

WEC-Sim Technical Training Course



PRESENTED BY

WEC-Sim Development Team





Advanced Features – Non-hydrodynamic Bodies



PRESENTED BY

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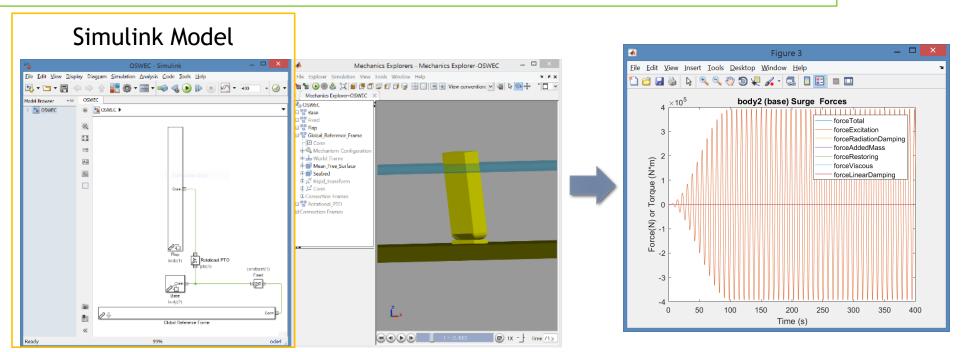
Overview of the non-hydrodynamic body implementation

- A non-hydrodynamic body has fundamentally different forces applied to it than other WEC-Sim bodies.
- Non-hydrodynamic (non-hydro) bodies can represent:
 - Fully submerged bodies below the wave's influence and without significant motion
 - Fully emerged bodies with no wetted surface
- Examples
 - OSWEC tutorial demonstrates a fixed, hydrodynamic body
 - OSWEC Non-hydro Application demonstrates a fixed, non-hydro body

Hydrodynamic Body Example

OSWEC Tutorial

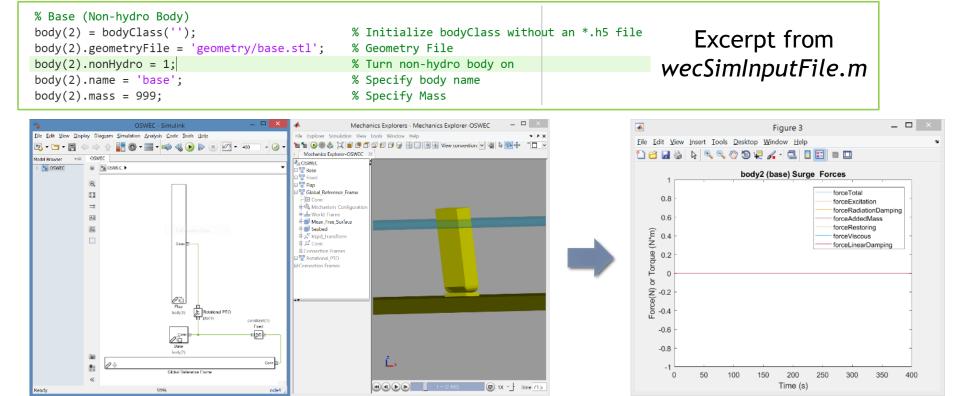
- https://github.com/WEC-Sim/WEC-Sim/tree/master/tutorials/OSWEC
- Models base, body(2), as a fixed hydrodynamic body
- Determines hydro forces on base, i.e. wave excitation force
- Radiation and restoring forces are applied, but are zero since the body is fixed



Non-Hydrodynamic Body Example

Nonhydro_Body Application

- https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Nonhydro_Body
- \circ Models base, body(2), as a fixed, non-hydrodynamic body
- No hydro forces applied to the base, i.e. excitation, radiation, hydrostatic stiffness, ...
- Simplifies model and reduces required BEM solutions
- NOTE: Non-hydro bodies do not have to be fixed



Non-Hydrodynamic Body Example

Nonhydro_Body Application

- https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Nonhydro_Body
- Input File

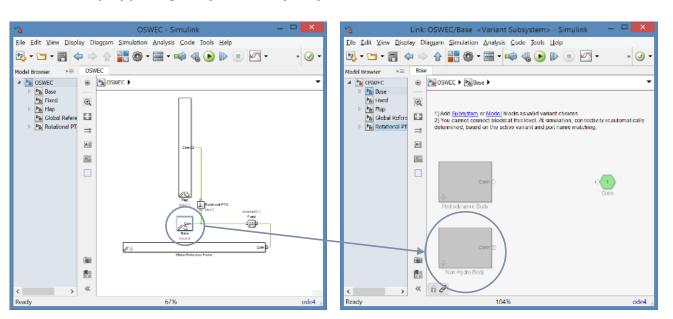
```
    Initialize body class (without *.h5) and name body

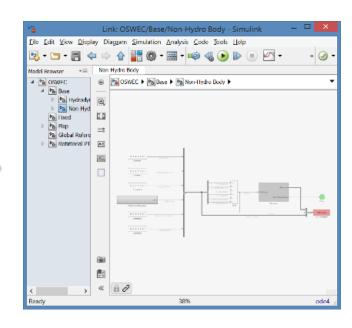
Set body(2).nonHydro = 1;
Define mass, inertia, center of gravity, displaced volume, etc
  Define *.STL for visualization
  % Base (Non-hydro Body)
→ body(2) = bodyClass('');
                                                        % Initialize bodyClass without an *.h5 file
→ body(2).geometryFile = 'geometry/base.stl';
                                                        % Geometry File
\rightarrow body(2).nonHydro = 1;
                                                        % Turn non-hydro body on
 → body(2).name = 'base';
                                                        % Specify body name
  body(2).mass = 999;
                                                        % Specify Mass
  body(2).inertia = [1 1 1];
                                                        % Specify MOI
  body(2).centerGravity = [0\ 0\ -10.9];
                                                        % Specify Cg
                                                        % Specify Cb
  body(2).centerBuoyancy = [0 0 0];
  body(2).volume = 0;
                                                        % Specify Displaced Volume
```

Non-Hydrodynamic Body Example

Nonhydro_Body Application

- https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Nonhydro_Body
- Simulink Model
 - o body(2).nonHydro = 1;
 - Turns on Non-Hydro Body variant subsystem
 - Only applies gravity and buoyancy forces to base





Thank you!

All previous webinar materials and recordings are available online:

http://wec-sim.github.io/WEC-Sim/webinars.html

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