ZSTools

A ZSoil pre-processing tool for Rhino 3D



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What is ZSTools?

A Rhino 3D plugin, aimed at harnessing the power of Rhino 3D CAD capabilities in ZSoil





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Why Rhino?

- Rhino is a very comprehensive 3D modelling tool that is used by an increasing number of architects, designers and engineers
- Rhino provides interfaces to a large number of formats, including pdf, dwg, stl, step, ifc, iges, dxf
- Rhino can be used for many auxiliary tasks related to 3D FEmodelling, such as digitizing bitmaps, editing pdf's, integrating volumes, surfaces etc.



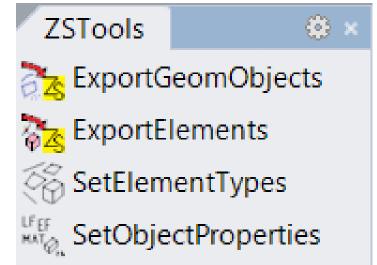






Scope of ZSTools

- Exporting points and curves created in Rhino to ZSPrePro as geometric objects.
- Exporting objects such as lines, quadrangular surfaces and hexahedral volumes as finite elements to ZSoil.
- Assign material, load function and existence function numbers to finite elements

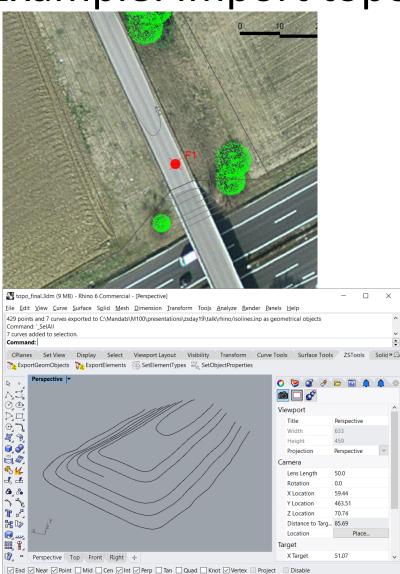




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Example: Import topographical data from pdf



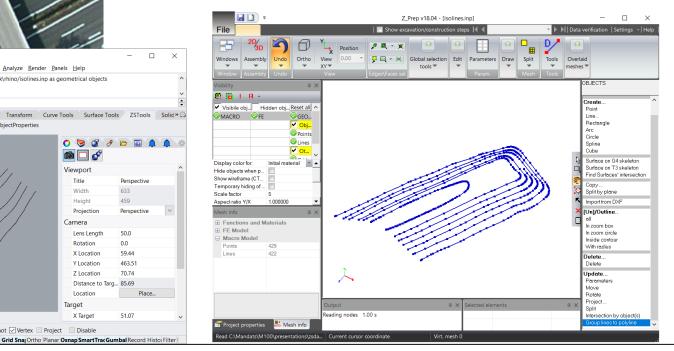
Import pdf, scale 1cm = 5m (1:500)

□ Select isolines, hide everything else

Move lines vertically to altitude

Rotate3D by 270° around X-axis

ExportGeomObjects





CPlane x 62.95 y 507.97

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z 0.00 Meters Default

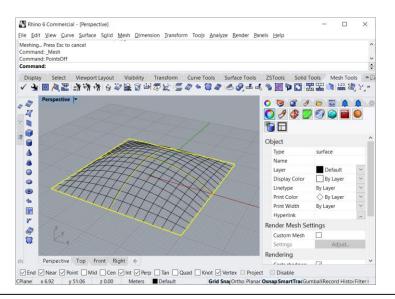


Example: Create 3D shell and a lattice dome

- □ Create surface from 4 points
- □ ChangeDegree: 3rd order in U and V direction
- PointsOn to show control points
- □ Grab interior points and lift them
- □ Mesh surface with parameters:



| Polygon Mesh Detailed Options | × |
|-------------------------------------|---------------------------|
| Density | 0.3 |
| Density: | 0.5 |
| <u>M</u> aximum angle: | 0 |
| Maximum <u>a</u> spect ratio: | 6.0 |
| Minimum <u>e</u> dge length: | 0.01 |
| Maximum edge <u>l</u> ength: | 3 |
| Maximum distance, edge to surface: | 0.0 |
| Minimum <u>i</u> nitial grid quads: | 0 |
| Refine mesh | |
| Jagged seams Pack Textures | |
| Simple planes | |
| OK Cancel Help Preview | v Simple <u>C</u> ontrols |







Example: Create 3D shell and a lattice dome

Shell dome:

- Unweld, then Explode to split mesh into quads
- □ MeshToNURB to transform mesh quads into surfaces
- SelSrf to select all surfaces

Lattice dome (beams):

- □ TriangulateMesh to create triangles
- DupEdge to create lines on mesh edges
- SelCrv to select all lines
- □ SetObjectProperties: material to 2





Example: Create 3D shell and a lattice dome

For both:

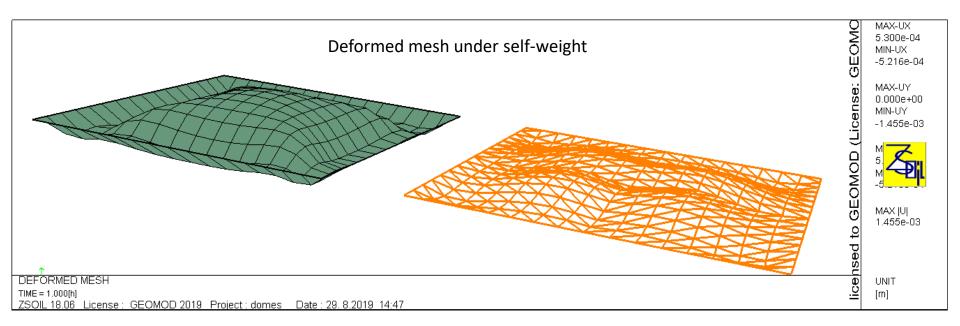
- □ SetElementTypes: Shells and Beams
- □ SetObjectProperties: EF to 1, thickness to 0.2 (for shells)
- □ Rotate3D by 270° around X-axis
- ExportElements (local Z-direction: 0,1,0)

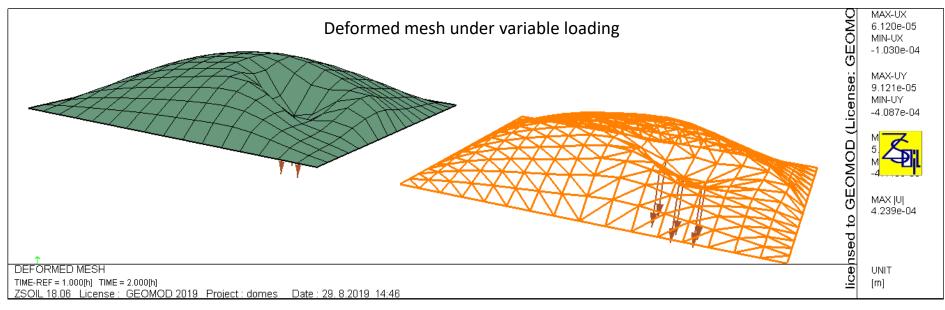
In ZSoil PrePro:

- □ Create BC's on contour nodes
- □ Create nodal loads on a couple of excentric nodes (e.g. Fy = -20 kN on 6 nodes), LTF = 1
- LTF 1: (1,0), (2,1)
- **EF** 1: t1 = 0.99
- **D** Shell material: γ = 25 kN/m3, E = 20 GPa
- **D** Beam material: : γ = 80 kN/m3, E = 200 GPa, circ. tube D = 0.3 m, th = 0.05 m
- Driver: Time dependent, 0 to 2







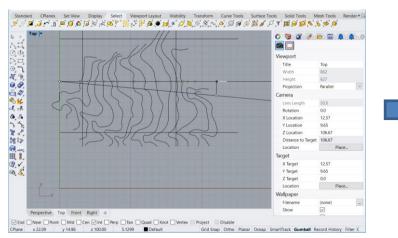




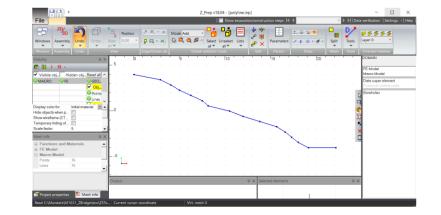




Other uses of ZSTools

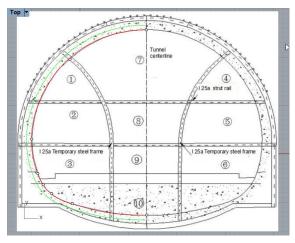


□ Create 2D models from topographical maps



Digitize Bitmaps in Rhino

Construct simplified geometries
when available drawings contain
too much detail

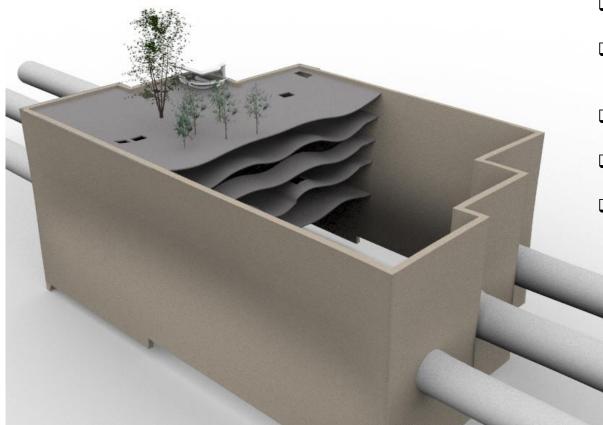








Other uses for Rhino: Render ZS models



- **D** Export results in PostPro to paraview
- Use ExtractSurface filter to convert mesh to polygonal dataset
- □ Save Data in *.ply format
- □ Import file into Rhino
- Add colors, materials, lights etc., then render the scene to create view

Thank you for your attention!



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