

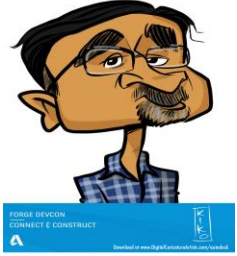
IM500020: Become a Fusion Simulation expert in 60 minutes

Shekar Sub, Hugh Henderson

Introduction



Shekar Sub



- Working on Fusion Sim & Generative
- 24 years @ Autodesk
- AU speaker
- Bachelors Masters Doctorate in Mech Engg
- Co-author of “Mastering Autodesk Inventor....”
- Volunteer for FIRST robotics
- Walking, Yoga and Tennis



Hugh Henderson

- Quality Assurance Engineer
- 19 years @ Autodesk
- Fusion Simulation (past Inventor Sim)
- Fixture Design Engineer – Industry Exp.
- BSME, Univ. of Illinois at Urbana-Champaign ('95-'98) Thermo, FEA, Simulation focus

Key Learnings

- Learn how to set up Fusion Simulation analysis with loads and constraints
- Learn how to interpret simulation results
- Gain tips and tricks
- Learn how to avoid pitfalls when using Fusion Simulation

Contents

- Introduction
- Simplification
- Studies
- Materials
- Constraints
- Loads
- Contacts
- Meshing
- Pre-check/Solve
- Results

Why Simulation?

- Samsung Note 7 phone fire!!!
- Recalled 1 million of 2.5 million phones manufactured
- Lost ~\$5 billion



Why Simulation?



Fusion Simulation

- Integrated with CAD, CAM
- Easy to use
- Local & Cloud solve
- Meshing (Tetrahedral)
- Industry acclaimed Nastran, Explicit Solvers, Moldflow, CFD solvers. Send to Ansys
- Multi-threaded
- Multi-platform (Windows, MAC)

Simulation Steps



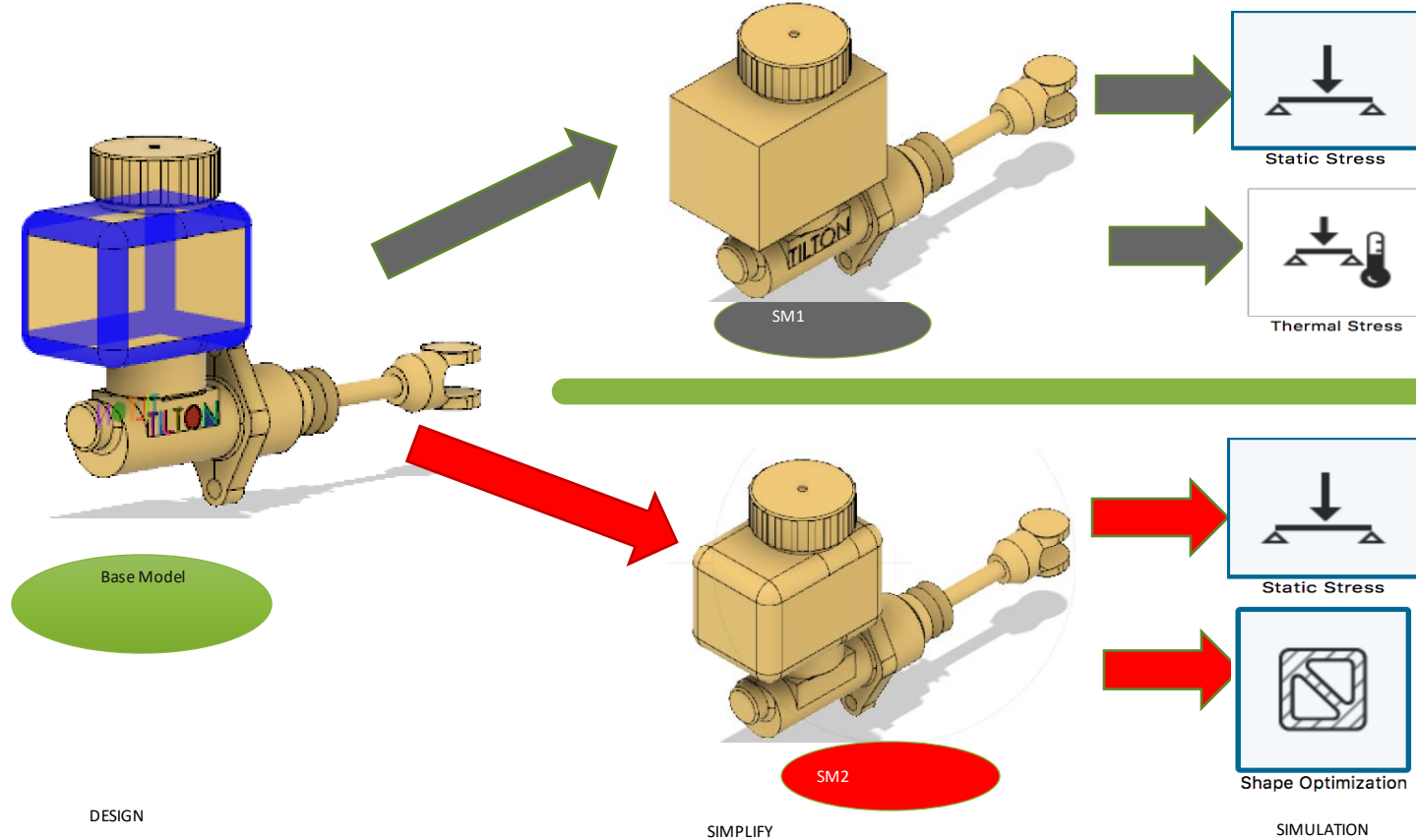
Simplification



Simplify workspace

- Create multiple variants of the design workspace model ("What-if" scenarios)
- Simplify the simulation models
- Remove unneeded geometry
- Advantages
 - Reduced element count
 - Faster simulation solves (~6X)

Simulation Models



What to Remove? What to Use?

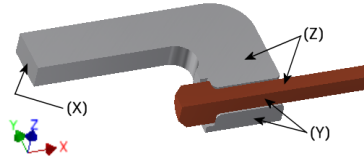
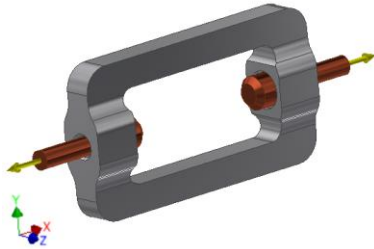
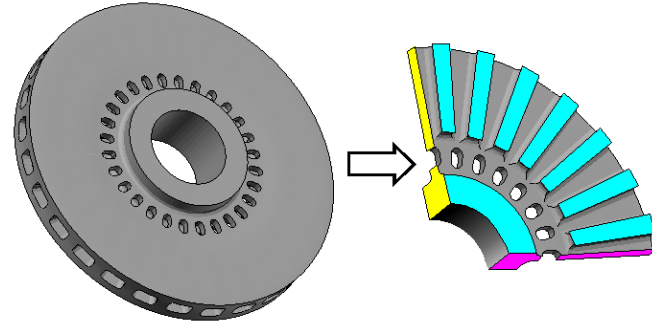
- Small features
 - Fillet/Chamfer faces with no load/constraint
 - No impact on overall stiffness
 - Shouldn't significantly alter mass for frequency analysis
- Screws and bolts. Use connectors
- Lifting eyes or handles, Name plates: Decorative
- Panel switches or indicator lights. Use point masses



Tip: Keep these internal fillets

Symmetry

- Split body + Remove
- Facilitates making Model statically stable

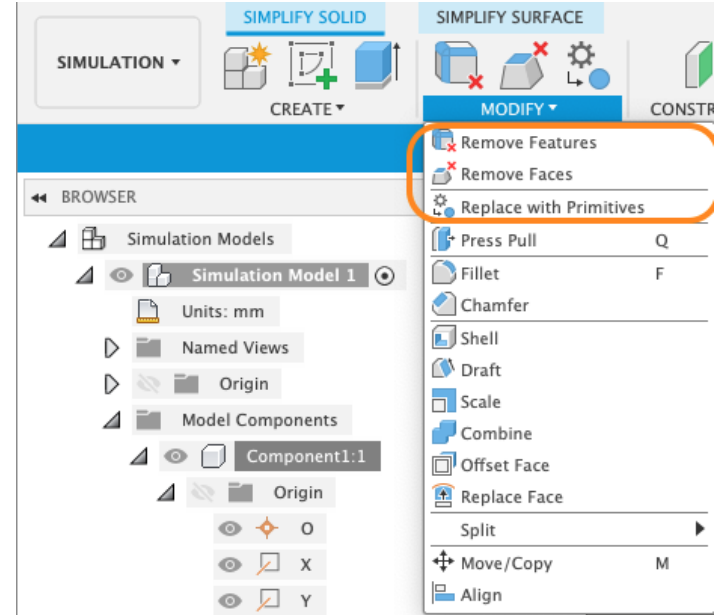


- **Tip:** Do symmetry changes in Simplify workspace.
- **Tip:** Avoid modeling with symmetry when performing Modal Frequencies or Structural Buckling simulations. Even symmetrical structures have asymmetrical vibration modes, such as when the structure is twisting.

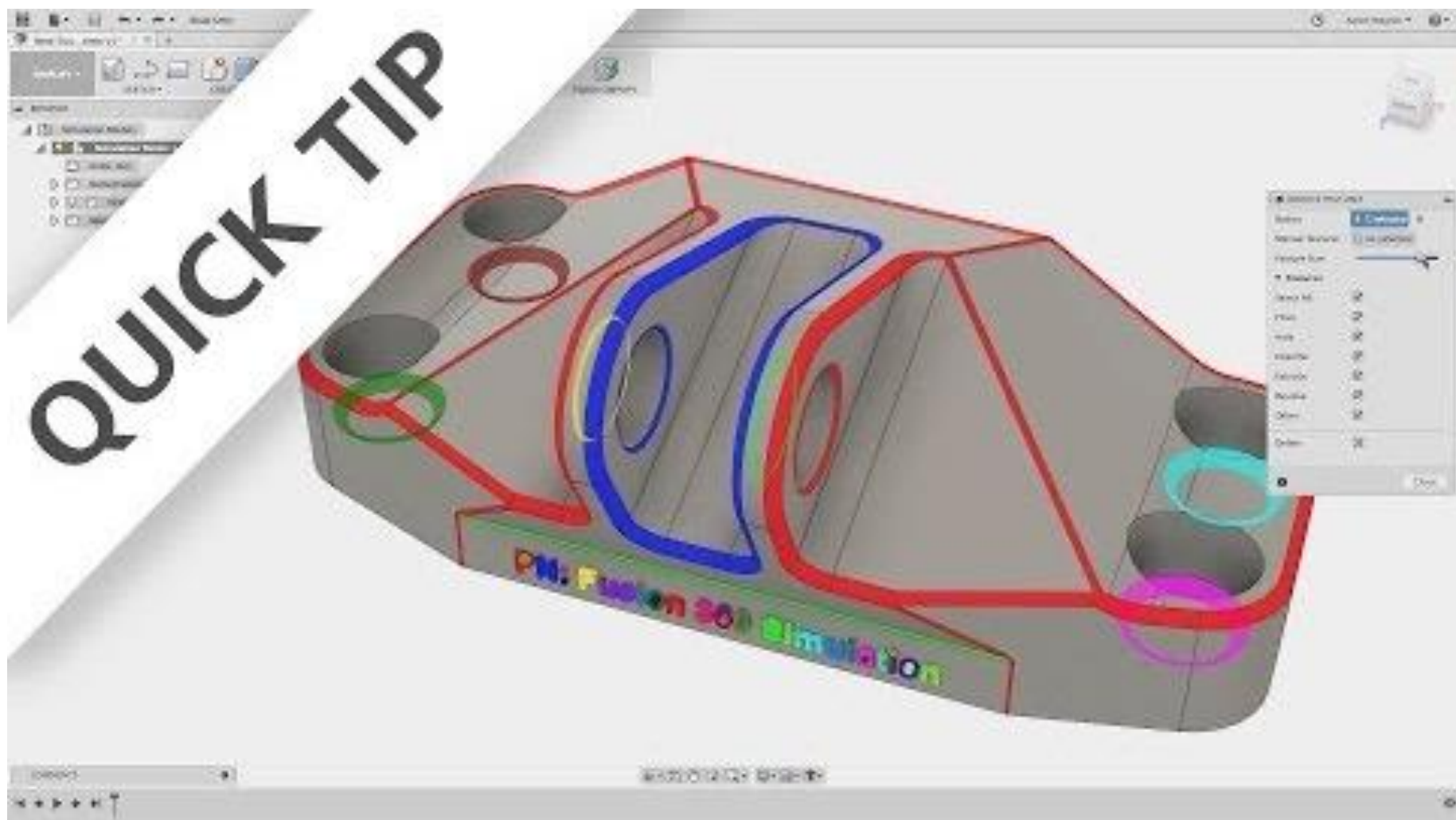


Simplify commands

- What
 - Features: **Remove Features**
 - Faces: **Remove Faces (for fillets)**
 - Bodies/Components:
 - **Remove**
 - **Remove All except Selected**
- Replace with Primitives
(Box, Sphere, Cylinder)



Tip: "Regularization failed" error message indicates need for simplification.



Demo

- **Tip:** In some fillet over fillet/complex fillet cases it is difficult/impossible to remove the fillet. Add Spheres at the intersections of fillet faces and then use Remove faces command.
- [Demo: Simplify tools](#)

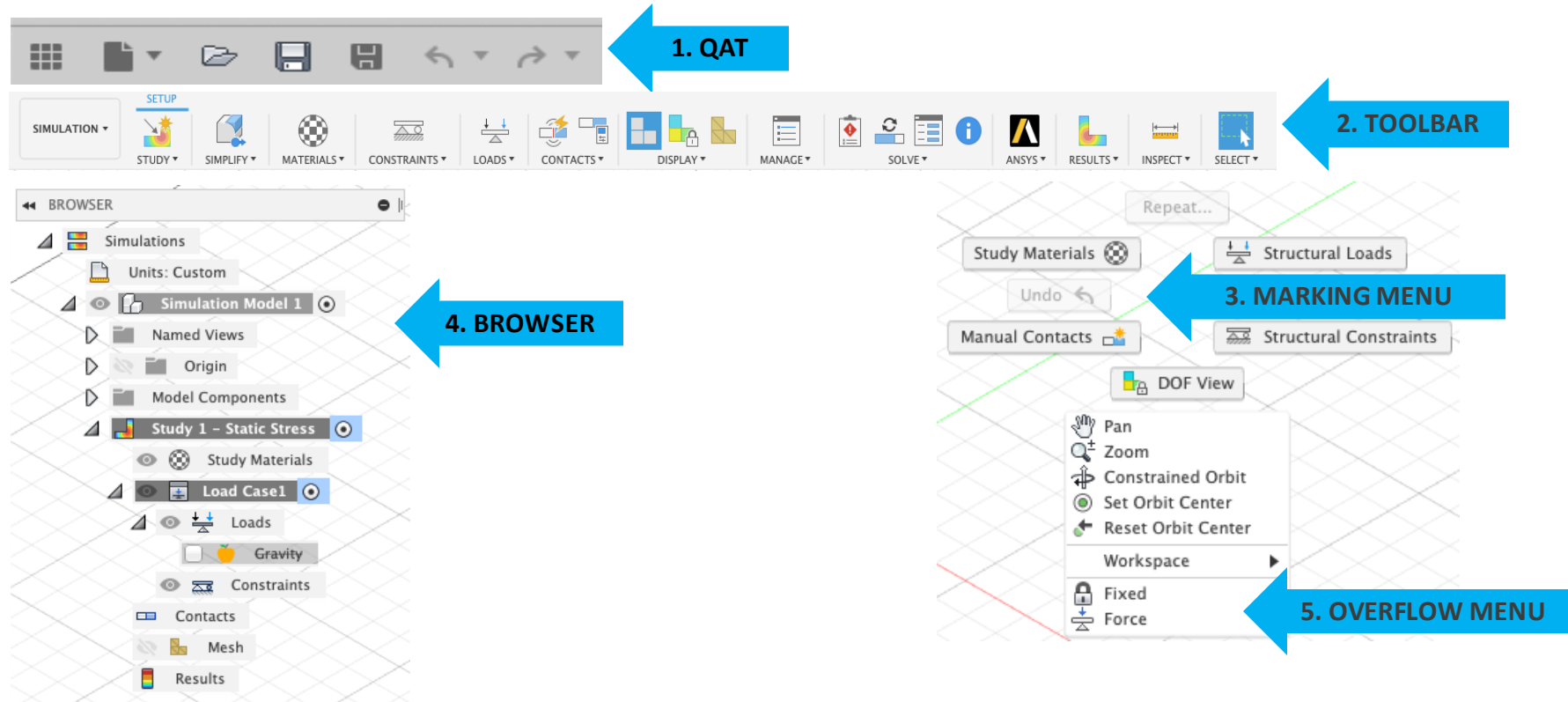
Studies

Sim Workspace

- Integrated
- Fully associative copy of Design and Simulation Model
 - **Tip:** No geometry creation
- Has Compare workspace
- Similar to Generative Design workspace

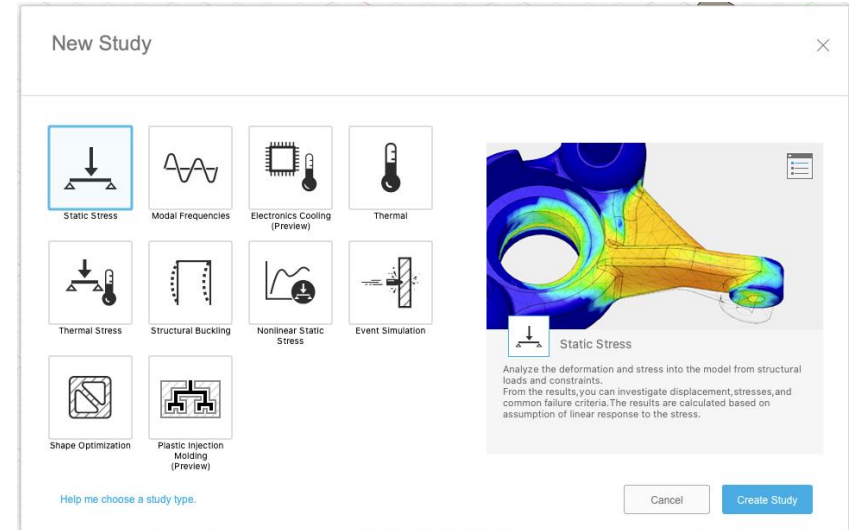


Fusion Simulation UI



Study types

- Ten study types
- Help with “Choose a study type” available
- **Tip:** Clone & then Edit type. Most studies are interchangeable
- Clone, Delete, Properties available
- Public Preview: Injection Molding & Ecooling



Main Study types



Static stress

Model response to L&C

Small displacement,
Linear response

Local/Cloud



Modal

Frequency Values (Hz)

Normalized displacement



Thermal

Temp distribution

Heat flow

Tip: 1 thermal load is
must

Local/Cloud



Shape

Lightweighting

Stress, displacement
objectives

Cloud only

Tip: Use fine mesh size

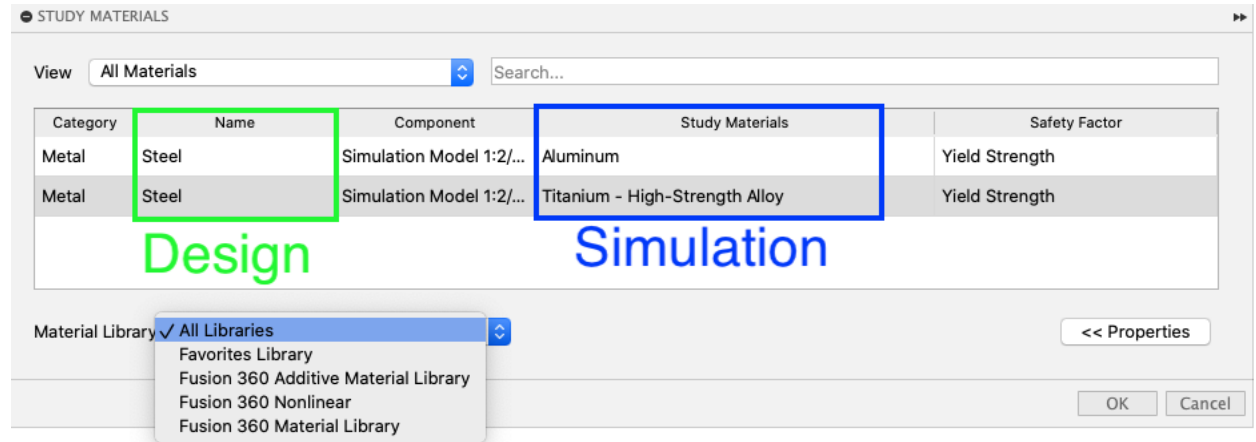
Materials

Physical Materials



- Assign to bodies in Simulation workspace

- Study Materials
- Material Properties
- Manage Physical Materials
- ☒ Display Study Material Colors



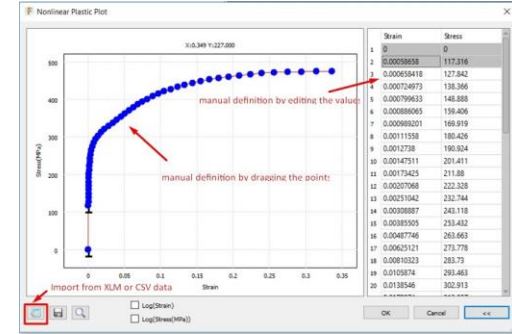
- Material cannot be used for solve
- Value missing or not allowable
- Linear material for Non-Linear solve

Physical Materials

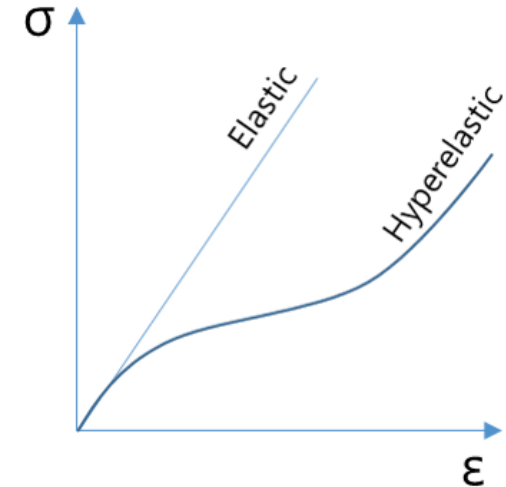
- Isotropic material properties
- [Custom materials](#) (Example: Steel material A516M Grade 65)
- Orthotropic (Wood)
- Visco-Elastic (Foam, Shoe insoles)
- **Tip:** RMB on a material in the browser to access the Study Materials command, all components that use the same material are automatically preselected

Advanced Materials

- You can [define a stress-strain](#) curve for a non-linear material.
- Import XML or a CSV file using Import from Curve command



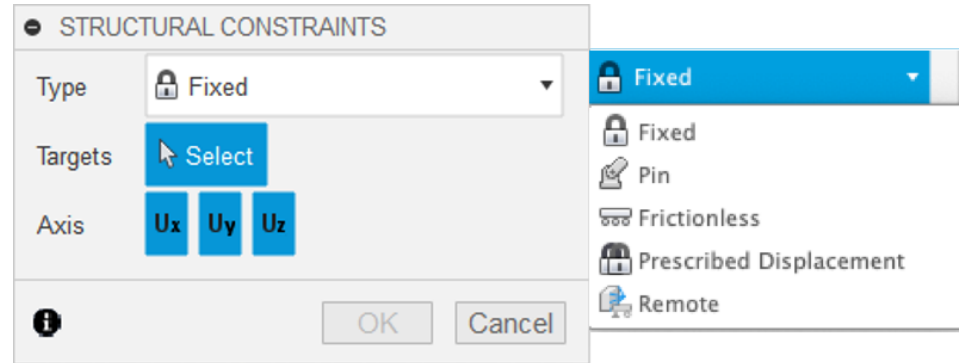
- **Tip:** Ctrl to add rows in Transient Properties plot dialog. Shift to select a bunch of rows
- Non-Linear
 - Plastic
 - Elastic
 - Elasto-Plastic
- Hyperelastic: High flexibility under high loads . Car-tires and fluid seals
- Temperature-dependent
- Additive



Constraints

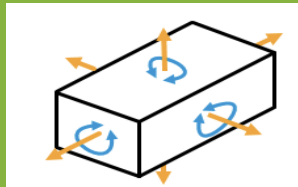
Constraints

- Goal: Limit translational, rotational motion
- Need at least a few
- Entities: Faces, Edges, Vertices

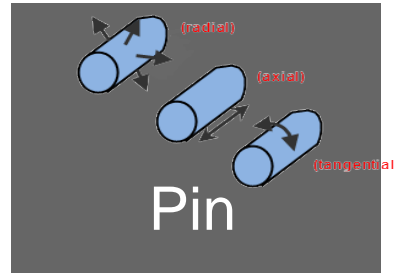


- **Tip:** In some situations partially constrain the model and use the **Remove rigid body** modes option(RMB, Study Settings). Solver will apply an acceleration load to keep model statically stable.

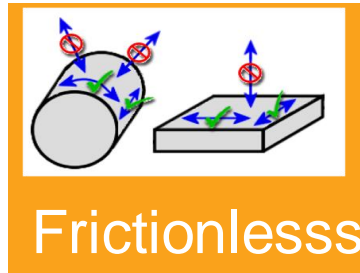
Constraint types



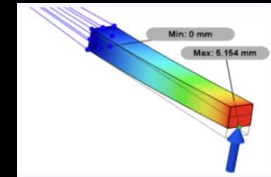
Fixed



Pin



Frictionless



Remote

DOF U_x U_y U_z

Unselect to unfix

DOF Radial Axial
Tangential

Cylindrical faces

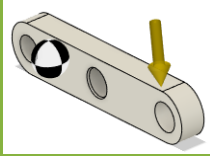
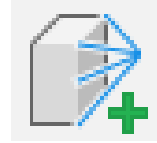
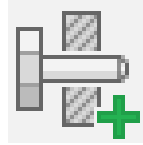
No movement
normal to
surface

Remote location

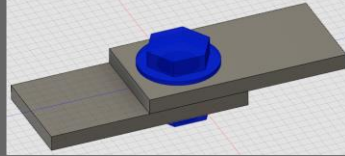
U_x U_y U_z

R_x R_y R_z

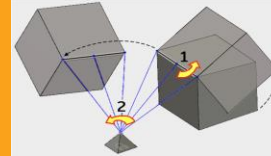
Idealization types



Point Mass



Bolt



Rigid Body



Not available

Auto or Manual

**Threaded
With Nut**

**No movement
normal to
surface**

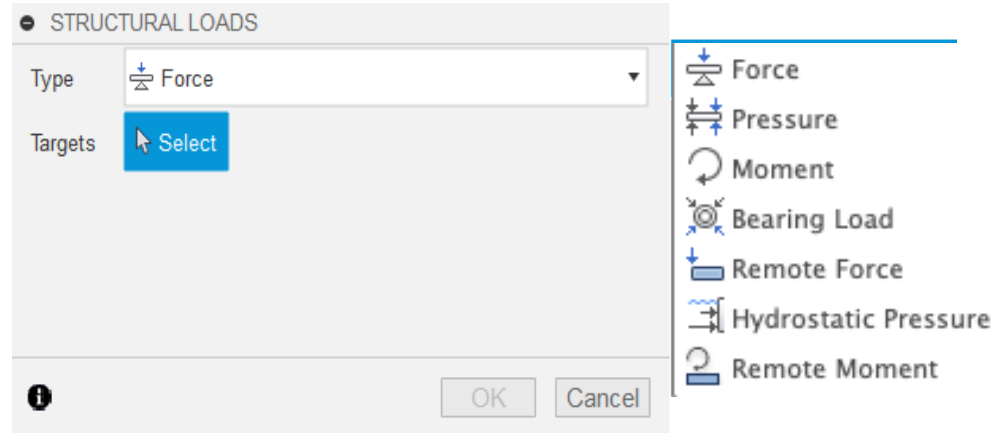
**Spring Connector
Shell
Beam**



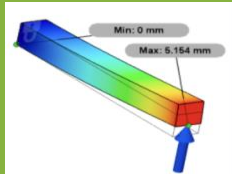
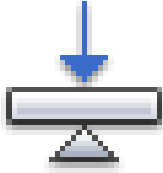
Loads

Loads

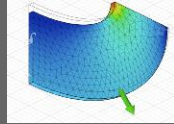
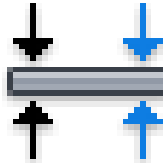
- Forces applied during operation
- Causes stresses & displacements
- Goal: Specify load magnitude and type accurately



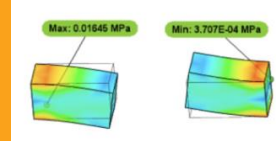
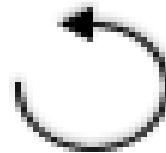
Main Load types



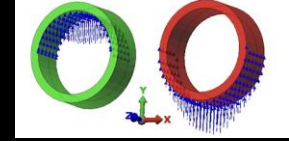
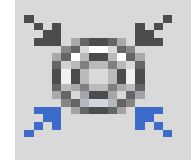
Force



Pressure



Moment



Bearing

Normal/Any direction

Uniformly distributed

Centroid of faces

Limit target

Always Normal

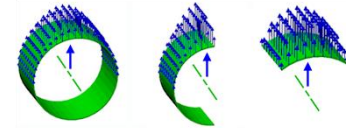
Axis passes centroid

Force per entity

Multiple entities

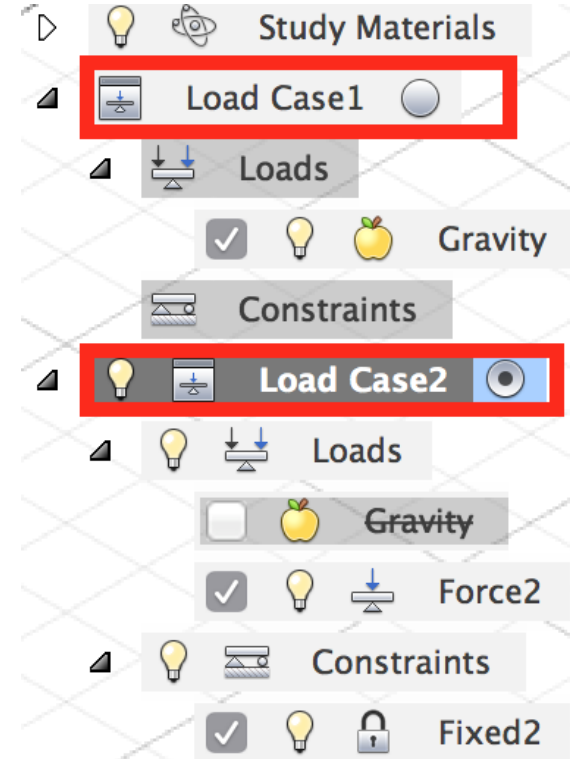
Multiple entities

Multiple entities

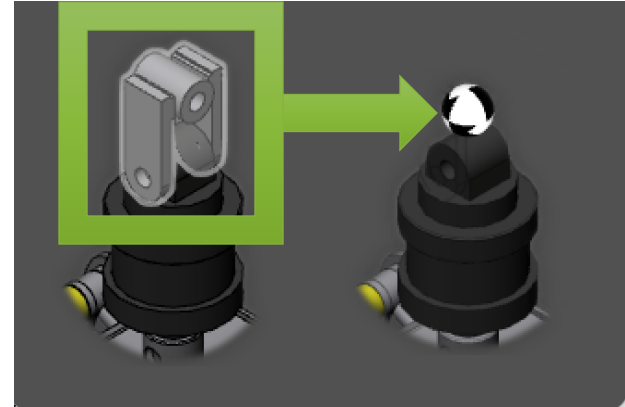
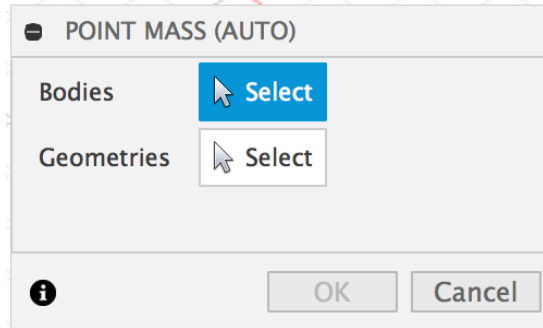


Load Cases

- Load Case 1: Weight of rider
- Load Case 2: Accelerating/Braking
- Load Case 3: Cornering forces
- Not unique to a load case
 - Removed components
 - Materials
 - Contacts
 - Mesh settings
 - Local mesh control
 - **Tip:** Double-click activates a load case. Available in LSS & Shape-Opt. View Results by LC.

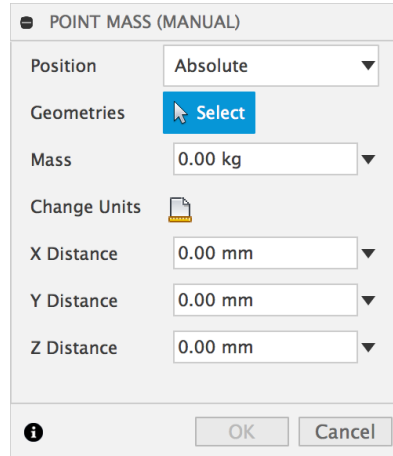


Point Masses - Auto



- Idealize geometry
- Reduces file size, element count and processing time
- Selected solid bodies will be suppressed

Point Masses - Manual




POINT MASS (MANUAL)

Position: Absolute

Geometries: [Select](#)


Mass: 0.00 kg

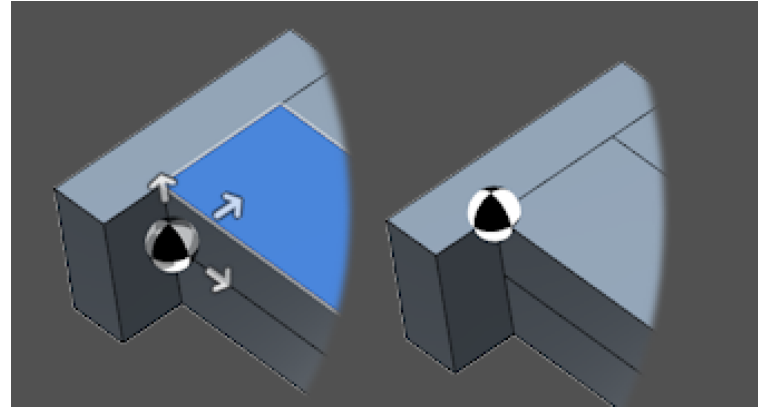
Change Units: 

X Distance: 0.00 mm

Y Distance: 0.00 mm

Z Distance: 0.00 mm

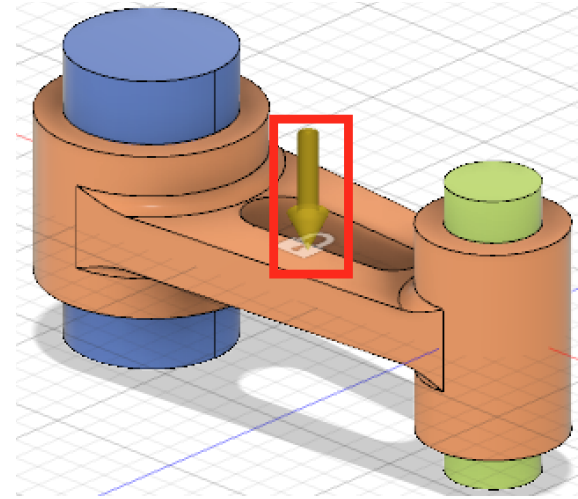
 OK Cancel



- No geometry needed. Specify point for centroid.
- **Tip:** Which input field corresponds to which offset direction? Drag a manipulator arrow. Then, notice which Distance field has a changing value while you are dragging the arrow.

Gravity

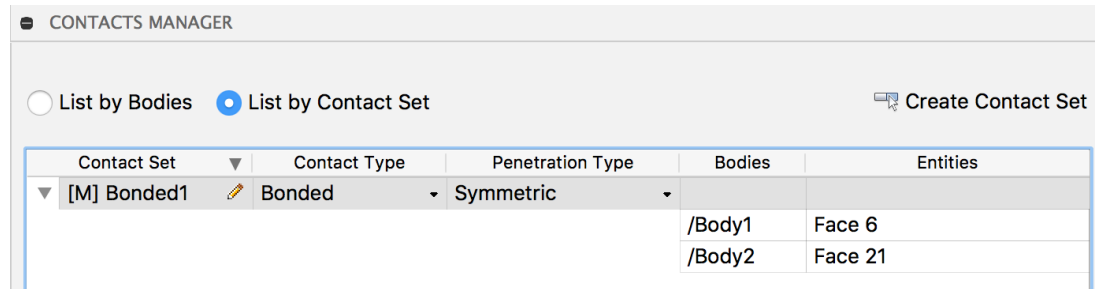
- Global load, affects point masses
- ON/OFF
- Gravity direction
 - Face: Normal
 - Edge: Average vector of normal vectors @ edge
- Different than Forces
 - **Tip:** When you apply a [Hydrostatic Pressure](#) load to any face of the model, the program automatically activates gravity. The direction of gravity controls the direction of increasing pressure for this type of load.



Contacts

Contacts

- Specify how 2 bodies are connected
- Has no relation to joints in assembly



- Use Contacts, Manage Contacts to edit contacts

Contact types



Bonded

Welded

Offset allowed



Separation

No penetration

Partial or full separation

Slide freely

Support friction-coefficient



Sliding

No penetration

No separation

Sliding allowed



Rough

No penetration

Partial or full separation

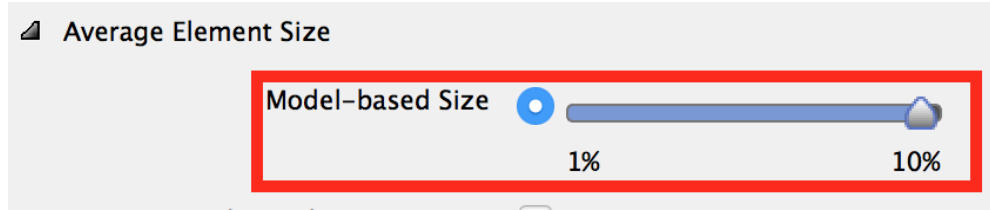
No sliding

Contacts

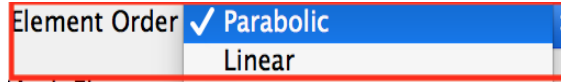
Type	What	Penetration	DOF of 2 entities	Separation	Friction (Mu)	Sliding	Other
Bonded	"welded together".	No	Same	No	No	No	Treated as single body. Same equal deformation for adjacent nodes
Separation	Separates and slides	No	Separate	In normal direction	Yes	Yes, in tangential direction	Tip: Further constraints may be required to modify the DOF's for each body.
Sliding	No separation between parts	No	Separate	No	No	Yes, in tangential direction	
Rough	Similar to separation but no sliding	No	Separate	No gaps or separations	No	No	

Meshing

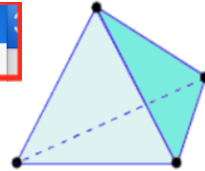
Mesh Settings



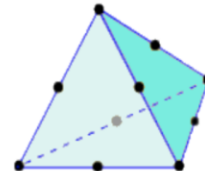
- How large is your mesh element? **Tip:** For Shape Optimization use a small mesh size to get reasonable results.



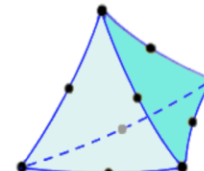
- Linear:
- Parabolic:



Linear Tetrahedron
(4 Nodes)

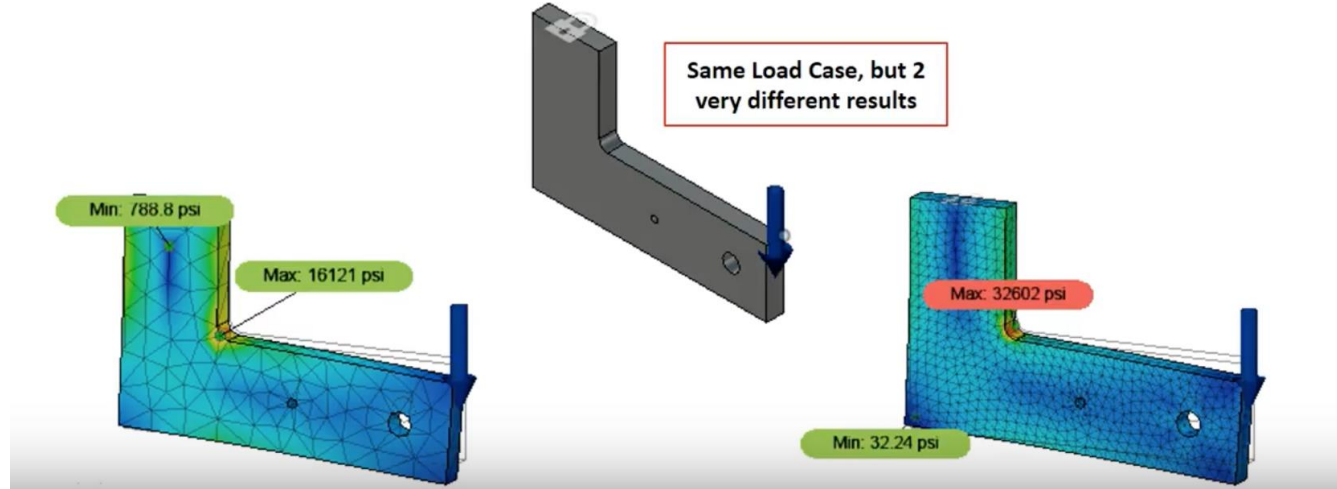


Parabolic Tetrahedron
(10 Nodes)



Parabolic Tetrahedron with Curved Edges
(10 Nodes)

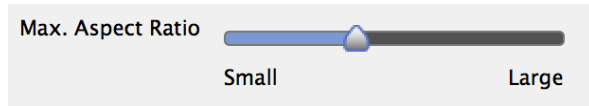
Mesh Settings



- **Tip:** Good mesh extremely important for good results.

Mesh Settings

- Aspect ratio



Aspect ratio = 1

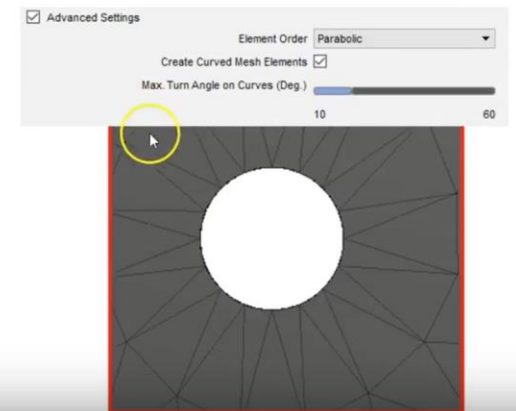
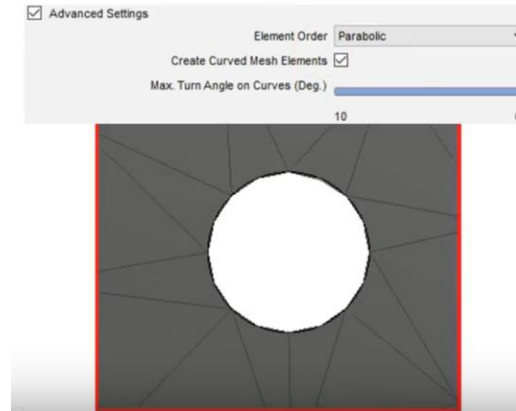


High aspect ratio triangle

- Maximum turn angle

- **Tip:** Lower the turn

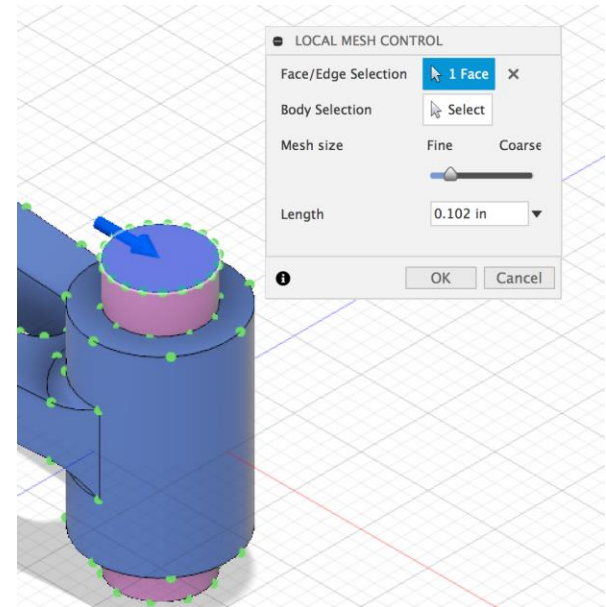
angle smoother the circle





Local Mesh control

- Manual mesh refinement in localized regions
- Faces, edges or bodies
- Finer than overall mesh




Adaptive Mesh refinement

- Static, Modal, Thermal and Thermal Stress

Adaptive Mesh Refinement

Refinement Control



None Low Medium High Custom

Maximum Number of Mesh Refinements

Results Convergence Tolerance (%)

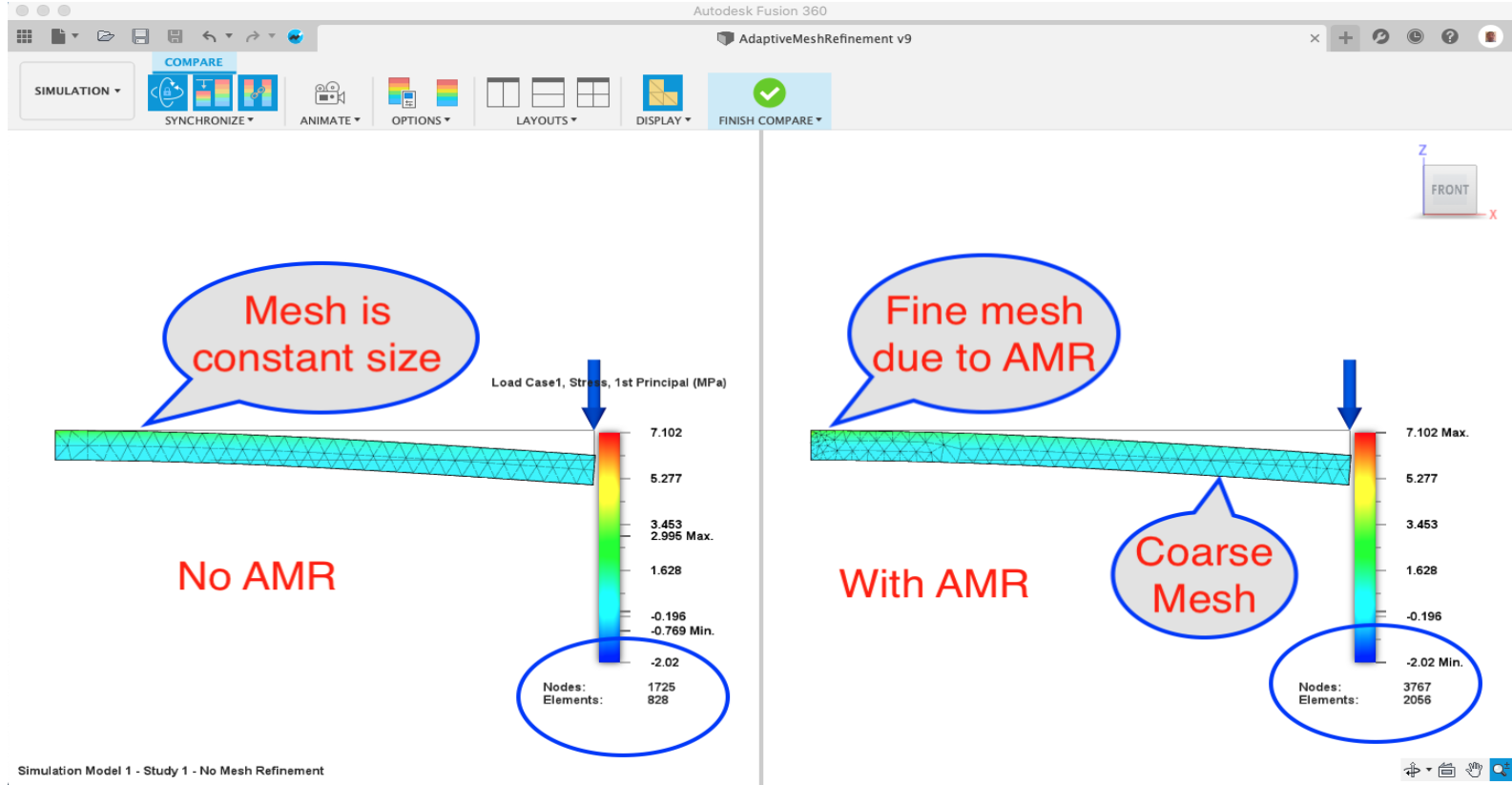
Portion of Elements to Refine (%)

Results for Baseline Accuracy

Adaptive Mesh refinement

- Maximum # of mesh refinements **Tip:** <3 gives good results
- Results Convergence Tolerance: % change between 2 iterations \leq tolerance it stops **(3%)**
- Portion of elements to refine(%)
 - X%: Top X% w.r.t critical result are refined
- Frequency Mode: Modal frequencies only. Basis for refinement

Adaptive mesh refinement demo



Become a Simulation Expert in 60 Minutes

Comment (1) Bookmark 31 + Follow

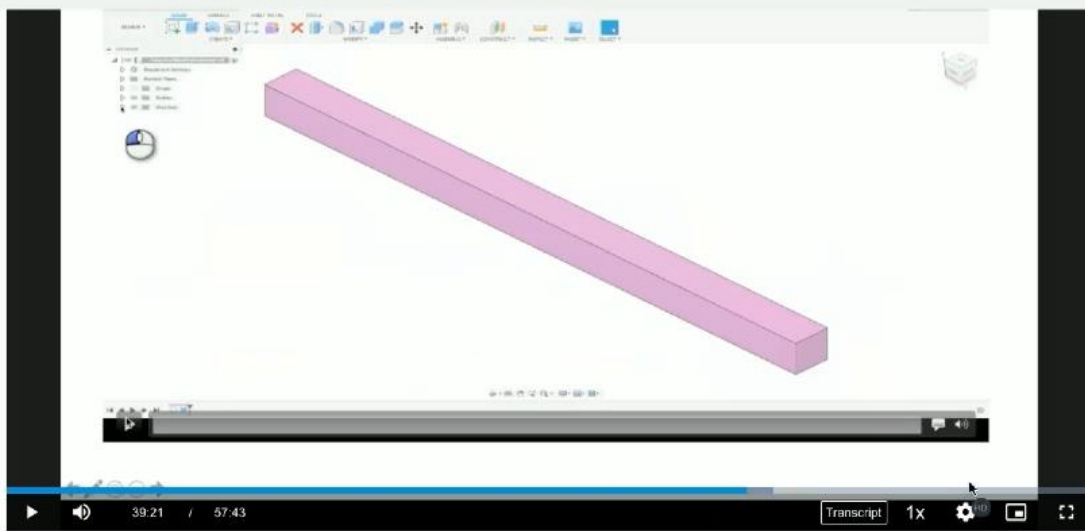
Overview

Video
57 min 43 sec

Presentation
66 slides

Handout
15 pages

Downloads
2 files






Tags

Don't wait for progress. Make it

Screen Shot 2021-03-31 PM.png

Pre-Check, Solve

Pre-Check

Icon	What it means	Study can be solved?	Examples
	Serious issues, missing inputs.	No	Missing loads, constraints, materials
	Potential issues. Solve may issue warnings	Yes	Unconstrained fully
	All inputs are supplied	Yes	Tip: Desired state

Tip: Error v/s Warning: Missing loads v/s using linear material for non-linear analysis



Solve dialog

- Local only 1 study. Synchronous
- Cloud: Multiple. Asynchronous
- Studies that cannot be solved can be hidden
- **Tip:** Even though you solve locally, your results are automatically uploaded to cloud after the solve.
- **Tip:** You can share results with anyone

Solve

SOLVE • [FAQ](#) ☒ On Cloud ☐ Locally

STUDIES OF THE ACTIVE DOCUMENT View Options

Study	Status
<input type="checkbox"/> Simulation Model 1 - Study 1 - Static Stress Static Stress	Solved

Cloud Credit Account 110002130760
[Manage cloud credits](#)

Required	-
Available	Will Remain
121690	121690

No studies can be solved. There are no studies which can be solved.

Solve Close

Cloud Credits

Preferences for cloud credits usage

What are cloud credits?

Autodesk cloud credits are pay-as-you-go currency units that let you access cloud services in Fusion 360. For more information, see [Cloud credits in Fusion 360](#).

How many cloud credits do I have?

The table below lists the balances for the cloud credit accounts available to you.

Contract	Balance	Credit type	
110002130760	121690	Shared	Buy credits History
201401141801584	0	Individual	Buy credits History

How do I use my cloud credits?

Choose the default contract balance to use for each task listed below.

Task	Contract to use
Simulation tasks	<div>110002130760</div>
Generative Design tasks	<div>110002130760</div>

☒ Show balances in dialogs for tasks requiring cloud credits

It enables you to preview cloud credit balances by inserting a cost and balance calculation in these dialogs.

Tip: No CC charged for canceled/failed solves. You can only cancel 1 job at a time.

Results

Results for baseline accuracy

- **Static Stress**

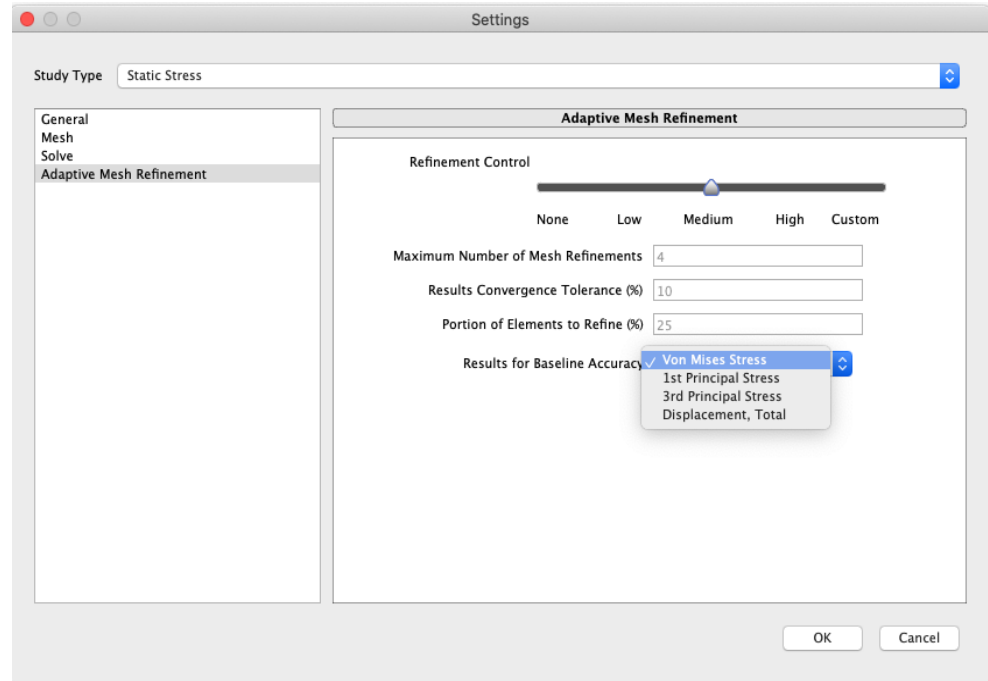
- Von Mises
- 1st principal
- 3rd principal
- Displacement, total

- **Thermal**

- Heat flux, temperature

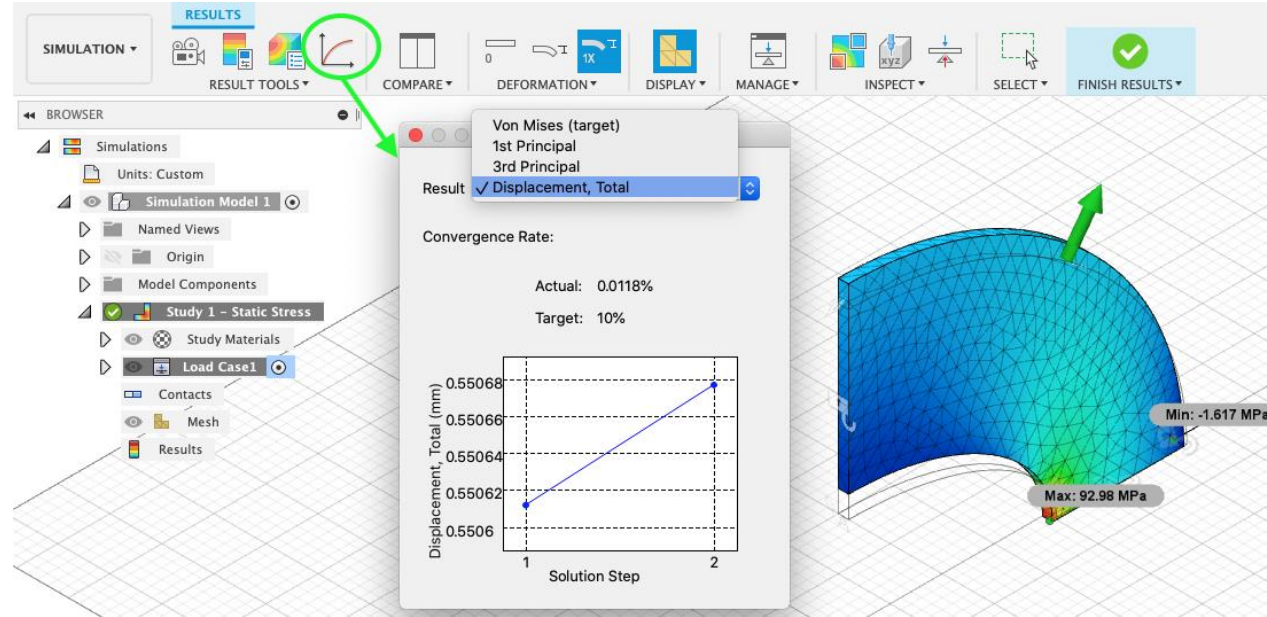
- **Thermal stress:** All previously listed

- **Tip:** You can specify the desired result on which to base the convergence test regardless of whether you are using a refinement preset or custom settings. Use displacement for faster analysis



Results

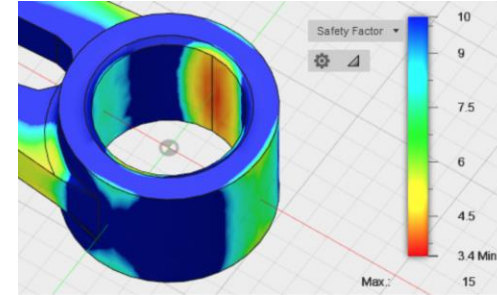
- 3D graphical results
- Legend
- Result type
- Units
- Convergence plot



Result types

Study type	Result type
Linear Static Stress, Non-Linear, Thermal Stress, Explicit	Safety Factor, Stress, Displacement, Reaction Force Reaction Moment, Strain
Thermal, Thermal Stress	Temperature, Heat Flux, Thermal Gradient, Applied Heat Flow
Modal Frequencies	Total Modal Displacement, Modal Displacement X, Modal Displacement Y, Modal Displacement Z (Normalized)
Shape Optimization	Load path criticality, (Promote Mesh)
Structural buckling	Total Displacement, Displacement X, Displacement Y, Displacement Z (Normalized), Critical Load Factor

Results: Safety factor







- Safety factor is the default result
- For example NASA® (aerospace industry) and the pressure vessel and crane industries have strict guidelines for design safety factors.
- **Tip:** A safety factor of ≤ 1.0 means it will fail and not good. For example, an elevator should be designed using higher safety factors than a bracket used to mount a camera.
- $\text{Safety Factor} = \text{Material Strength} / \text{Actual Stress}$

Results: Contact Pressure

- **Tip:** Contact Pressure results are generated only where Separation contact is defined between two adjacent parts of a model. Contact pressure results are not computed for any other contact type (such as Bonded, Rough, or Sliding).

Result details

Icon	Indicator	Issue?	Action
	Insufficient	Bends/breaks.	<ul style="list-style-type: none"> • Material > YS • Reinforce weaker areas • NLSS for bending
	Marginal	Transitional area	<ul style="list-style-type: none"> • Investigate SF • Mesh convergence
	Sufficient	Good	<ul style="list-style-type: none"> • Run other studies • Slender->buckling
	Excessive	Over-engineered	<ul style="list-style-type: none"> • Material < YS • Reduce weight, SO • Switch to GD

RESULTS DETAILS

Actual Minimum Safety Factor

2.25

The design is marginal. It may be sufficient but outside factors could cause it to bend or break. For typical design applications, a minimum Safety Factor of 3.0 is common.

Load Case1 ▾

▼ Safety Factor Targets

Stress ▾

Normal ZZ ▾

MPa ▾

Upper Target

6.00

Lower Target

3.00

▼ Recommendations

1. Strengthen the design in the weakest areas (add material or use a stiffer shape).

2. Or: Use a material with higher Yield and Ultimate Strength.

Show weakest areas of design

Deformation Scale

Adjusted ▾



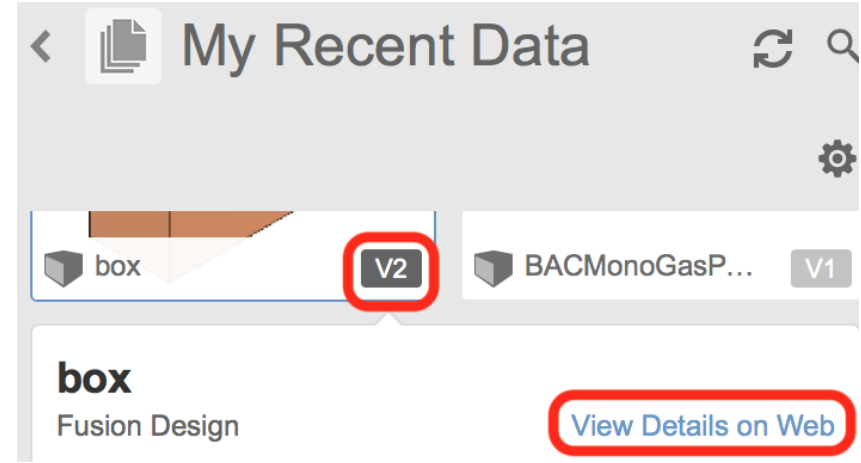
Results sharing - Reports

- Report generates reports with images
- Customizable
- NLSS and Event Sim result charts can be included for steps
- **Tip:** Use Dynamic Content (Javascript) option which provides collapsible sections



Results sharing – A360

- Generate results and save the file
- Data Panel, click on versions v2
- Click on "View Details on Web"

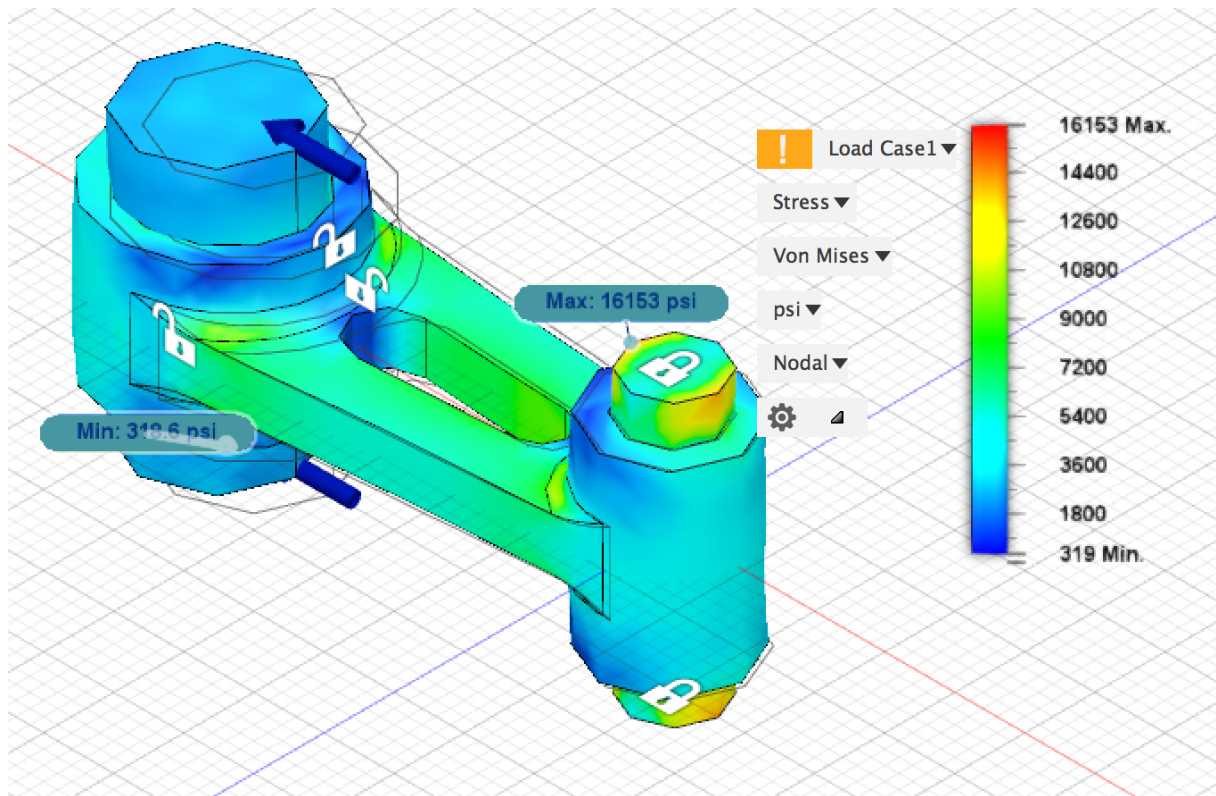


- In Fusion-Team click on the Share icon

Compare workspace

- When
 - Mesh sensitivity results
 - Different load cases
 - Check performance after edit geometry
- What
 - Same study different result type
 - Different studies
- **Tip:** Available after results generation
- [Demo](#)

Demo



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Overview

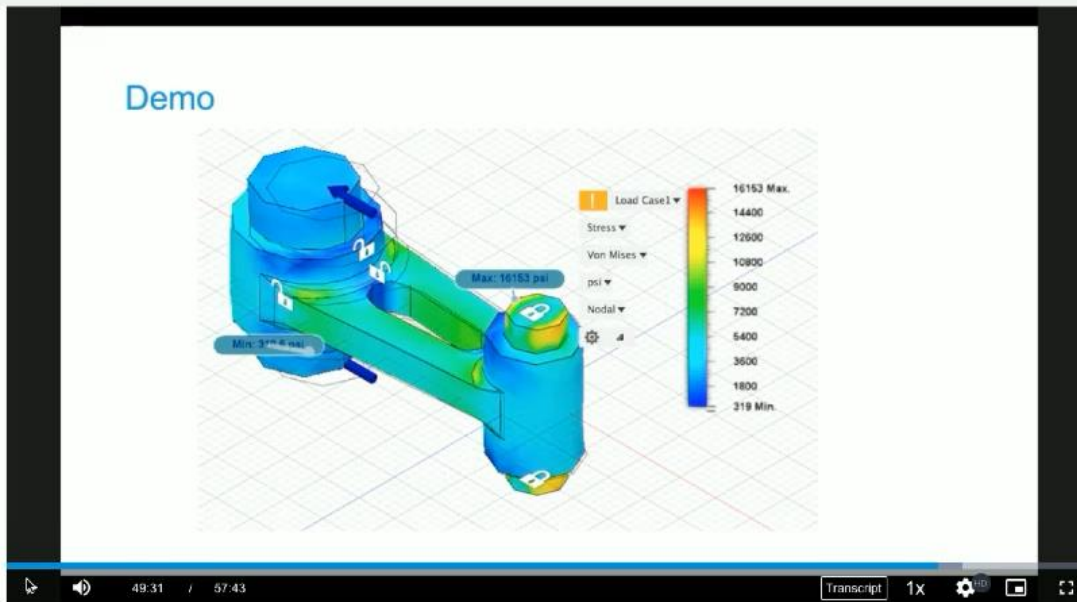
 **Video**
57 min 43 sec

 Presentation
66 slides

 Handout
15 pages


↓ Downloads
2 files

**Don't
wait for**



Links

- [About Fusion 360 Simulation Learning](#): Main learning link
- [How to](#): Specific and general steps for managing studies
- [Hands-on exercises](#): Tutorials

The background of the slide features four abstract, dark gray, three-dimensional geometric shapes in the corners. These shapes resemble stylized, faceted crystals or architectural elements, each with sharp edges and reflective surfaces that catch the light, creating bright highlights and deep shadows. They are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

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