예제로 알아보는 HyperWorks X

Morph Mesh 예제 1 편

한국알테어

서지원

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Morph 종류

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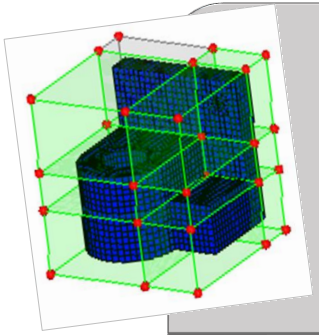
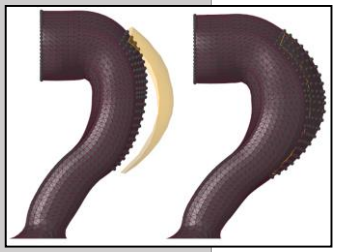


1. Morph Volume

- ✓ Volume 영역에서 Handle을 통한 형상 변경
- ✓ Assembly 가 많은 복잡한 모델에서 유용

2. Map to Geometry

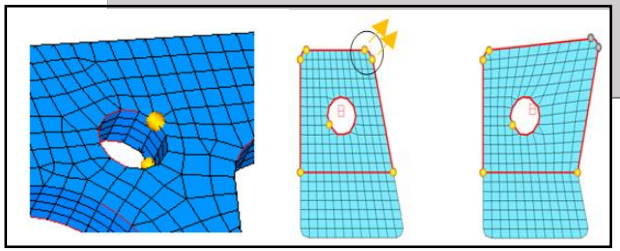
- ✓ 기준이 되는 Geometry: Lines, Surfaces 에 따라 형상 변경



HyperMorph

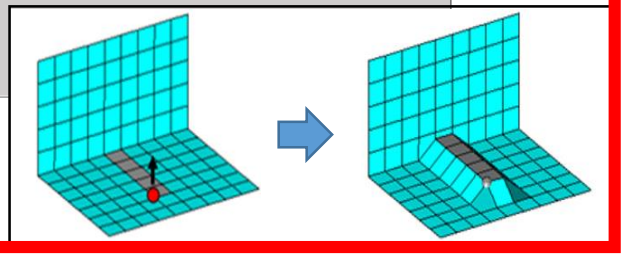
3. Morph Domain

- ✓ 특정 영역 (Domain; RedEdge) 에서 Handle을 통한 형상 변경



4. Freehand Morphing

- ✓ 영역 정의없이 대상이 되는 FE 기반으로 Mapping 방향 선택하여 형상 변경



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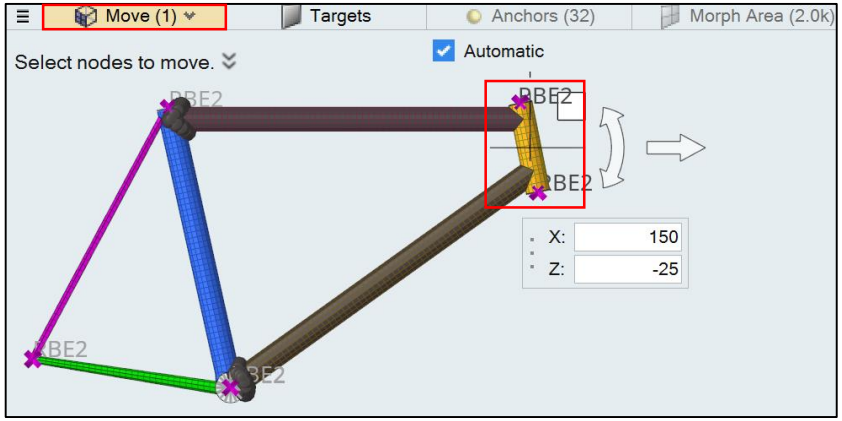
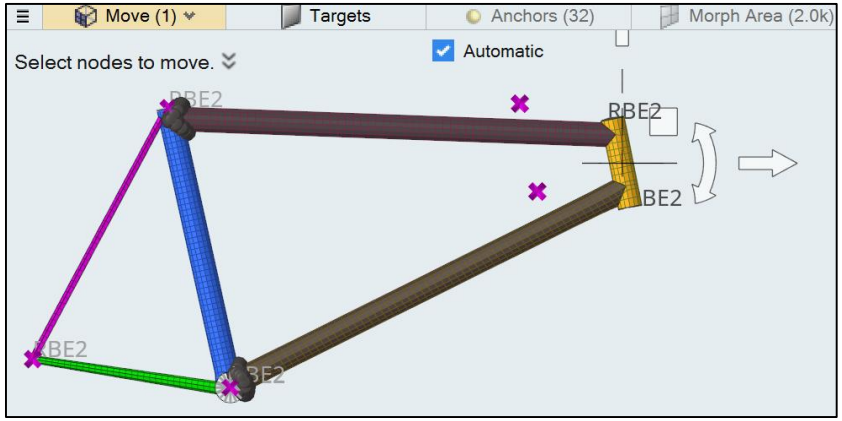
Example

Case 1. head_tube 이동





❖ 변경 조건

X	Y
150	-25

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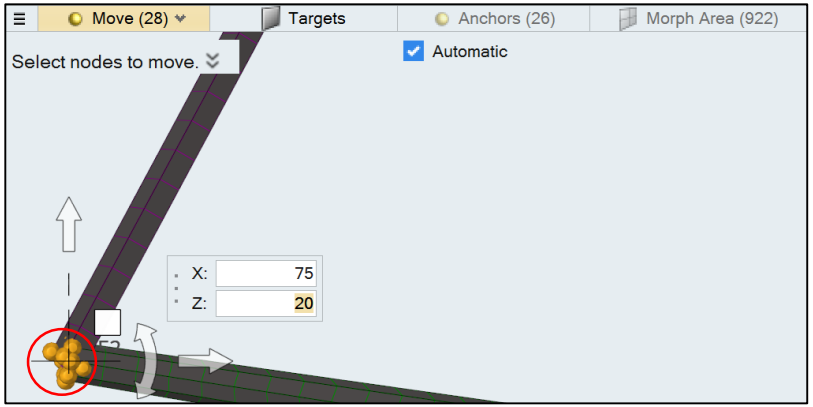
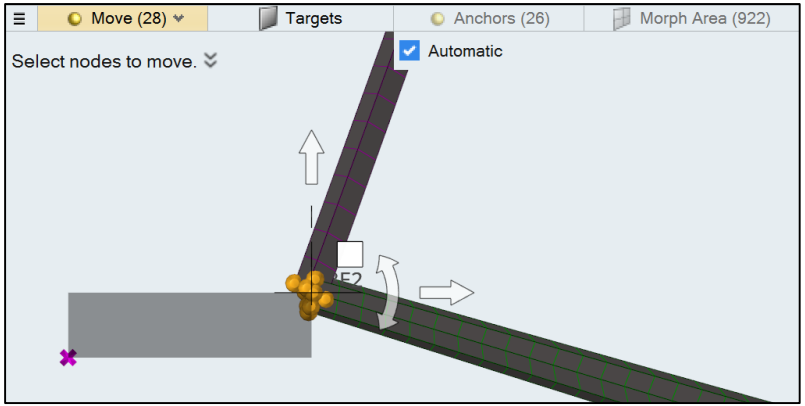
Example

Case 2. chainstay & seatstay 이동





❖ 변경 조건

X	Y
75	20

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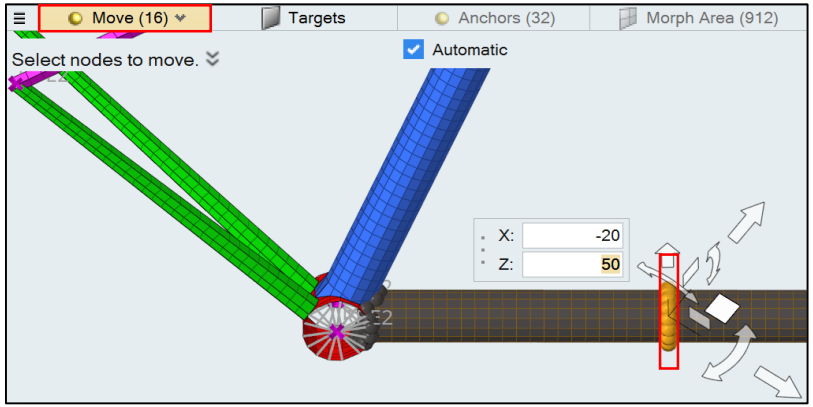
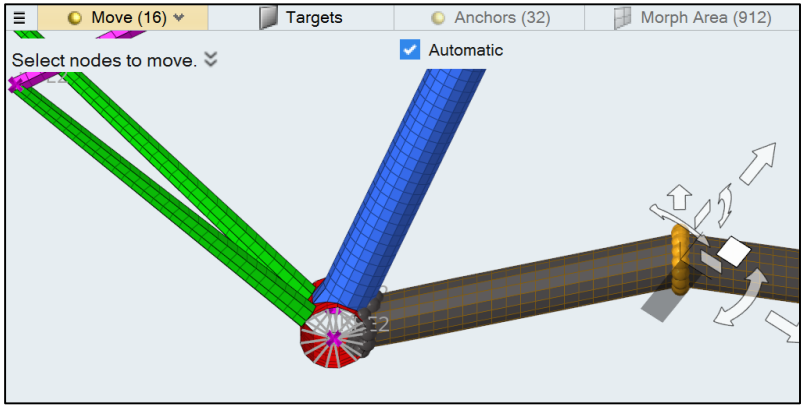
Example

Case 3. down_tube 변경





❖ 변경 조건

X	Z
-20	50

Biasing
2.5

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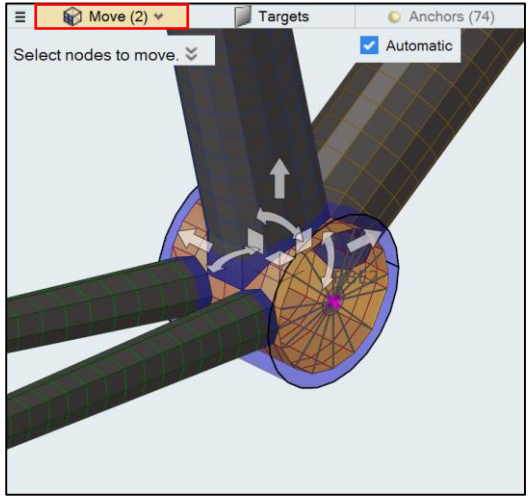
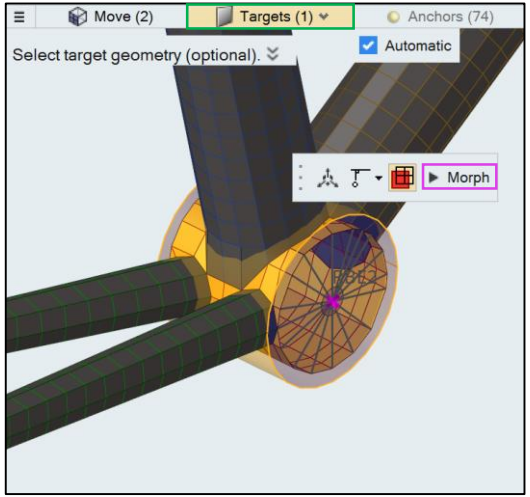
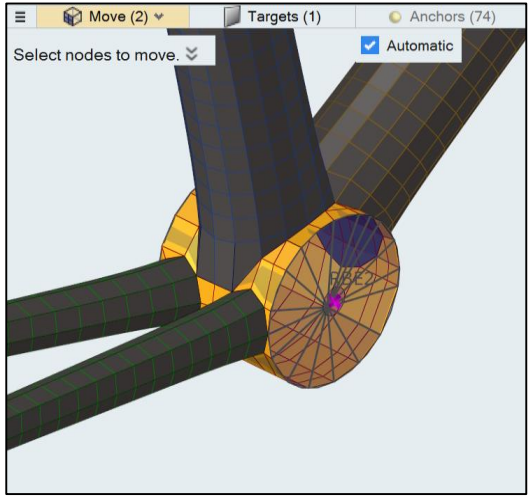
Example

Case 4. bottom_bracket 이동







❖ 변경 조건

Radius
30

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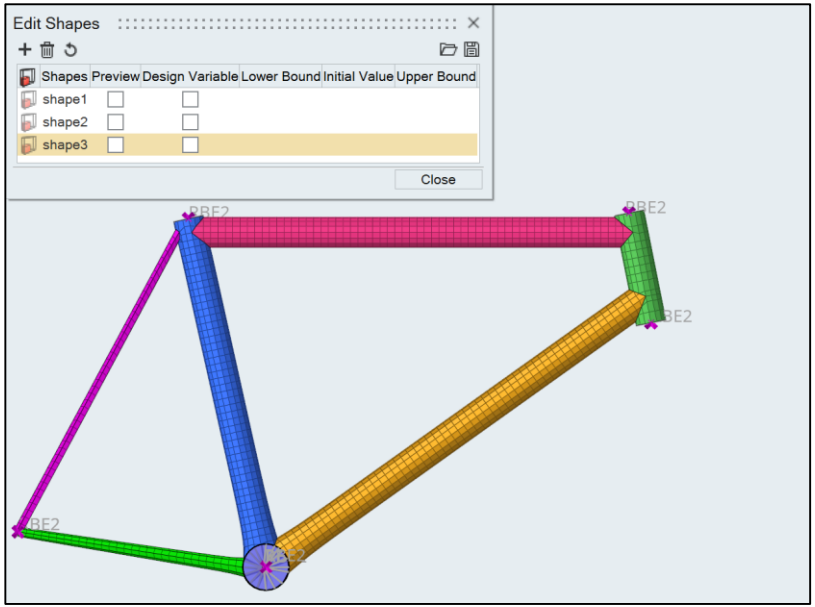
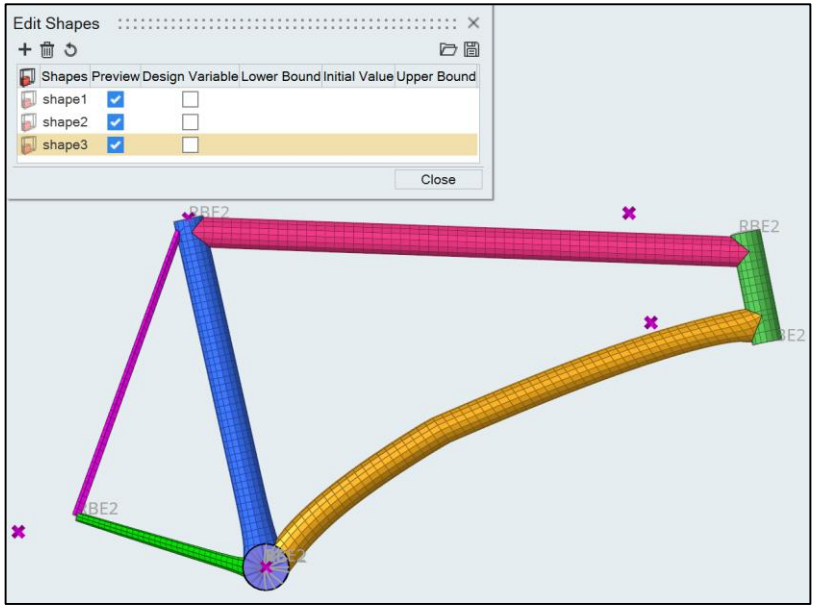
Example

변경한 형상의 데이터 저장





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