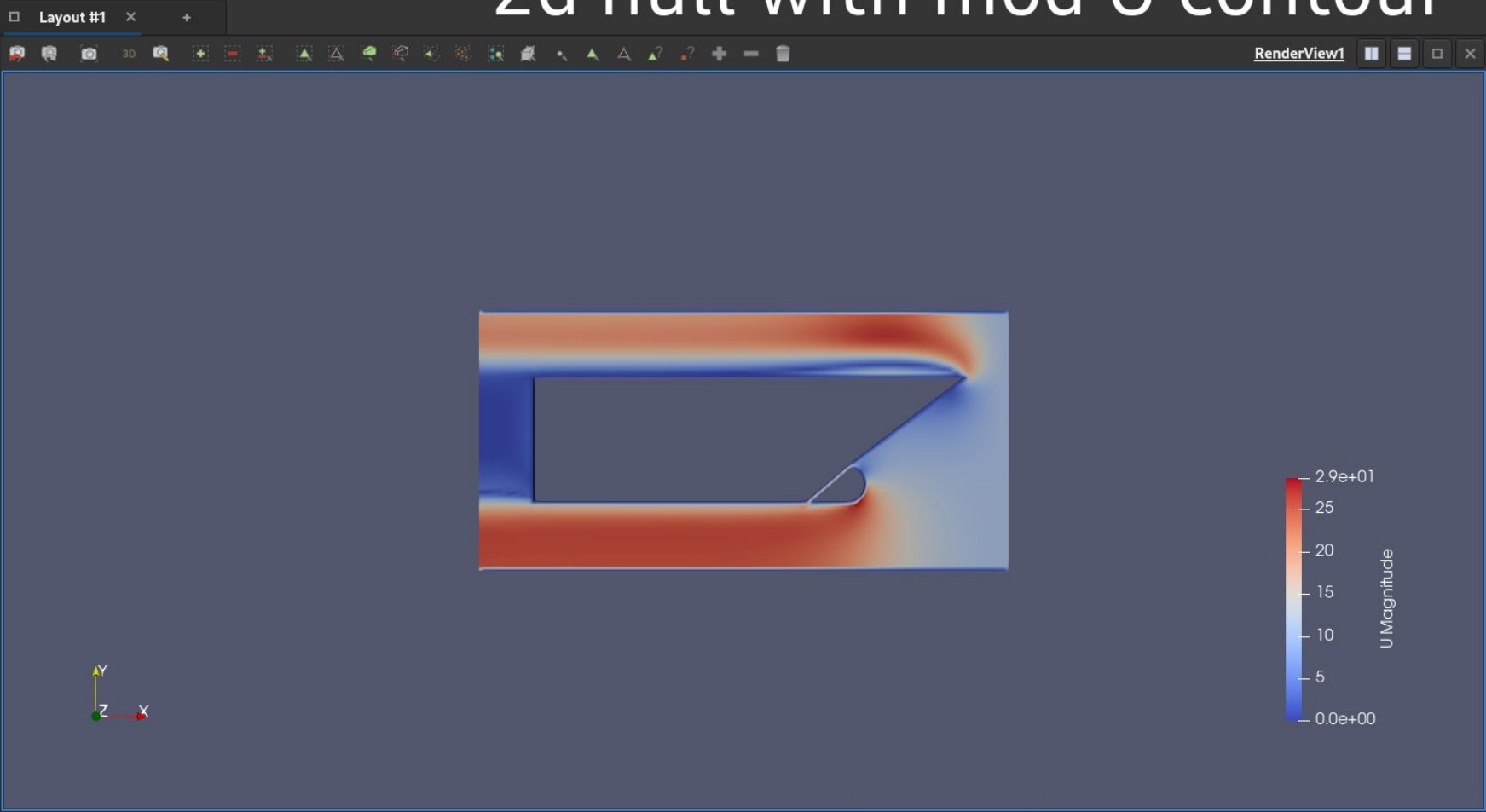
Scalar Size: 64-bit (DP)

Create cell-to-point filtered data

Add dimensional units to array names

Mesh Regions

- group/empty
- group/wall



2d hull with mod stream tracker

Pipeline Browser

- builtin:
 - ship_2d_with.foam
 - StreamTracer1

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (StreamTracer)

Vectors: U

Integration Parameters

Integration Direction: BOTH

Integrator Type: Runge-Kutta 4-5

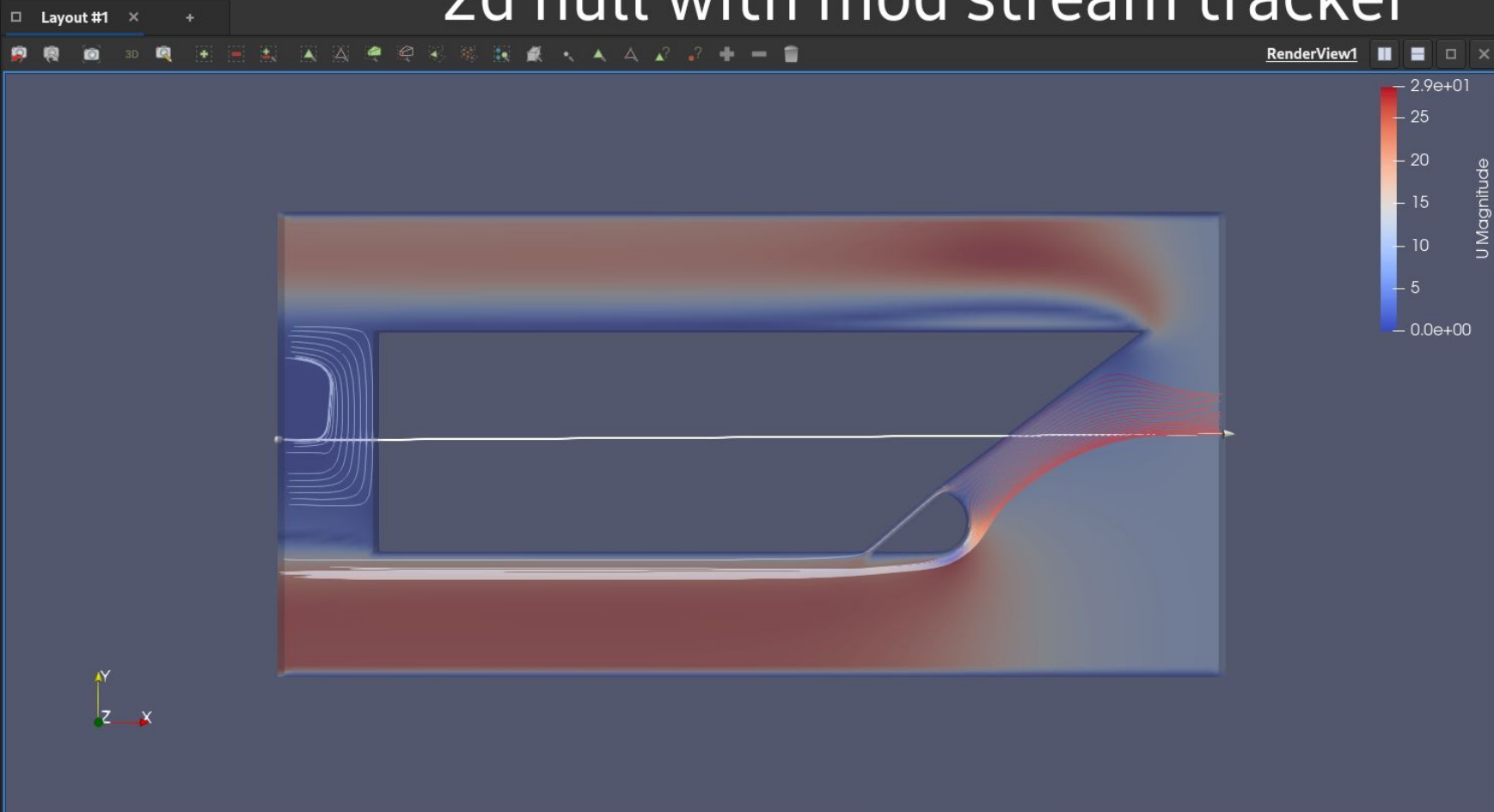
Streamline Parameters

Maximum Streamline Length: 47.9539

Seeds

Seed Type: Line

Line Parameters





2d hull without mod geometry

Pipeline Browser

- builtin:
 - 2d_ship_without.foam
 - Contour1

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Mesh Regions

- group/empty
- group/wall
- internalMesh
- patch/frontAndBackPlanes
- patch/inlet
- patch/outlet
- patch/wall
- patch/wall-surface_body

Cell Arrays

- U



Time: 242 3 - + max is 3

Solid Color Surface With Edges

2d hull without mod mesh pic

Pipeline Browser

- builtin:
 - 2d_ship_without.foam
 - Contour1

Properties Information

Apply Reset Delete ?

Search ... (use Esc to clear text)

ADD DIMENSIONAL UNITS TO ARRAY NAMES

Mesh Regions

- group/empty
- group/wall
- internalMesh
- patch/frontAndBackPlanes
- patch/inlet
- patch/outlet
- patch/wall
- patch/wall-surface_body

Cell Arrays

- U



2d hull without mod U contour

Pipeline Browser

- builtin:
- 2d_ship_without.foam
- Contour1

Properties Information

Apply Reset Delete ?

Search ... (use Esc to clear text)

Display (GeometryRepres)

Representation Surface

Coloring

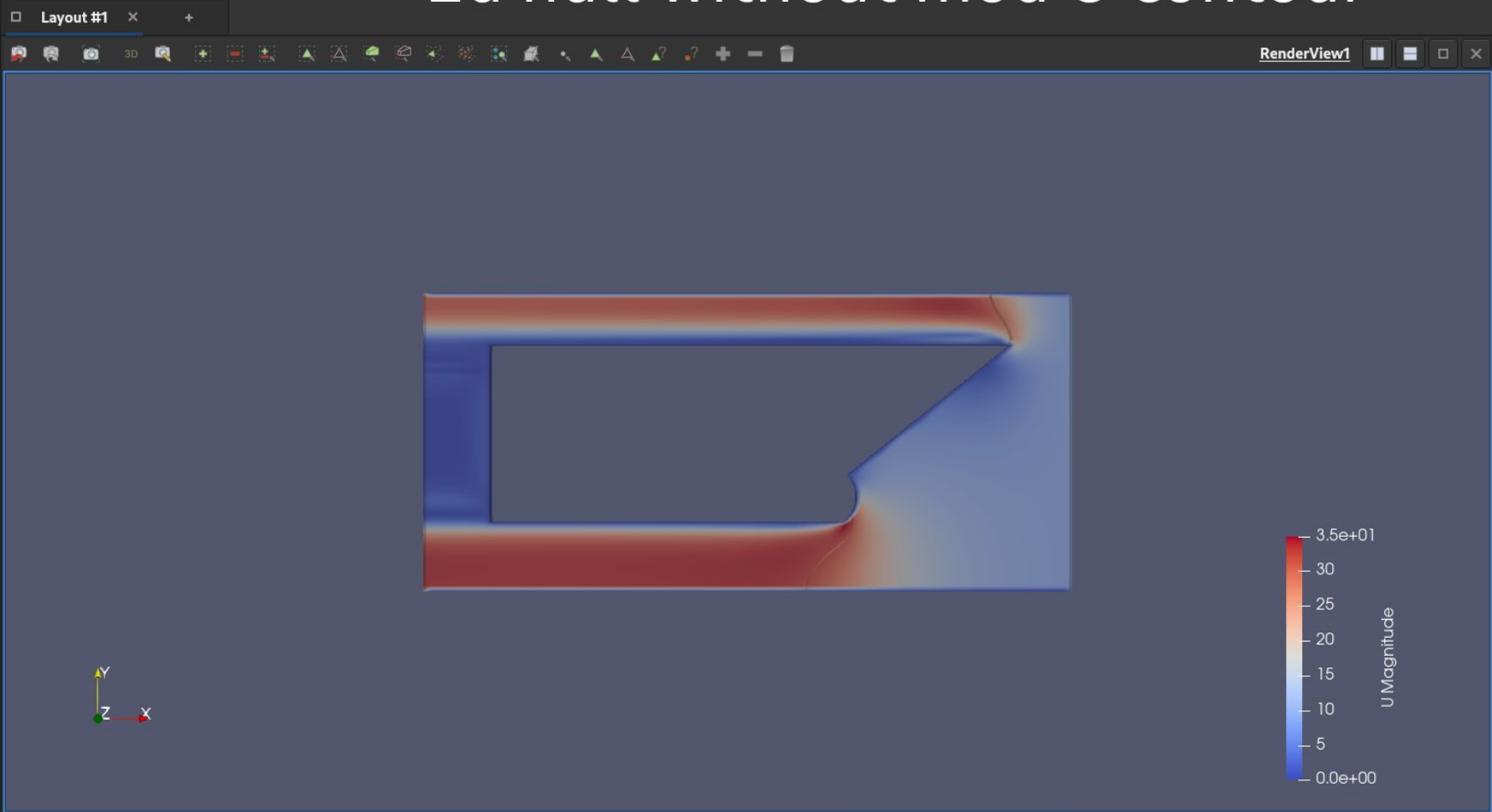
Solid Color

Edit

Styling

Opacity 1

Lighting



2d hull without mod pressure contour

Pipeline Browser

- builtin:
- 2d_ship_without.foam

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (2d_ship_with)

Refresh

Skip Zero Time

Case Type Reconstructed Case

Label Size 32-bit

Scalar Size 64-bit (DP)

Create cell-to-point filtered data

Add dimensional units to array names

Mesh Regions

- group/empty
- group/wall



2d hull without mod stream tracker

Pipeline Browser

- builtin:
 - 2d_ship_without.foam
 - Contour1
 - StreamTracer1

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (StreamTracer)

Vectors: U

Integration Parameters

Integration Direction: BOTH

Integrator Type: Runge-Kutta 4-5

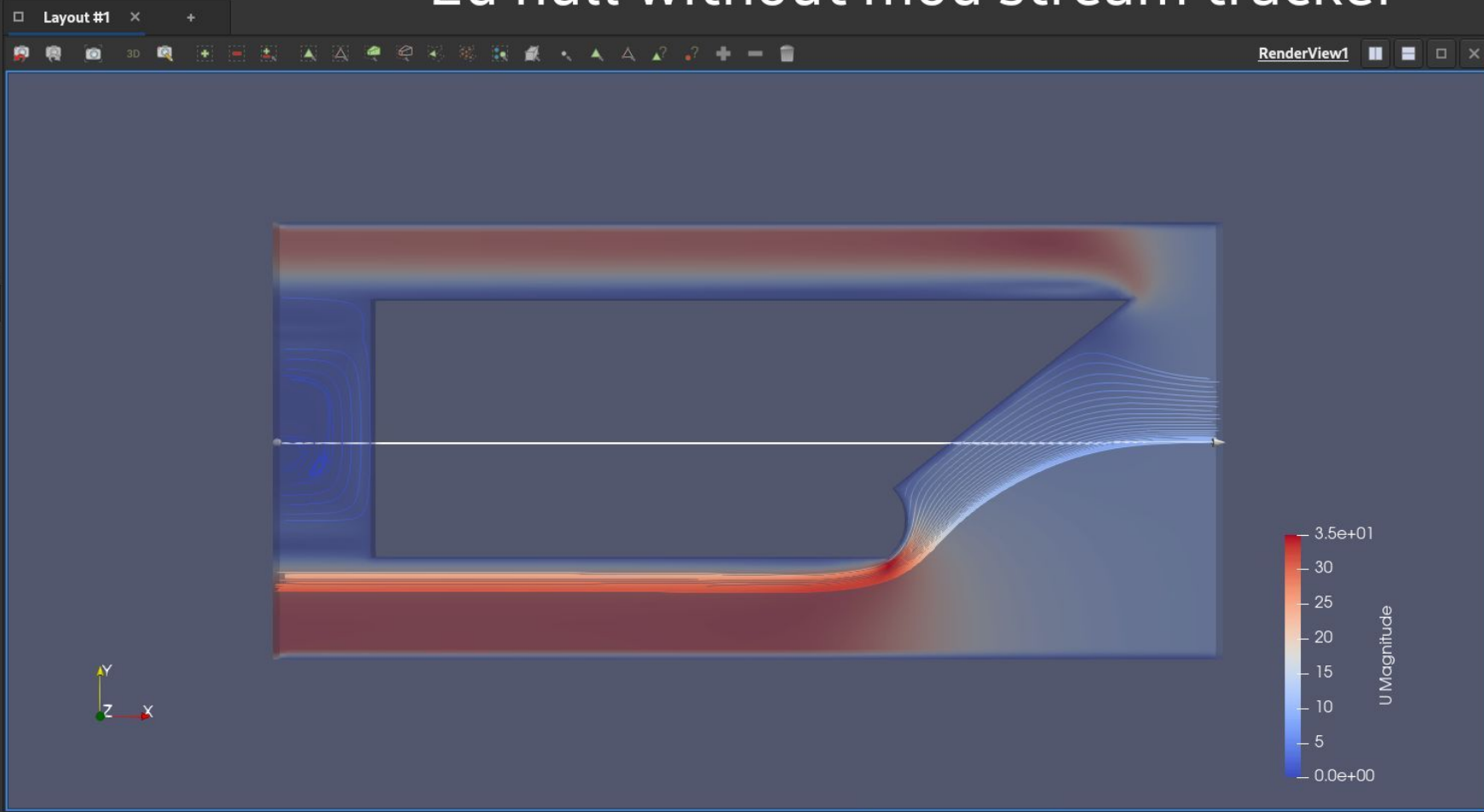
Streamline Parameters

Maximum Streamline Length: 46.3075

Seeds

Seed Type: Line

Line Parameters



pressure analysis of hull of ship

Pipeline Browser

- builtin:
- 3d_ship.foam

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Display (UnstructuredGrid)

Representation Surface

Coloring

p

Edit

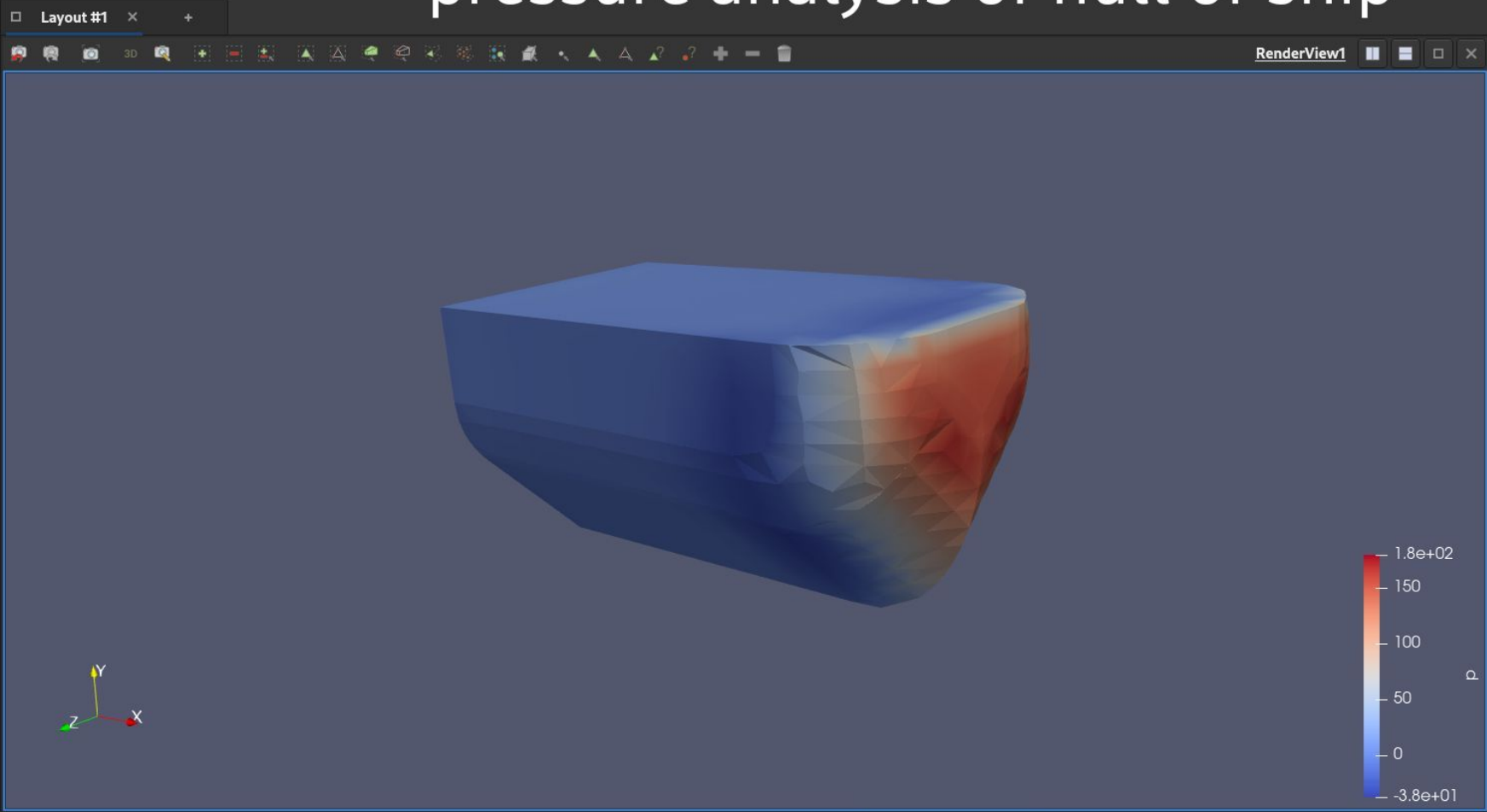
Styling

Opacity 1

Lighting

Specular 0

Data Axes Grid Edit



Time: 143 2 - + max is 5

U Magnitude Surface

front streamlines and stream tracker

Pipeline Browser

- builtin:
- 3d_ship.foam
- StreamTracer1

Properties Information

Properties

Apply Reset Delete ?

Search ... (use Esc to clear text)

Properties (StreamTracer)

Vectors: U

Integration Parameters

Integration Direction: BOTH

Integrator Type: Runge-Kutta 4-5

Streamline Parameters

Maximum Streamline Length: 30000.2

Seeds

Seed Type: Point Cloud

Point Cloud Parameters

