



## MEscope Application Note 09

# Calculating the Modes of a Beam

**NOTE:** The steps in this Application Note can be duplicated using any Package that includes the **VES-8000 Finite Element Analysis (FEA)** option.

[Click here](#) to download the MEscope Demo Project file for this App Note.

### INTRODUCTION

In this application note, a Finite Element Analysis (FEA) model of a beam is constructed, and its FEA modes are calculated. Then, one end of the beam is *fixed (or grounded)* and its *cantilever beam modes* are calculated. Finally, these results are compared with the modal frequencies of a *continuous beam* derived from classical *closed form* equations.

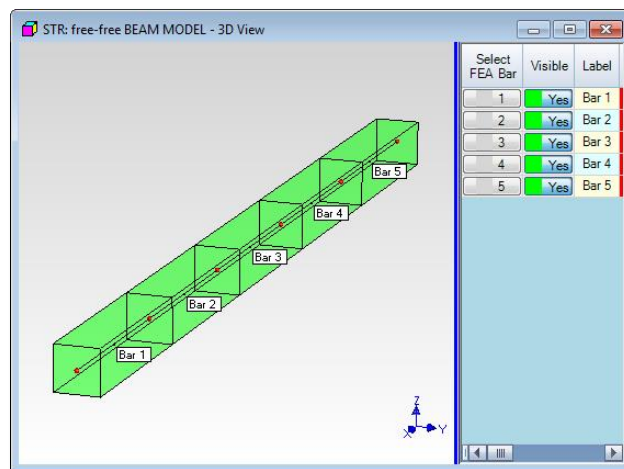


Figure 1. Beam Model with FEA Bars Attached.

Figure 1 shows the beam model. The beam is 20 inches long and has a 1-inch square cross-section. It will be modeled using five FEA bar elements called **FEA Bar Objects** in MEscope.

**NOTE:** An **FEA Bar** is a *beam* element with a *fixed cross-section*.

Each **FEA Bar** is defined by its *two end-points*, *material properties*, and *cross-sectional area* properties. At each end-point, an **FEA Bar** imposes *translational, rotational & inertia constraints* on other elements attached to the same Points.


In Figure 1, additional Points, Lines and Surfaces are added to create a 3D beam model. However, only the *six numbered centerline* Points are required to model the dynamic properties of the beam using **FEA Bars**.

### CREATING THE FEA MODEL

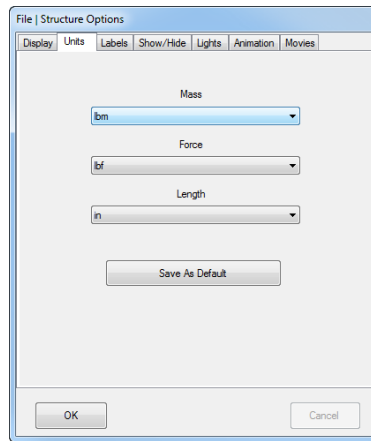
Since the dynamic equations for a **FEA Bar** require *only its two end-points*, we will start by defining end-points along a *centerline* of the beam. Then each **FEA Bar** will be added between a pair of end-points, and each bar defined by specifying its *cross sectional area* and *material* properties. This will complete the FEA model needed to calculate the beam modes.

#### Creating the Beam Centerline

You can start either by downloading and opening the AppNote09.VTprj Demo Project file for this App Note, or by Creating a new Project file. To create a new Project file,

- Execute **Project | New Project** in the MEscope window, and give the new Project a name
- Execute **File | New | Structure**  to open a new (empty) Structure window

- Enter “**Free-Free Beam**” in the dialog box that opens, and **click** on **OK**
- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute Structure Options.

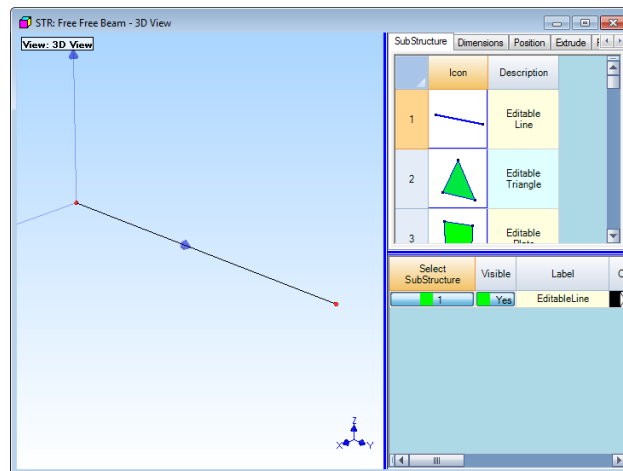


- On the **Units** tab, choose the appropriate **Mass**, **Force**, and **Length** units, and **click** on **OK**

To begin drawing the structure model,

- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute **Draw | Drawing Assistant**.

The **Drawing Assistant** tabs will be displayed on the right.



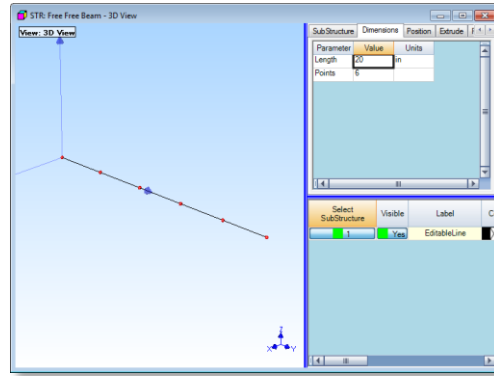
- On the **Substructure** tab, **double click** on the **Editable Line** substructure.

A **Line** substructure will be added to the Structure window and additional **Drawing Assistant** tabs will be displayed.

- On the **Dimensions** tab, make the following entries:

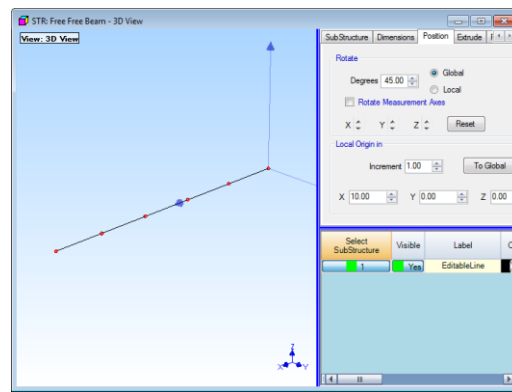
Length (in) = 20

Points = 6



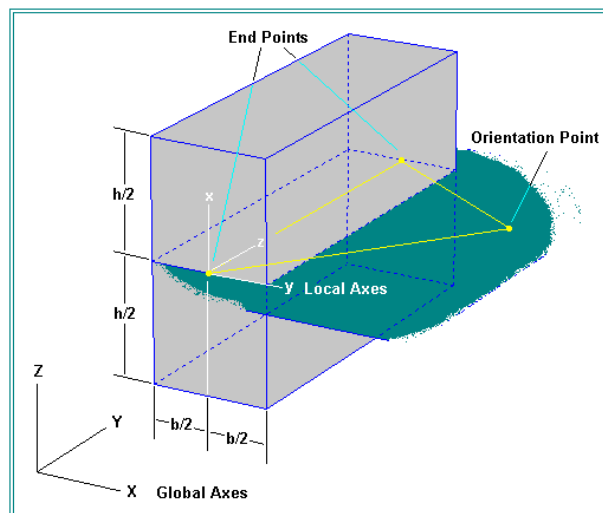
The **Line** substructure will be redrawn with **six points** and a **length of 20 units** along the **Y-axis**. Next, the centerline of the beam will be changed to lie along the **X-axis** instead of the **Y-axis**.

- On the **Position** tab, verify that **45 Degrees** and **Global** are selected in the **Rotate** section
- Press the **down Z** button **twice**, to rotate the Line by **90 degrees** about the **Global Z-axis**
- On the **Substructure** spreadsheet enter "**Centerline**" in the Label cell



### FEA Bar Properties

To define each **FEA Bar**, its **cross sectional area properties** and **material properties** must be specified. Cross sectional area properties are specified in the **FEA Properties** dialog box, and material properties are specified in the **FEA Materials** dialog box



Rectangular Cross-Section of FEA Bars

An FEA **Bar** cross-section is described by its *area* and *four area moments*. The area moments ( $I_{xx}$ ,  $I_{yy}$ ,  $I_{xy}$  and  $J$ ) are computed with respect to the *local cross section axes* shown in the figure above. The cross section properties of a rectangular cross section are:

$$Area = \int dA = b \int_{-h/2}^{h/2} dx = h \int_{-b/2}^{b/2} dy = bh \quad (1)$$

$$I_{xx} = \int y^2 dA = h \int_{-b/2}^{b/2} y^2 dy = \frac{b^3 h}{12} \quad (2)$$

$$I_{yy} = \int x^2 dA = b \int_{-h/2}^{h/2} x^2 dx = \frac{bh^3}{12} \quad (3)$$

$$I_{xy} = \int xy dA = \int_{-h/2}^{h/2} x \left( \int_{-b/2}^{b/2} y dy \right) dx = 0 \quad (4)$$

$$J = \int (x^2 + y^2) dA = I_{zz} = I_{xx} + I_{yy} \quad (5)$$

All of the **FEA Bars** will have the same dimensions (width  $b = 1$  inch and height  $h = 1$  inches). Therefore:

$$\text{Area} = (1) \times (1) = 1 \text{ in}^2$$

$$I_{xx} = (1/12) \times (1)^3 \times (1) = 0.08333 \text{ in}^4$$

$$I_{yy} = (1/12) \times (1) \times (1)^3 = 0.0833 \text{ in}^4$$

$$I_{xy} = 0.0 \text{ in}^4$$

$$J = 0.0833 + 0.0833 = 0.1666 \text{ in}^4$$

### FEA Bar Material Properties

Each FEA Bar requires *three material properties*. Assuming that the beam is made from **6061-T6 aluminum**, it will have the following material properties:

**Modulus of Elasticity (Young's Modulus) =  $9.9 \times 10^6$  lbf/in<sup>2</sup>**

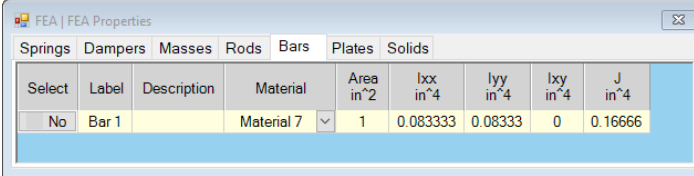
**Poissons Ratio = 0.33**

**Density = 0.098 lbf/in<sup>3</sup>**

- Execute **FEA | FEA Materials** in the **STR: Free-Free Beam** window
- Execute **Edit | Add** in the **FEA Materials** window to add a new material to the spreadsheet
- Enter the three properties above into the spreadsheet, (for **Material 7**) as shown below

Select	Label	Description	Elasticity lbf/in <sup>2</sup>	Poisson's Ratio	Density lbm/in <sup>3</sup>
No	Carbon Steel		3E+07	0.3	0.283
No	Stainless Steel		2.8E+07	0.3	0.289
No	Gray Cast Iron		1.4E+07	0.26	0.264
No	Ductile Cast Iron		2.45E+07	0.3	0.256
No	Aluminum		1E+07	0.33	0.101
No	Copper		1.67E+07	0.33	0.321
No	Concrete		3.7E+06	0.2	0.087
No	Material 7		9.9E+06	0.33	0.098

- Execute **FEA | FEA Properties** in the **STR: Free-Free Beam** window.
- **Click** on the **Bars** tab.
- Execute **Edit | Add** to add a new property to the tab
- Enter the properties into the spreadsheet, as shown below



Select	Label	Description	Material	Area in <sup>2</sup>	Ixx in <sup>4</sup>	Iyy in <sup>4</sup>	Ixy in <sup>4</sup>	J in <sup>4</sup>
No	Bar 1		Material 7	1	0.083333	0.083333	0	0.16666

### Adding An Orientation Point

Before attaching the five **FEA Bar** elements between the **six centerline Points**, one more point must be added to the model to complete the bar cross section definition. This point is called the cross section **orientation point**. It is needed to define the **“up axis”** of the cross section of each **FEA Bar**.

**NOTE:** Each **FEA Bar** requires an **orientation point** that lies in the **same plane** as, but **not in line** with the FEA Bar end-points.

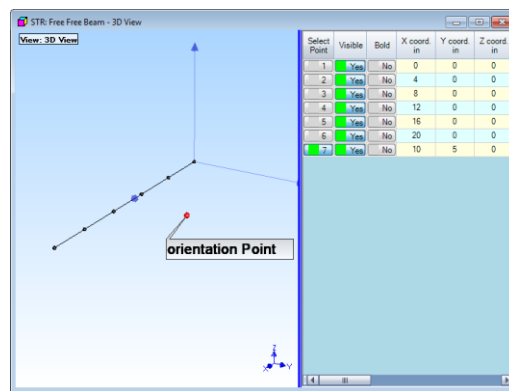
Since the FEA Bars will all lie on the same line, a **single orientation point** can be used by all five **FEA Bars**. The orientation point will be located at coordinates **X=10, Y=5 & Z=0** units

To add the orientation point:

- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute **Edit | Current Objects| Points**.
- **Right click** in the graphics area again, and execute **Edit | Add Objects**
- **Click** in the drawing area to the right of the centerline as shown in the figure below

This will add a **Point** to the model and add a row to the Points spreadsheet

- **Right click** in the graphics area again, and execute **Edit | Add Object again** to **terminate** the Add Objects operation



- In the Points spreadsheet, edit the coordinates for the new Point (**row 7**) to:  
X coord = 10  
Y coord = 5  
Z coord = 0
- Enter **“Orientation Point”** in the **Label** field of the new Point.

To **hide** this Point so it will no longer be displayed

- **Click** on the **visible** cell for the **orientation point**, changing its entry to **No**.

To add this Point to the centerline Substructure,

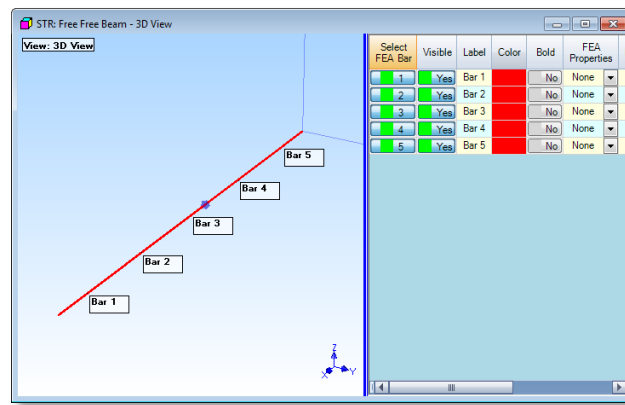
- Make sure that **Point 7** is *selected*
- Execute **Draw | Substructures | Add Objects to Substructure** in the **STR: Free-Free Beam** window
- Select the **Editable Line** in the dialog box that opens, and *click* on **Add To**

This completes the definition of the *orientation point*.

### Adding the FEA Bars

Next, the 5 **FEA Bars** will be added to the model between the *six centerline Points*.

- *Right click* in the graphics area of **STR: Free-Free Beam**, and execute **Edit | Current Objects | FEA Bars**.
- *Right click* in the graphics area, and execute **Edit | Add Objects**.
- *Click near* the Point at the end of the **Line**, and then near the adjacent Point on the **Line** to add the first **FEA Bar** between these two Points.
- Keep *clicking* down the centerline to add all five FEA Bars, as shown below
- *Right click* in the graphics area, and execute **Edit | Add Objects again** to *terminate* the Add Objects operation.



### Properties & Orientation Point

The final steps needed to complete the FEA model are to assign the **FEA Properties** and the **Orientation Point** to each of the FEA Bars.

- *Drag* the **vertical blue bar** to the left to expose the **FEA Bars** spreadsheet
- *Double click* on the **FEA Properties** column heading, and select **Bar 1** from the list in the dialog box that opens
- *Double click* on the **Orient Point** column heading, and enter “7” into the dialog box that opens.

To add the FEA Bars to the **Centerline** Substructure,

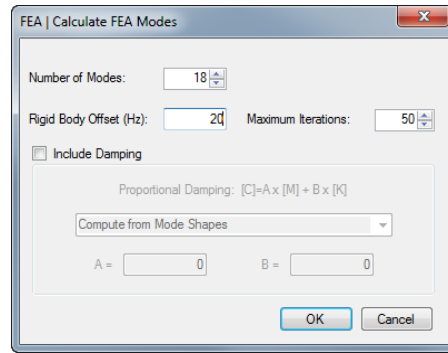
- *Select* all of the **FEA Bars**
- Execute **Draw | Substructures | Add Objects to Substructure** in the **STR: Free-Free Beam** window
- Select the **Centerline** Substructure in the dialog box that opens, and *click* on **Add To**.

### CALCULATING THE FREE-FREE FEA MODES

Now that the FEA beam has been completely defined, its free-free modes can be calculated.

**NOTE:** All modes depend on the *boundary conditions* on a structure. Free-free modes reflect a condition where there are *no constraining boundary conditions* at both ends of the beam.

- Execute **FEA | Calculate FEA Modes** in the **STR: Free-Free Beam** window.
- *Click* on **Yes** in the dialog box that opens, enter parameters into the next dialog box, as shown below, and *click* on **OK**.



After the FEA mode shapes have been calculated,

- **Click** on the **New File** button in the dialog that opens, and enter “**free-free modes**” into the next dialog box.

A new Shape Table window will open listing the free-free modes of the beam, as shown below

Select Shape	Frequency (or Time)	Damping	Units	Damping (%)	Label	MPC
1	0	0	Hz	0	Mode 1 0Hz	1
2	0	0	Hz	0	Mode 2 0Hz	1
3	2.1139E-05	0	Hz	0	Mode 3 2.113861E-05Hz	1
4	0.86047	0	Hz	0	Mode 4 0.8604678Hz	1
5	0.86048	0	Hz	0	Mode 5 0.8604833Hz	1
6	453.17	0	Hz	0	Mode 6 453.1728Hz	1
7	453.18	0	Hz	0	Mode 7 453.1809Hz	1
8	1172.5	0	Hz	0	Mode 8 1172.461Hz	1
9	1172.5	0	Hz	0	Mode 9 1172.482Hz	1
10	2184.2	0	Hz	0	Mode 10 2184.208Hz	1
11	2184.2	0	Hz	0	Mode 11 2184.247Hz	1
12	3328.6	0	Hz	0	Mode 12 3328.588Hz	1
13	3328.6	0	Hz	0	Mode 13 3328.648Hz	1
14	4856.5	0	Hz	0	Mode 14 4856.468Hz	1
15	9237.6	0	Hz	0	Mode 15 9237.551Hz	1
16	12714	0	Hz	0	Mode 16 12714.4Hz	1
17	14947	0	Hz	0	Mode 17 14946.67Hz	1
18	15716	0	Hz	0	Mode 18 15715.86Hz	1

Select M#	DOFs	Units	Measurement Type	Label	Shape 1 Magnitude	Phase	N
M#1	1X	in/lbf-sec	UMM Mode Shape		6.1196E-12	0	5.
M#2	1Y	in/lbf-sec	UMM Mode Shape		21.918	180	1.
M#3	1Z	in/lbf-sec	UMM Mode Shape		1.5648E-07	0	
M#4	1X	deg/lbf-sec	UMM Mode Shape		0	0	

Notice that the first five modes have *essentially zero* frequencies. These are the **rigid body modes** of the free-free beam. The first flexible body mode is at **453 Hz**. Notice also that *all* of the modes have **0% damping** because the FEA model *contains no damping*.

### ANIMATING THE FREE-FREE MODE SHAPES

- **Right click** in the spreadsheet area of **SHP: Free-Free Modes**, and execute **Animate | Animate Shapes**.

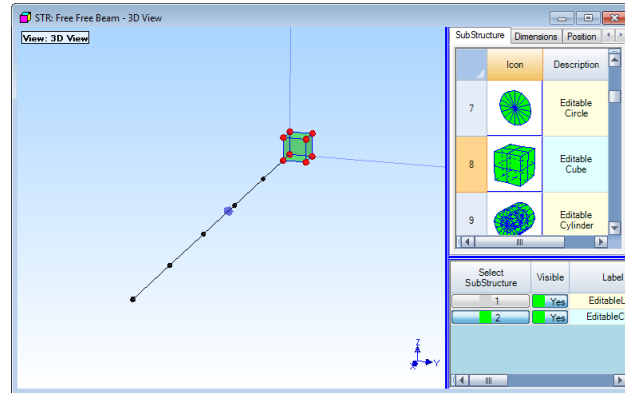
As you click on each Shape button in **SHP: Free-Free Modes** to animate its shape, notice the following,

- Shapes **1 through 5** have rigid body mode shapes.
- Shape pairs **6 & 7, 8 & 9, 10 & 11, 12 & 13** are all *pairs of repeated roots*. Each pair has the *same frequency* but a *different* mode shape.
- Shapes **14 through 18** are *longitudinal* mode shapes

### CREATING A 3D BEAM MODEL

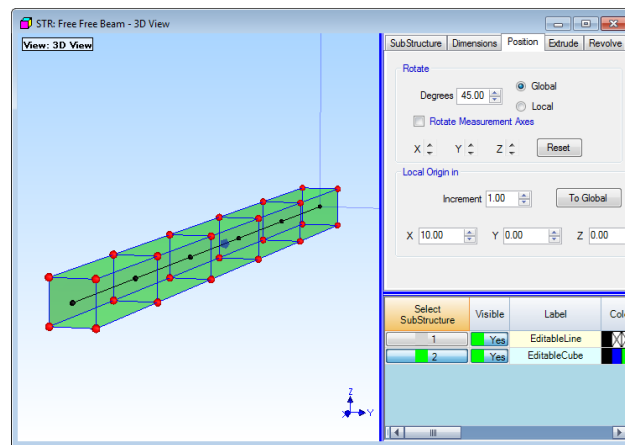
To improve the realism of the structure model, another Substructure will be added to the beam model to turn it into a 3D model.

- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute **Draw | Drawing Assistant**
- In the list on the **Substructure** tab, **double-click** on the **Editable Cube** substructure to add it to the structure model, as shown below



- On the **Dimensions** tab, make the following entries:  
 Width = 1  
 Points = 2  
 Height = 1  
 Points = 2  
 Length = 20  
 Points = 6
- On the **Position** tab, make the following **Local Origin** entries:  
 X = 0  
 Y = 0  
 Z = 0

The completed Cube substructure should now *surround* the centerline, as shown below

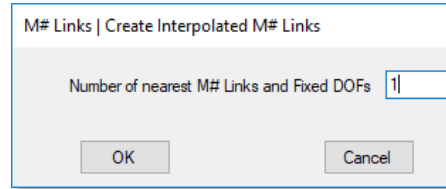


### CREATING INTERPOLATED M# LINKS

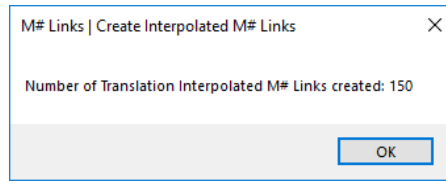
To deform the 3D model using the mode shape data at the five Points along the centerline, **Interpolated M# Links** must be created for the Points at each cross section of the 3D model that are closest to a centerline Point.

- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute **M# Links | Create Interpolated M# Links**
- **Click** through the dialog boxes that open, enter **“1”** into the next dialog box, as shown below, and **click** on **OK**



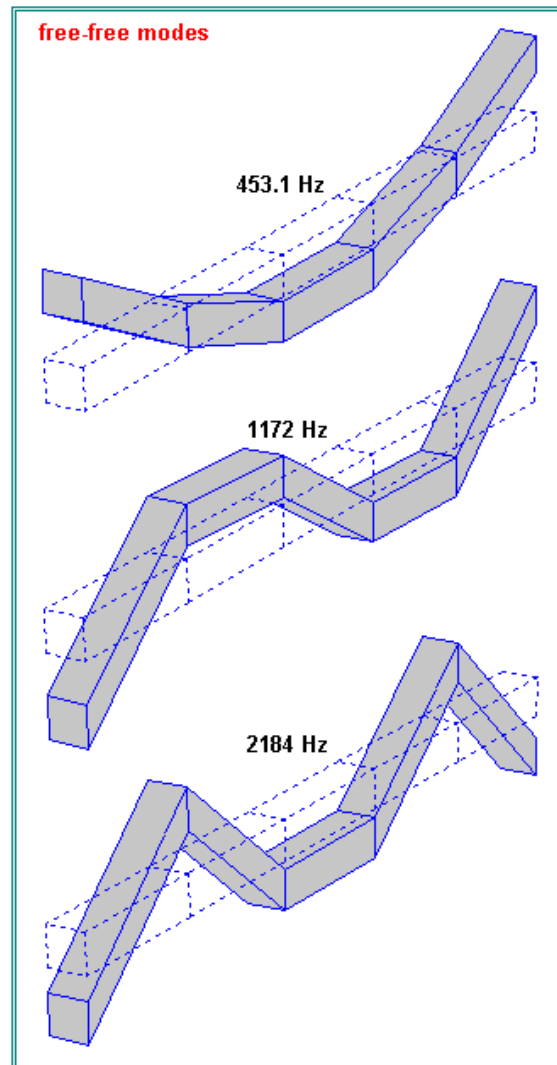


The following will then open stating that 150 M# Links have been created for all of the cross section Points of the 3D model



- **Right click** in the graphics area of **STR: Free-Free Beam**, and execute **Draw | Animate Shapes**

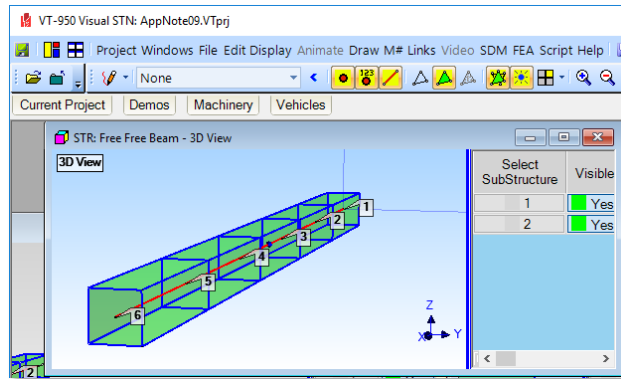
The mode shapes from **SHP: free-free modes** should now be displayed in animation on the 3D beam model. Several of the vertical bending modes are shown below



## CREATING A CANTEILEVER BEAM

To create a cantilever beam structure, the **free-free beam** structure will be copied into a new Structure window and the boundary condition at one end of the beam will be changed from free-free to fixed.

- **Select** NONE in the Animation Source list box for the **STR: Free-Free Beam** window, as shown below
- Execute **File | Clone Structure and Source** in the **STR: Free-Free Beam** window
- Enter **“Cantilever Beam”** into the next dialog box, and **click** on **OK**



A new Structure window will open with a copy of the beam model in it. To make a cantilever beam model more realistic, a vertical **ground plane** will be added to one end of the beam, and its Points will be fixed

- **Right click** in the graphics area of the **STR: Cantilever Beam** window and execute **Draw | Drawing Assistant**
- In the list on the **Substructure** tab, **double-click** on the **Editable Plate** substructure to add it to the structure model
- On the **Dimensions** tab enter:

Width = 4

Points = 2

Height = 4

Points = 2

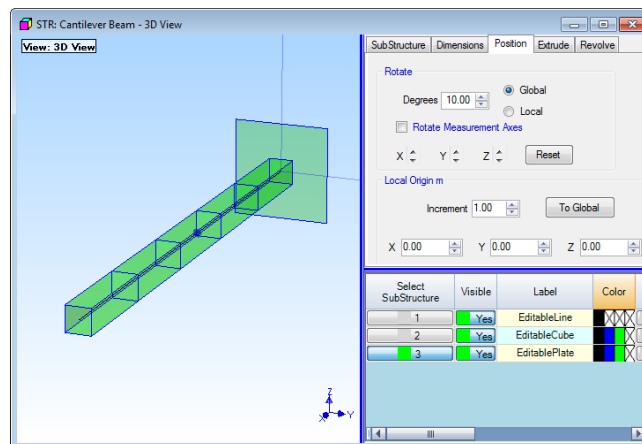
- On the **Position** tab enter the Local Origin (in):

X = 0

Y = 0

Z = 0

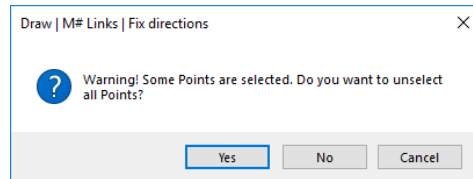
- In the Substructures spreadsheet, enter **“Ground Plane”** into the **Label** cell



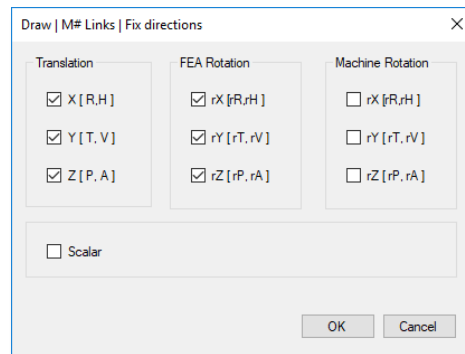
## Fixed One End of the Beam

To model a cantilever beam, one end of the free-free beam must be fixed so that it cannot *translate* or *rotate*. This is equivalent to *clamping* the beam to a rigid wall or grounded foundation.

- **Right click** in the graphics area of the **STR: Cantilever Beam** window and execute **Edit | Current Objects | Points**
- **Hold down** the **Ctrl** key and **click near** the Point on the centerline *closest* to the **Ground Plane** to *select* it
- **Right click** in the graphics area, and execute **M# Links | Fix directions**
- **Click** on **No** in the following dialog box that opens



- Make the selections in the following dialog box, and **click** on **OK**

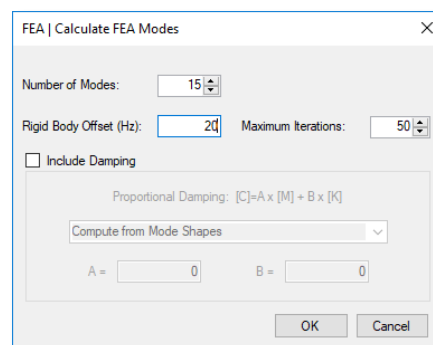


The final dialog box will report that **6 DOFs** of the *selected* end-Point on the **Centerline** have been fixed.

## CALCULATING THE CANTILEVER FEA MODES

The FEA model for the cantilever beam is now ready for calculating the cantilever modes.

- **Un-select** all Points in the **STR: Cantilever Beam** window
- Execute **FEA | Calculate FEA Modes** in the **STR: Cantilever Beam** window
- **Click** on **Yes** in the dialog box that opens, enter parameters into the next dialog box as shown below, and **click** on **OK**.



After the cantilever modes have been calculated,

- **Click** on the **New File** button in the dialog that opens, and enter “**cantilever modes**” into the next dialog box.

The **SHP: cantilever modes** window will open listing the cantilever FEA modes of the beam.

Select Shape	Frequency (or Time)	Damping	Units	Damping (%)	Label	MPC
1	78.323	0	Hz	0	Mode 1 78.32273Hz	1
2	78.324	0	Hz	0	Mode 2 78.32414Hz	1
3	470.31	0	Hz	0	Mode 3 470.308Hz	1
4	470.32	0	Hz	0	Mode 4 470.3164Hz	1
5	1269.2	0	Hz	0	Mode 5 1269.203Hz	1
6	1269.2	0	Hz	0	Mode 6 1269.226Hz	1
7	2369	0	Hz	0	Mode 7 2368.959Hz	1
8	2369	0	Hz	0	Mode 8 2369.002Hz	1
9	2458.5	0	Hz	0	Mode 9 2458.502Hz	1
10	3471	0	Hz	0	Mode 10 3470.96Hz	1
11	3471	0	Hz	0	Mode 11 3471.023Hz	1
12	7134.9	0	Hz	0	Mode 12 7134.852Hz	1
13	11113	0	Hz	0	Mode 13 11112.79Hz	1
14	14003	0	Hz	0	Mode 14 14002.93Hz	1
15	15522	0	Hz	0	Mode 15 15522.37Hz	1

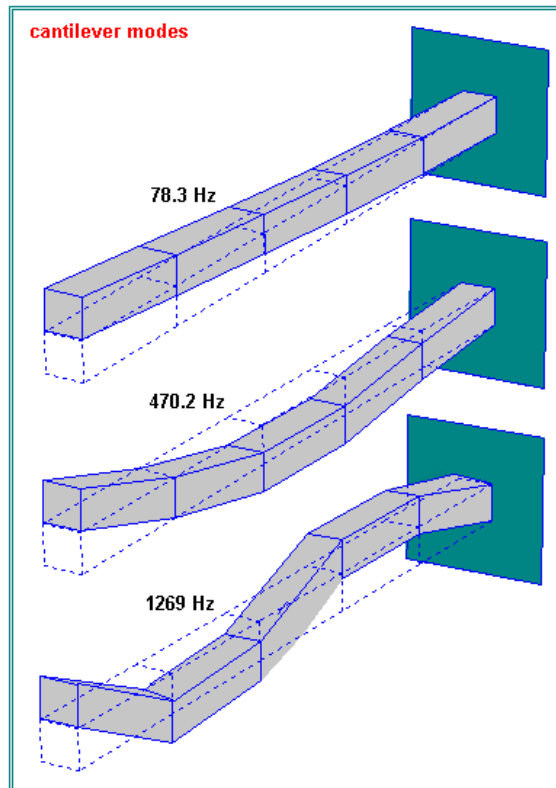
  

Select M#	DOFs	Units	Measurement Type	Label	Shape 1 Magnitude
M#1	2X	in/lbf-sec	UMM Mode Shape		7.6136E-28
M#2	2Y	in/lbf-sec	UMM Mode Shape		5.941E-12
M#3	2Z	in/lbf-sec	UMM Mode Shape		1.7476
M#4	2rX	deg/lbf-sec	UMM Mode Shape		0
M#5	2rY	deg/lbf-sec	UMM Mode Shape		6.2862

### ANIMATING THE CANTILEVER MODE SHAPES

To display the modes of the cantilever beam in animation

- **Right click** in the spreadsheet area of **SHP: Cantilever Modes**, and execute **Animate | Animate Shapes**



As you click on each Shape button in **SHP: Cantilever Modes** to animate its shape, notice the following,

- Shapes pairs **1 & 2, 3 & 4, 5 & 6, 7 & 8, 10 & 11** are all pairs of *repeated roots*. Each pair has the *same frequency* but a *different* mode shape
- Shapes **9** is the first *longitudinal* mode shape
- Shapes **12 through 15** are all *longitudinal* mode shapes

### ANALYTICAL COMPARED TO FEA FREQUENCIES

The reference textbook *Formulas for Natural Frequency and Mode Shape*, Robert D. Blevins, 1979, page 108, contains formulas for the modal frequencies of continuous beams. The modal frequencies of both free-free and cantilever beams can be determined with the following formula.

$$f_i = \left( \frac{\lambda_i^2}{2\pi L^2} \right) \left( \frac{EI}{m} \right)^{1/2} \quad (6)$$

where:

**f<sub>i</sub>** = modal frequency of mode (j), in Hz.

**L** = length of the beam

$\lambda_i = 4.730, 7.853, 10.996$   $i = 1, 2, 3$  (**free-free beam**)

$\lambda_i = 1.875, 4.694, 7.855$   $i = 1, 2, 3$  (**cantilever beam**)

**E** = modulus of elasticity (9.9xE6)

**I** = cross sectional inertia (0.0833)

**m** = mass per unit length = (density)(area)

= (0.098) / (386.4 lbf-sec<sup>2</sup>/in/lbm)

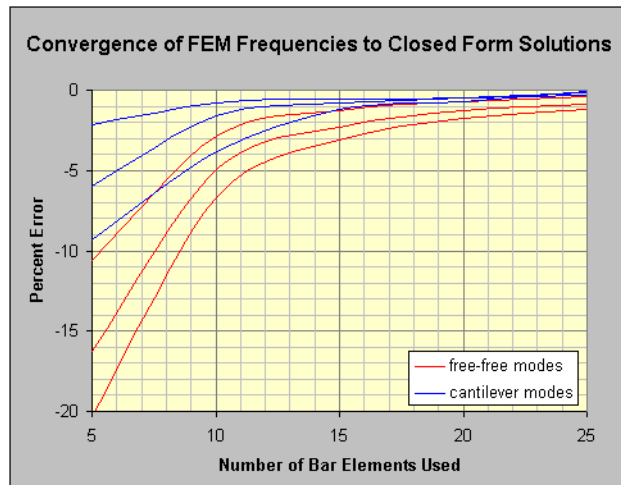
Equation (6) was used to calculate the frequencies of the first three modes of both free-free and cantilever beams. The table below contains a comparison of the analytical frequencies with the FEA frequencies calculated with MEscope in this App Note.

Mode	MEscope FEA	Analytical
1 <sup>st</sup> free-free	453	507
2 <sup>nd</sup> free-free	1172	1399
3 <sup>rd</sup> free-free	2184	2742
1 <sup>st</sup> cantilever	78	80
2 <sup>nd</sup> cantilever	470	500
3 <sup>rd</sup> cantilever	1269	1400

### CONCLUSIONS

Notice in the Table above that the **FEA** modal frequencies are lower, than the analytical frequencies in all cases. This is because the analytical formula is for a *continuous* beam, whereas the continuous beams were modeled in MEscope using only **five FEA Bar** elements.

The figure below shows *how rapidly* the first three FEA modal frequencies will converge toward the analytic answers when more **FEA Bar** elements are used.



*FEA Modal Frequency Errors versus Number of Bar Elements.*