

Modeling of Industrial Fluidized Systems using Barracuda VR

November 18 – 22, 2013
Albuquerque, New Mexico

Monday (8:30 AM – 5:00 PM)

- Particle flow modeling
- Introduction to the *Barracuda*® Graphical User Interface (GUI)
- Introduction to *Barracuda* post-processing

Tuesday (8:30 AM – 4:30 PM)

- Grid generation and engineering analysis using *Barracuda*
- Fast-running fluidized bed training problem
- Chemical reaction modeling in *Barracuda*
- Carbon / steam gasification training problem – set-up and analysis

Wednesday (8:30 AM – 4:30 PM)

- Analysis of fast-running fluidized bed training problem
- Detailed fluidized bed training problem setup (complex geometry and chemical reactions)
- Trainee-specific project setup

Thursday (8:30 AM – 4:30 PM)

- Advanced post-processing and analysis scripting
- Initial analysis of detailed fluidized bed training problem
- Trainee-specific project setup

Friday (8:30 AM – 12:00 PM)

- Final analysis of detailed fluidized bed training problem
- Practical *Barracuda* usage and best practices
- Trainee-specific project wrap-up