

SHELL

A shell is a three or four node area object used to model membrane and plate bending behavior. Shell objects are useful for simulating floor, wall, and bridge systems; 3D curved surfaces; and components of structural members, such as the web and flanges of a W section.

The shells can be homogeneous or can have layers through their thickness. The nonlinear, orthotropic and temperature dependent properties of materials can be assigned to the Layered Shells. Layered Shells can exhibit localized nonlinear behavior. Shell elements can be assigned edge constraints and can be loaded in any direction along any side.

