

# 35 SOLIDWORKS Simulation Premium: Nonlinear

# **OVERVIEW**

**CLASSROOM LENGTH:** 2 days / **INSTRUCTOR-LED ONLINE LENGTH:** 3 days

**PREREQUISITES:** Must have attended the basic SOLIDWORKS Simulation class or have similar experience with SOLIDWORKS and a working knowledge of finite elements and of basic mechanical principles.

**DESCRIPTION:** This class will raise your SOLIDWORKS Simulation FEA skills to the next level. It offers hands-on experience for the SOLIDWORKS Simulation Premium nonlinear module. It provides an overview on a wide range of nonlinear structural/mechanical analysis topics. You will learn how to deal with models that exhibit large displacements and/or yielding, discuss and practice the use of many material models available in SOLIDWORKS Simulation and how to drive a non-linear analysis to successful completion.

#### LESSON 1:

### **SOLIDWORKS BASICS**

- WCase Study: Hose Clamp
- Linear Static Analysis
- Nonlinear Static Study
- Linear Static Study (Large Displacement)

#### LESSON 2:

#### INTRODUCTION TO SKETCHING

- Case Study: Trampoline
- Linear Analysis
- Nonlinear Analysis Force Control
- Nonlinear Analysis Displacement Control

#### LESSON 3:

# **NONLINEAR STATIC BUCKLING ANALYSIS**

- Case Study: Cylindrical Shell
- Linear Buckling
- Linear Static Study
- Nonlinear Symmetrical Buckling
- · Nonlinear Asymmetrical Buckling

#### LESSON 4:

#### PLASTIC DEFORMATION

- Case Study: Paper Clip
- Linear Elastic
- Nonlinear von Mises
- Nonlinear Tresca's

#### LESSON 5:

#### HARDENING RULES

- Case Study: Crank Arm
- Isotropic Hardening
- Kinematic Hardening

### LESSON 6:

# **ANALYSIS OF ELASTOMERS**

- Case Study: Rubber Pipe
- Two Constant Mooney-Rivlin (1 Material Curve)
- 2 Constant Mooney-Rivlin (2 Material Curves)
- 2 Constant Mooney-Rivlin (3 Material Curves)
- 6 Constant Mooney-Rivlin (3 Material Curves)

#### LESSON 7:

# **NONLINEAR CONTACT ANALYSIS**

• Case Study: Rubber Tube

#### LESSON 8-

#### **METAL FORMING**

- Bending
- · Case Study: Sheet Bending

