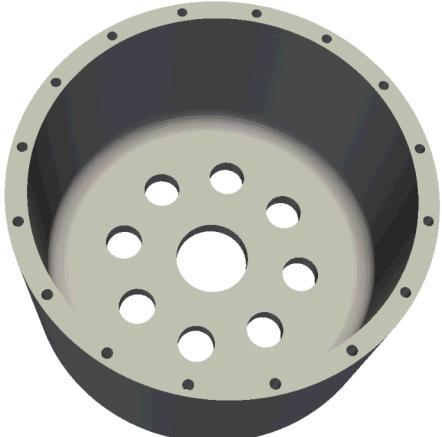
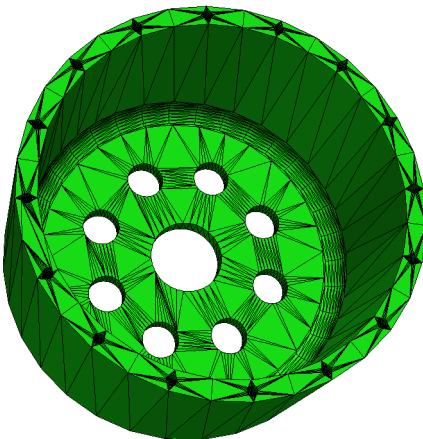


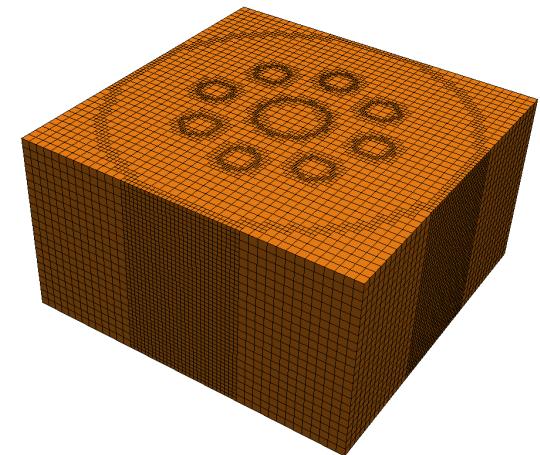
# Rapid Design To Analysis Concept



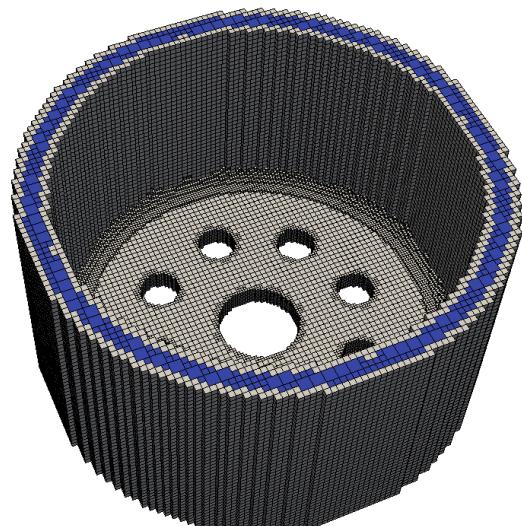
CAD model



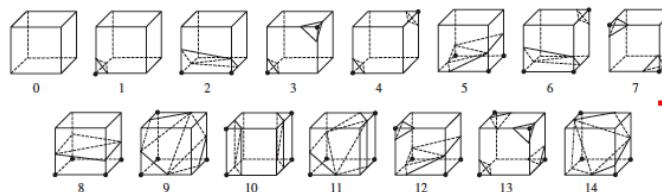
Rapid prototyping STL output



Structured overlay mesh with  
octree refinement on error metrics

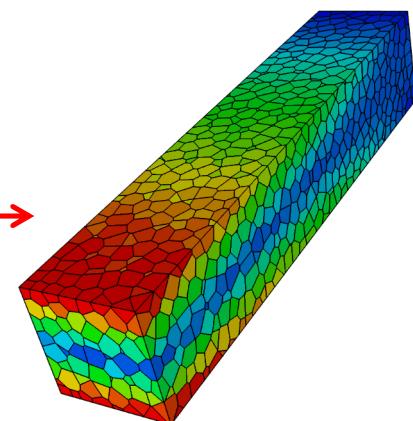


Elements that intersect  
the geometry



Cut cells using the Marching Cubes algorithm

- polyhedra at surface
- hexahedra in interior



Polyhedral FEA

- for cut cells
- for mesh transition areas