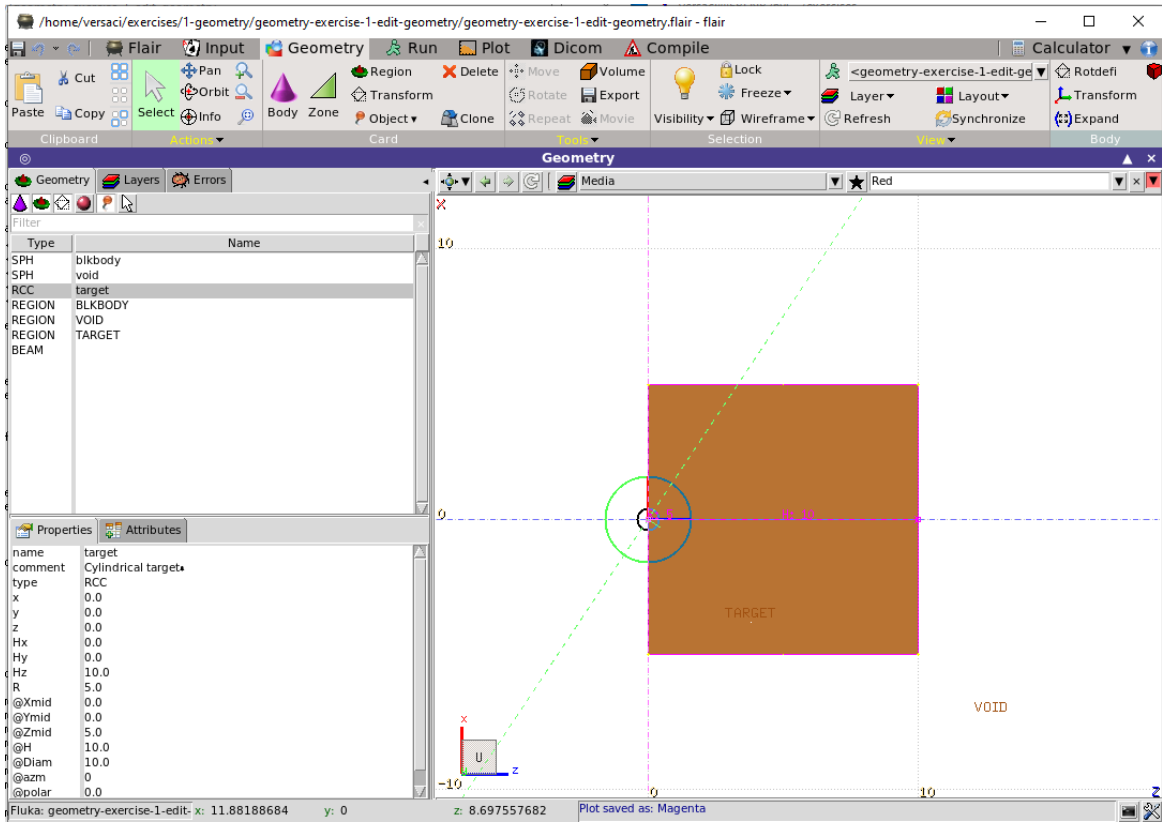
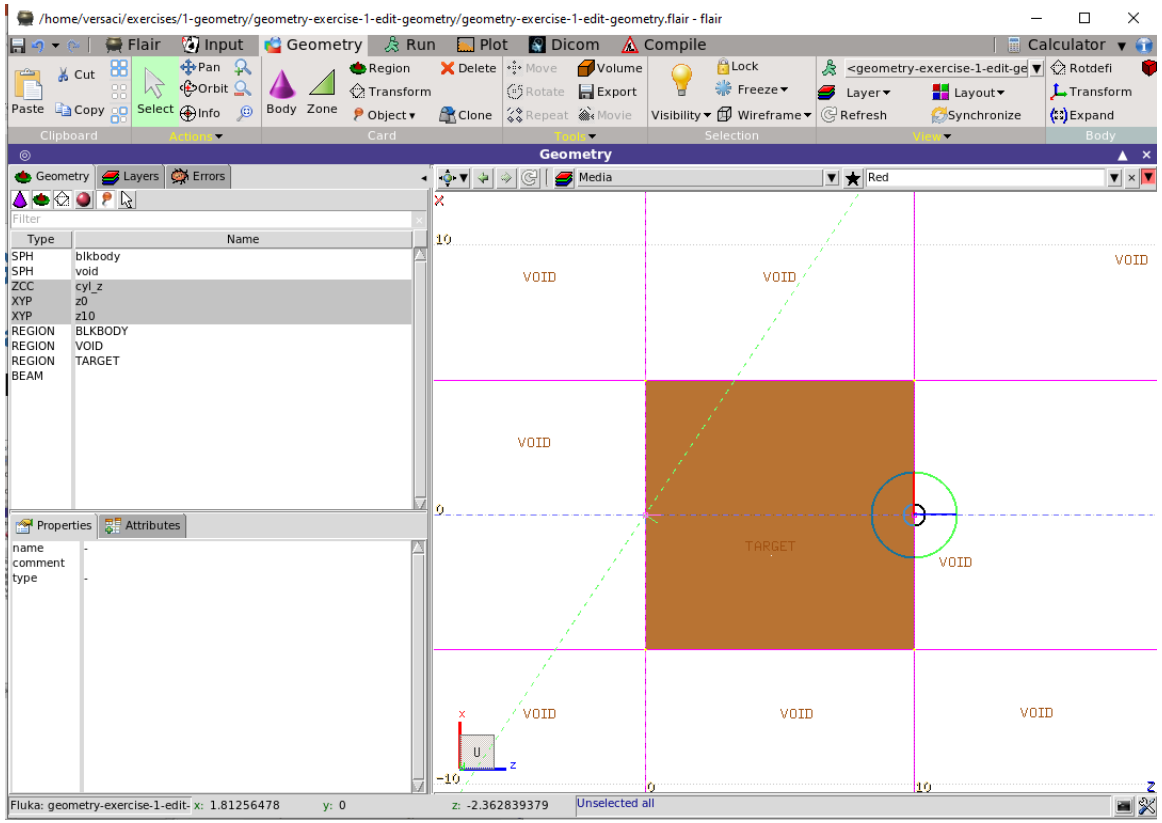
Geometry exercise

Basic geometry editing

Geometry exercise – Basic geometry editing

From finite bodies to infinite bodies





Geometry exercise – Edit geometry

Basic geometry editing

- Start Flair and create a new project based on the “basic” template
- Verify that the target is defined using a single RCC body
- Without using the geometry editor:

  re-define the target using only infinite bodies (1 cylinder and 2 planes)

FLUKA