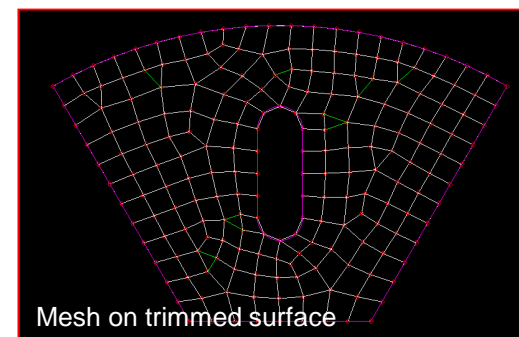
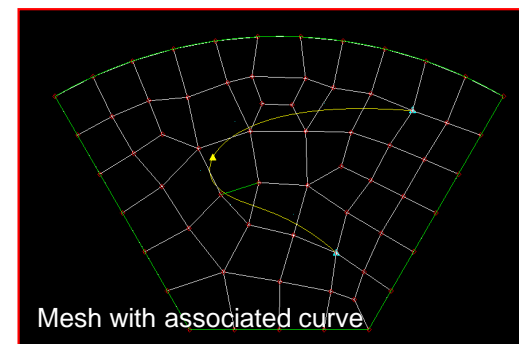
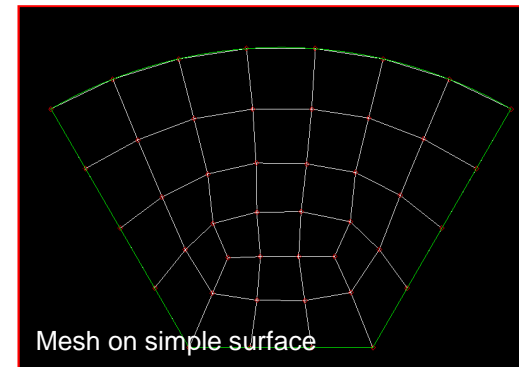


Hybrid Mesher

- **General**
 - Surface mesher used by the Tetmesher
- **Strengths**
 - QUAD dominant mesh on *any* surface
 - Recognizes mesh seeds, hard points
 - Curvature check automatically refines mesh along highly curved edges
 - Mesh is generally more regular or “well-ordered” than Paver but not as regular as Isomesh
- **Limitations**
 - Does not recognize hard curves
 - Generally, generates more TRIAs than Paver
 - Generally generates poor elements/meshes on “problem” geometry (i.e., slivers, re-entrant corners, short edges)
 - Restricted by surface boundary, i.e., each surface is meshed independently and not collectively
- **When to use**
 - ✓ Preferable to Paver for some geometries
 - ✓ An alternative when the Paver produces a poor or unacceptable mesh
 - ✓ Don’t mind a few extra TRIAs
 - ✓ Don’t have hard curves
 - ✓ Geometry is not “problem” geometry



Action: Create
Object: Mesh
Type: Surface

Output ID List
Node: 231
Element: 196

Elem Shape: Quad
Mesher: Hybrid
Topology: Quad4

Paver/Hybrid Parameters...
Node Coordinate Frames...

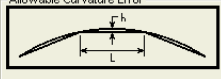
Surface List
Surface 1

Global Edge Length
☐ Automatic Calculation
Value: 0.5

Prop. Name: - None -
Prop. Type: - N/A -
Select Existing Prop...
Create New Property...

-Apply-

☐ Create P-Element Mesh
☐ Global Space Only
☒ Allow Tris in Quad Mesh

☒ Curvature Check
Allowable Curvature Error

0. 0.25
Max h/L = 0.1

☐ Use Desired Edge Lengths
Min. Edge Length: 0.2
Max. Edge Length: 1.0

Ok Defaults