

Session 1: Welcome and Introductions

Joe Morrison, Acting Head
Computational AeroSciences Branch



Facilities and Emergency Egress

- Restrooms
 - Down the hall in either direction
- Emergency Exit
 - Back down the same stairwell and exit the building
- Lunch
 - Cafeteria diagonally across the parking lot
 - NASA gift shop in the cafeteria available during lunch hours
- Snacks
 - Coffee, soft drinks, light snacks provided
 - Vending machines available just inside the 1st floor stairwell door



Administrative Details

- Need to stay on schedule, but please do not hesitate to ask questions
 - FUN3D team members are on-hand to assist you throughout the workshop – look for badges with **FUN3D Development Team**
 - WebEx participants: feel free to ask questions at any time
 - Use of the WebEx “chat” feature is preferred – a FUN3D team member will be monitoring the chat continuously during the workshop and can interact with you and the local group as needed
- Room 133 downstairs is available all three days for break-out/one-on-one sessions
- Facility tours Wednesday morning if interested
 - Langley computational facilities
 - 14 x 22 subsonic wind tunnel facility
- Dinner tonight
 - 7 pm, Olive Garden – reservation for 40 under “Nielsen”
 - Maps provided - 1049 West Mercury Blvd, Hampton
 - Please confirm attendance on sign-up sheet
- Exit survey Wednesday afternoon
 - Very interested in your feedback, good or bad!



The FUN3D Development Team

fun3d-developers@lists.nasa.gov

- Consists of ~15 researchers across several branches at Langley
 - Computational AeroSciences Branch
 - Aerothermodynamics Branch
 - Flow Physics and Controls Branch
- Some people are full-time FUN3D, others part-time
- Also external groups such as Georgia Tech, National Institute of Aerospace (NIA)
- Open to other interested parties joining us!
 - Remote, real-time, read/write access to FUN3D repository is available

Team Member Introductions

- Name
- Organization
- Research Areas



The FUN3D Support Team

fun3d-support@lists.nasa.gov

“Who sees my questions to the support alias?”

- Consists of 11 members of the development team
- All are NASA civil servants
 - Proprietary/sensitive data can be shared/discussed: all are bound by Trade Secrets Act
- Members: Karen Bibb, Bob Biedron, Jan-Renee Carlson, Peter Gnoffo, Dana Hammond, Bill Jones, Bil Kleb, Beth Lee-Rausch, Eric Nielsen, Mike Park, Jeff White

Myth: Our job is to develop a production-level tool and support users.

Reality: **None** of us are funded at **any** level to support users, maintain documentation, keep up a website, run training workshops, etc. The team is funded solely to perform their individual research efforts.

We squeeze in code support, etc in our copious free time, out of the kindness of our hearts. We enjoy doing so, but please be patient and remember this when asking for help!



The FUN3D User Community

fun3d-users@lists.nasa.gov

- Users across NASA
- Distributed to hundreds of external organizations
 - Individuals
 - Industry
 - Academia
 - Other Government Agencies
- Broad variety of applications being simulated across the speed range

Workshop Participant Introductions

- Name
- Organization
- Research Areas / Intended Applications



Questions?



<http://fun3d.larc.nasa.gov>

FUN3D Training Workshop
April 27-29, 2010

