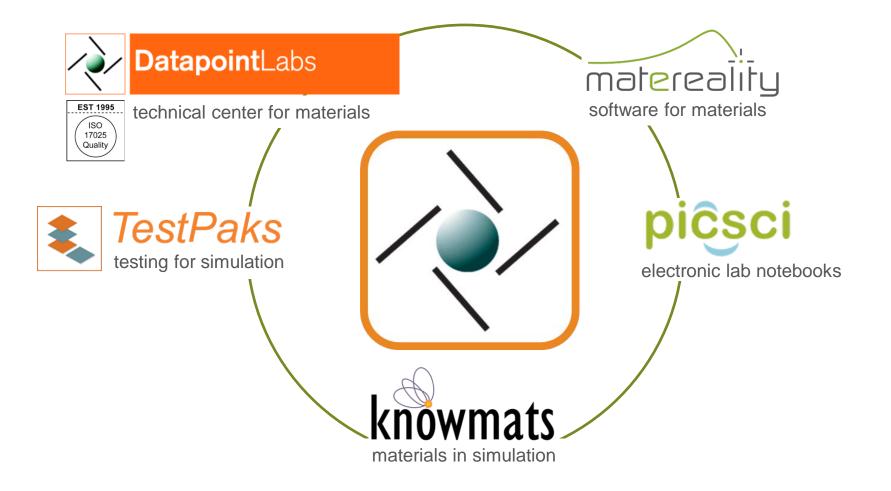
THE ROLE OF MATERIALS IN SIMULATION-DRIVEN PRODUCT DEVELOPMENT



expert material testing | CAE material parameters | CAE Validation | software & infrastructure for materials | materials knowledge | electronic lab notebooks

About Us



Nature of the problem

- Materials are intrinsic to products
 - (a physical product cannot exist without a material)
- Simulations require proper material representation
 - (getting the physics right)
- Some simulations use simple data
 - Linear analysis (metals), NVH ...
- Some simulations use complex data
 - Non-linear analysis (plastics)
 - Dynamic situations (drop, crash, impact)
 - Post-yield behavior (metals, plastics)
 - Hyperelasticity (rubber, foams)
 - Time based behavior (creep, stress relaxation, visco-elasticity)





Solution Outline

- Correctly identify your materials and situations
- Simple cases
 - Use database data if available
- For complex cases
 - Obtain correct representative data
 - Material supplier
 - Test lab (internal or external)
 - Make a good material model
- Check for simulation accuracy (Validation)
- Store data for consistent use
 - All users
 - All solvers





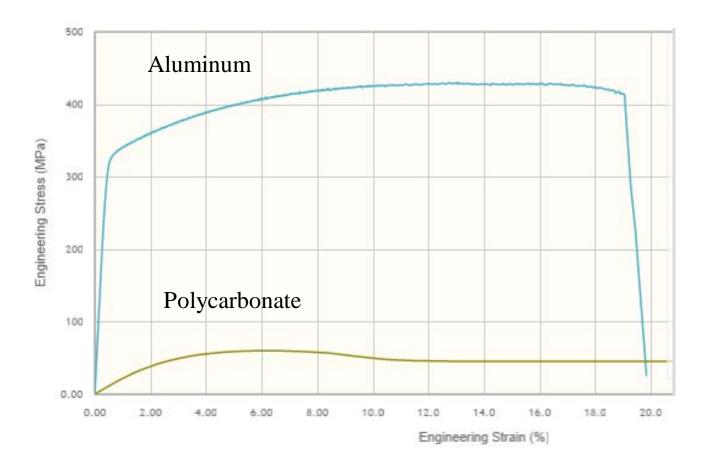
What is Representative data

- Actual material used in your product
- Represents real-life situation
 - Temperature
 - Rate-dependent
 - Product environment
 - Processing method





Defining non-linear behavior



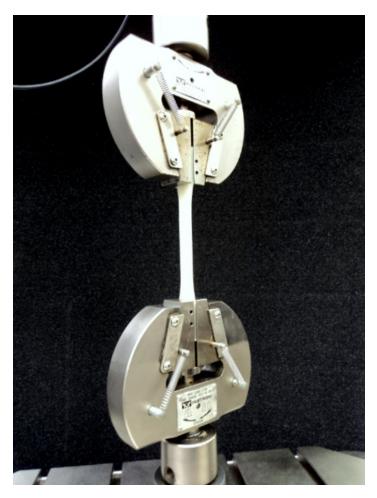




Measuring stress-strain

- Universal Testing M/c
- Extensometry for strain
- Stress-strain data
 - Modulus, Poisson's ratio
 - Stress v. plastic strain



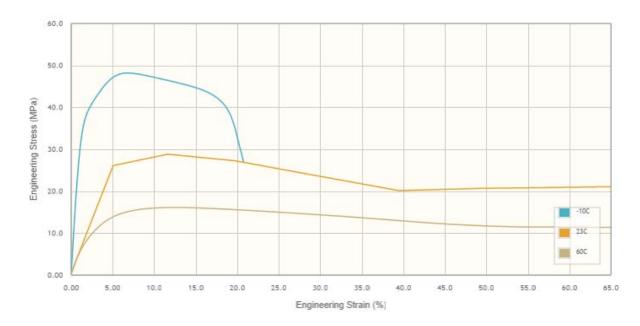






Test temperature

- Properties are temperature dependent
- Solution
 - Test over product temperature range
 - Focus on worst case scenario
 - Watch for low temperature ductile-brittle transitions



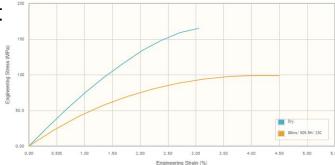




Environmental conditioning

- Properties change with environmental exposure
 - More severe with some polymers
- Solution
 - Determine product use environment
 - Expose specimens to analogous environment
 - Heat aging
 - Moisture conditioning, weathering
 - Fluid exposure
 - In-vivo
 - Test at time intervals after exposure -> equilibrium



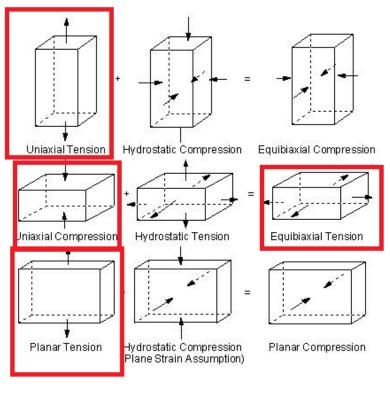






Hyperelastic Testing

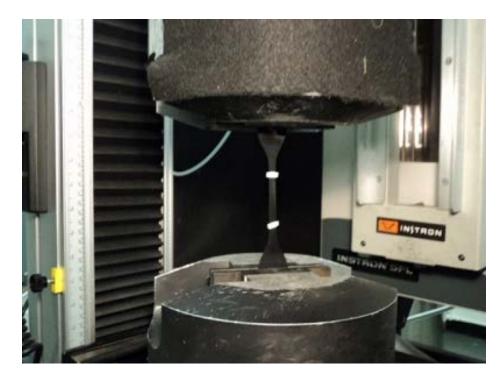
- Multiple modes of deformation to define material models
 - Uniaxial Tension
 - Uniaxial Compression
 - Planar Shear
 - Biaxial Tension
 - Volumetric Compression



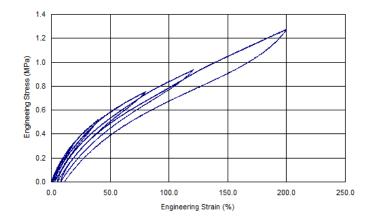




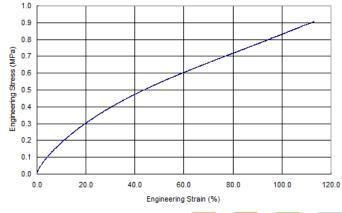
Tensile Test



Cyclic Stress-Strain Data



Post-Cycling Stress-Strain Curve

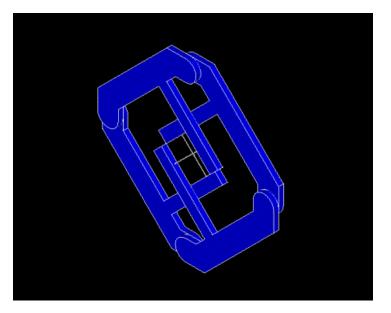






Biaxial tension test

- Stretch in x & y plane
- Thinning in z-plane
- Suitable for thin specimens







Planar tension

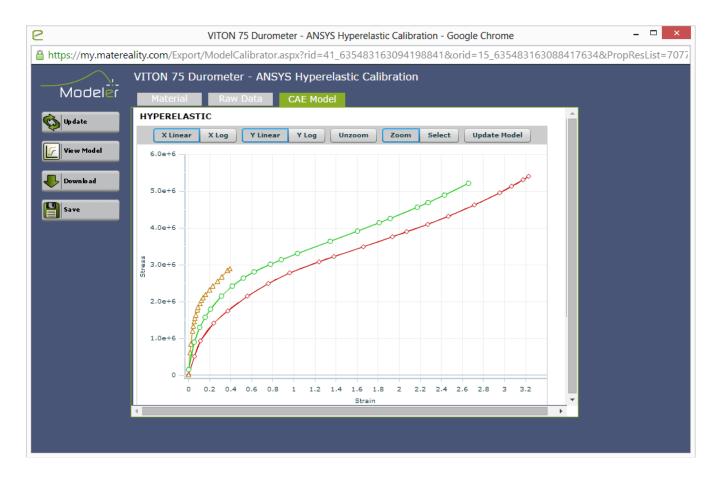
- Shear deformation
- Large width to length ratio minimizes contraction in width direction
- Non-contact extensometry to eliminate edge effects







Rubber Modeling

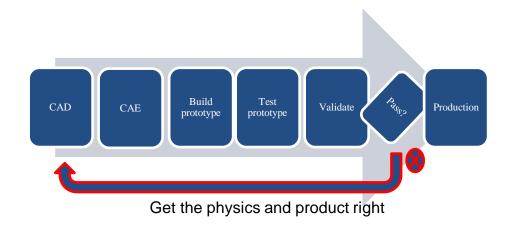






Validation

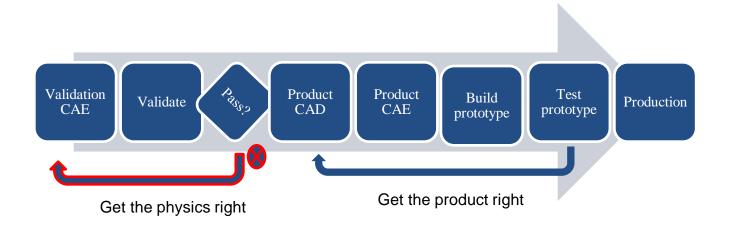
• Conventional process with actual prototype







Mid-stage validation







Mid-stage validation features

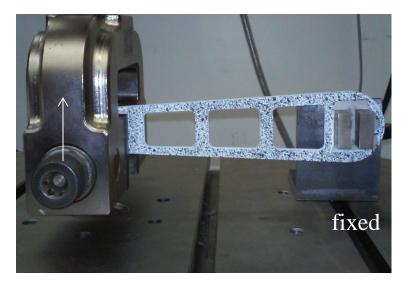
- Standardized geometry
 - Geometry is complex, easily made, not like real-life part
- Complex load case
 - Mixed mode, accurately reproduced in simulation
- Material model
 - Correct model, actual material, environment, exposure
- Accuracy measures
 - Force-displacement &/or DIC





Case Study-1 3D printed bike crank

- Direct metal laser sintering
- Part features
 - No slip at fixed end
 - Rotation at load end
 - DIC for surface strain measurement
 - Tapered geometry to force failure in camera-viewable region

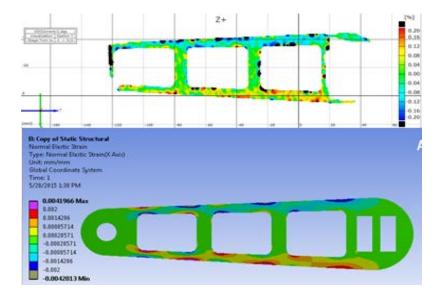






Linear analysis validation

- Quantitative and spatial match
 - Strain locations are correct
 - Strain levels are correct



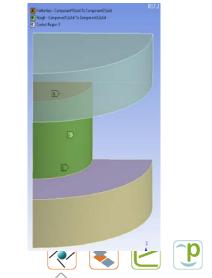




Case Study-2 rubber hyperelasticity

- Part features
 - "standardized" compression test
 - Both faces slipping (closed loop case)
 - Top face fixed (open loop)
 - Top and bottom faces fixed (open loop)
- Simulate and compare to experiment
- Quantify simulation accuracy

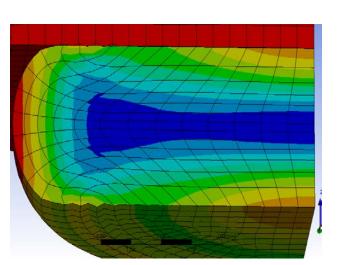






Simulation complexities

- Choice of material model
 - Mooney-Rivlin
 - Ogden
- Contact

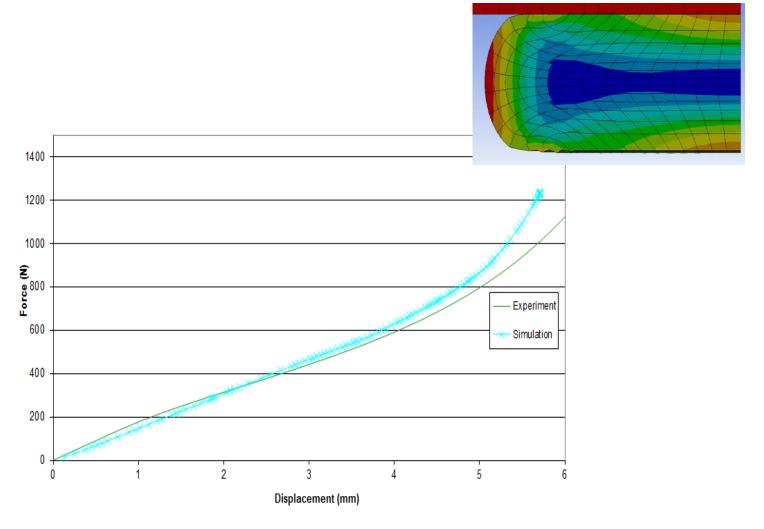


- Fixed boundary has roll over which is addressed with the rough contact
- The corner element and nearby mesh are distorted





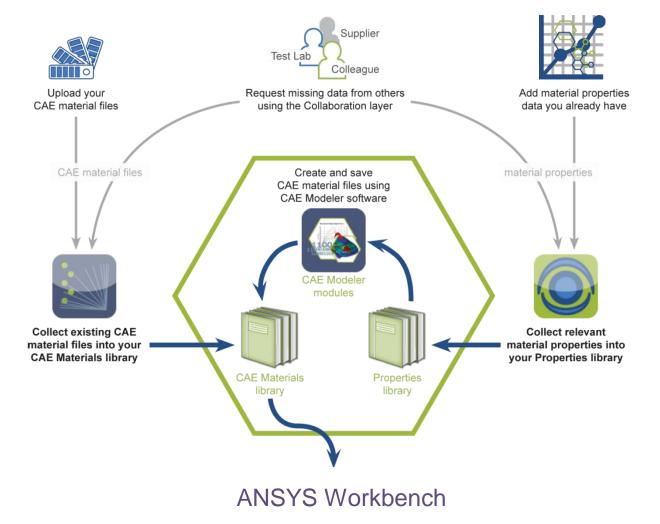
Validation: simulation v. ANSYS







Materials & CAE Material files Workflow







Reference

- NAFEMS book
- Determination and Use of Material Properties for Finite Element Analysis
- By Hubert Lobo and Brian Croop. NAFEMS, 2016. 90 pp.
- Available from NAFEMS.org
- Advanced topics at http://knowmats.com/



