
Course Outline

I. Introduction

- Motivation and purpose of GridTool
- Applications for unstructured grid generation
- The TetrUSS system
- Documentation and available user resources
- Software description and start-up
- General features of the code (panel design, context sensitive help, hot keys)

II. Input/Output

- Acceptable input/output formats
- Compatibility with other codes (*VGRID*, *FELISA*, *GRIDGEN*)

III. Points and Curves

- Surface representation and 'display paths'
- Surface viewing and display manipulation
- Curve construction
- Curve projection

IV. Patching - A Prerequisite to Surface Mesh Generation

- Strategies for good patch design
- Patch construction
 - Building the patch from curves
 - Patch properties (BC assignment, orientation)
 - Patch display
 - "Bad patches" - causes and cures

V. Background Grids

- Grid spacing requirements
- Source types and characteristics
- Source placement

VI. Surface Grid Generation Using VGRID