



UNIVERSITY OF
LIVERPOOL

VIRTUAL ENGINEERING CENTRE

Dr Antony Robotham - Executive Director

OPTIS China User Meeting 2011

18 October 2011, Shanghai, PR China

Supported by



Northwest

REGIONAL DEVELOPMENT AGENCY



INVESTING IN
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EUROPEAN REGIONAL DEVELOPMENT FUND



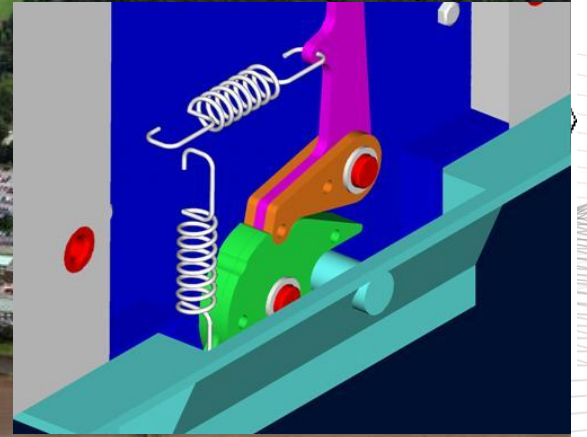
Case Study with Bentley Motors



Course Leader: Automotive Engineering Design
Coventry University

PhD: Aerodynamic Control of VAWTs
Open University

BSc: Mechanical Engineering
Leeds University & GEC Large Machines



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Designing is more than just
creating a product...

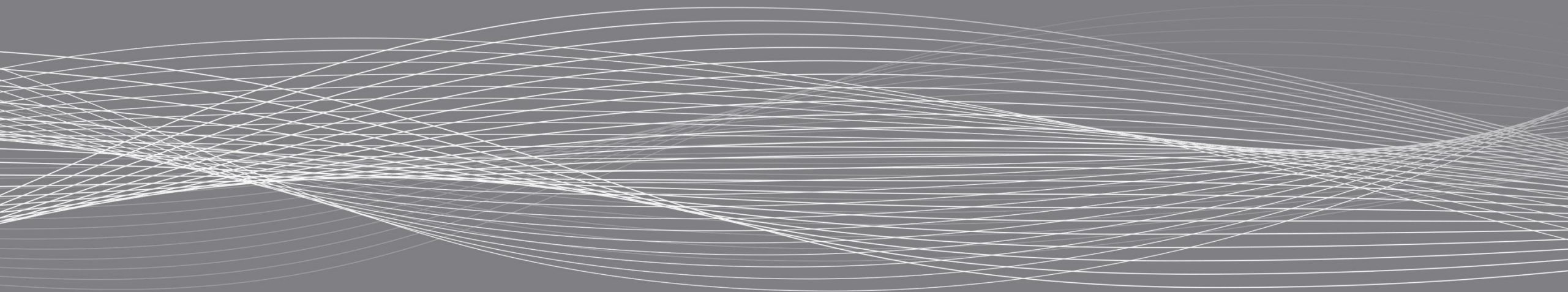
...it is also about creating
an emotional experience!

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BENTLEY MOTORS

OPTIS + VEC = HIGH FIDELITY VIRTUAL PROTOTYPES

Content of Presentation

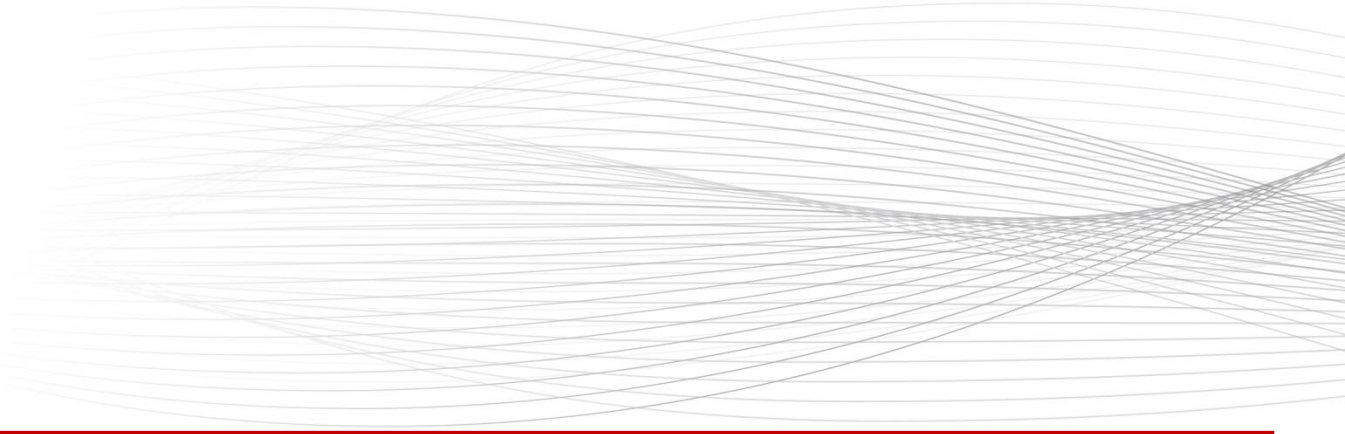


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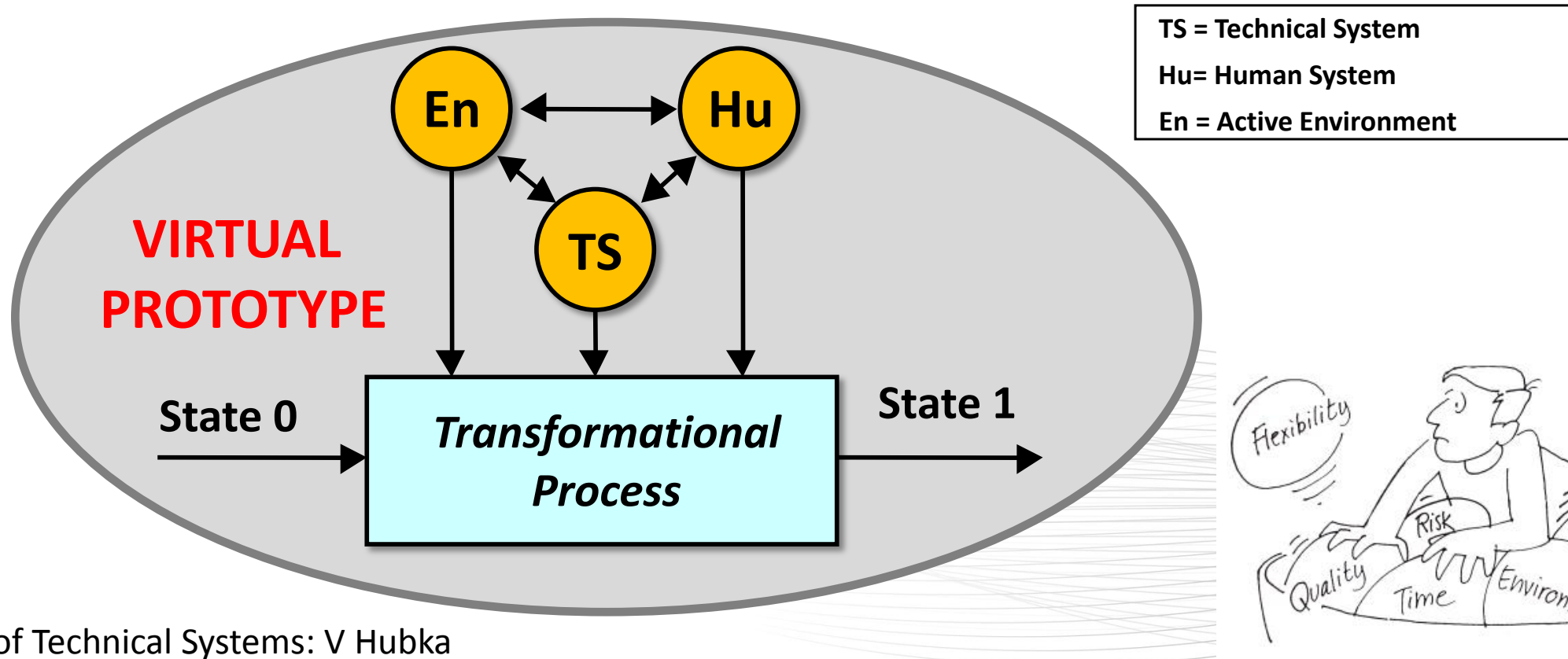
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VE - integration of product and process modelling using digital technologies

VE impacts product development performance

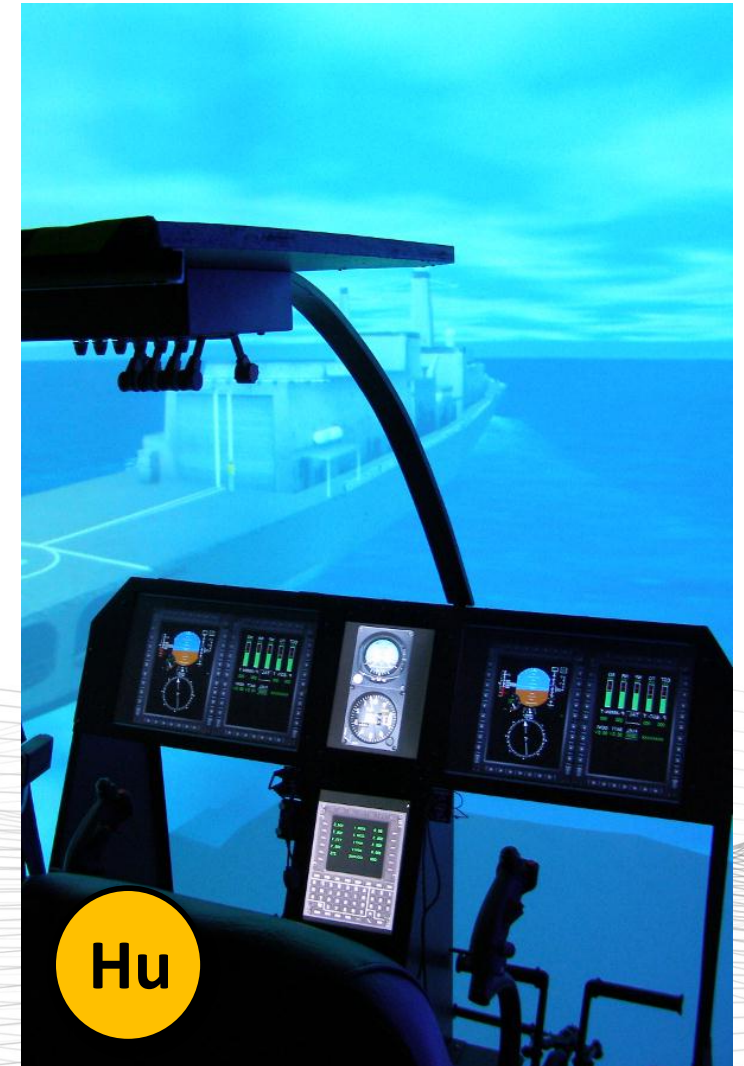
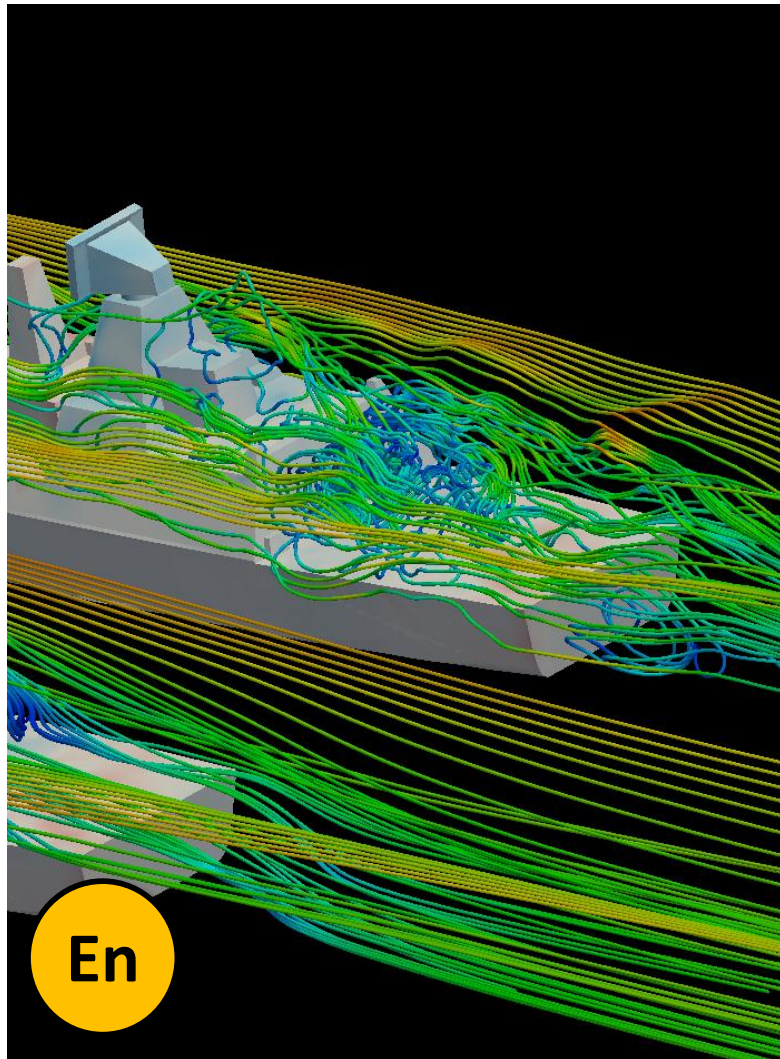
- Rapid response to customer requirements
 - More comprehensive exploration of the solution space
 - Higher quality products to market quicker
 - Reduce the risk and cost of development
 - Enabling the supply chain to collaborate
- 
- An abstract graphic consisting of numerous thin, light gray lines that form a series of overlapping, elongated ellipses or wave-like patterns. The lines are more densely packed in the center and become sparser towards the edges, creating a sense of depth and movement. The overall shape is roughly horizontal and spans the lower right portion of the slide.

VIRTUAL PROTOTYPE - a product model embedded within a synthetic environment of the relevant life cycle phase enabled to simulate a task



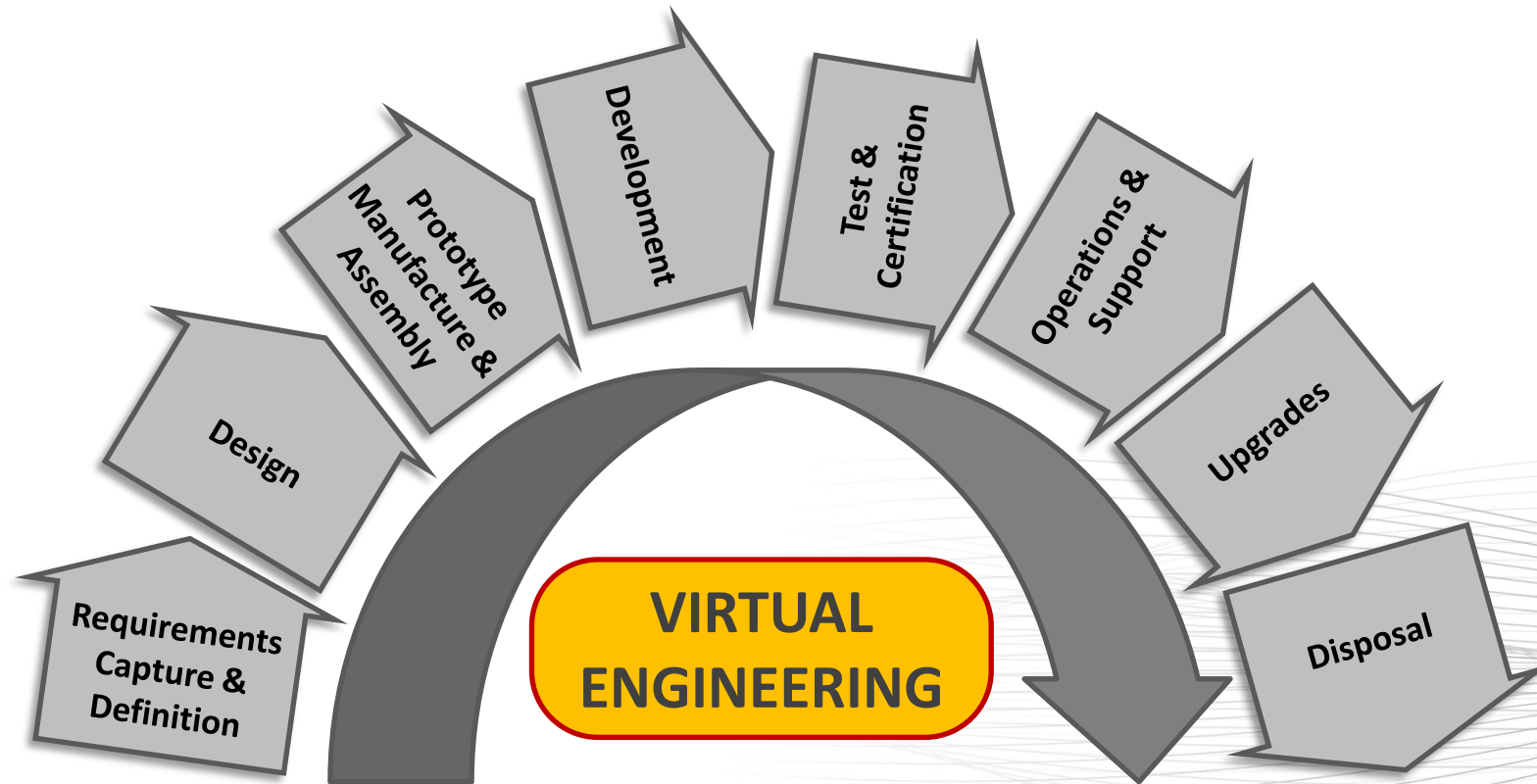
Theory of Technical Systems: V Hubka

Virtual Prototypes



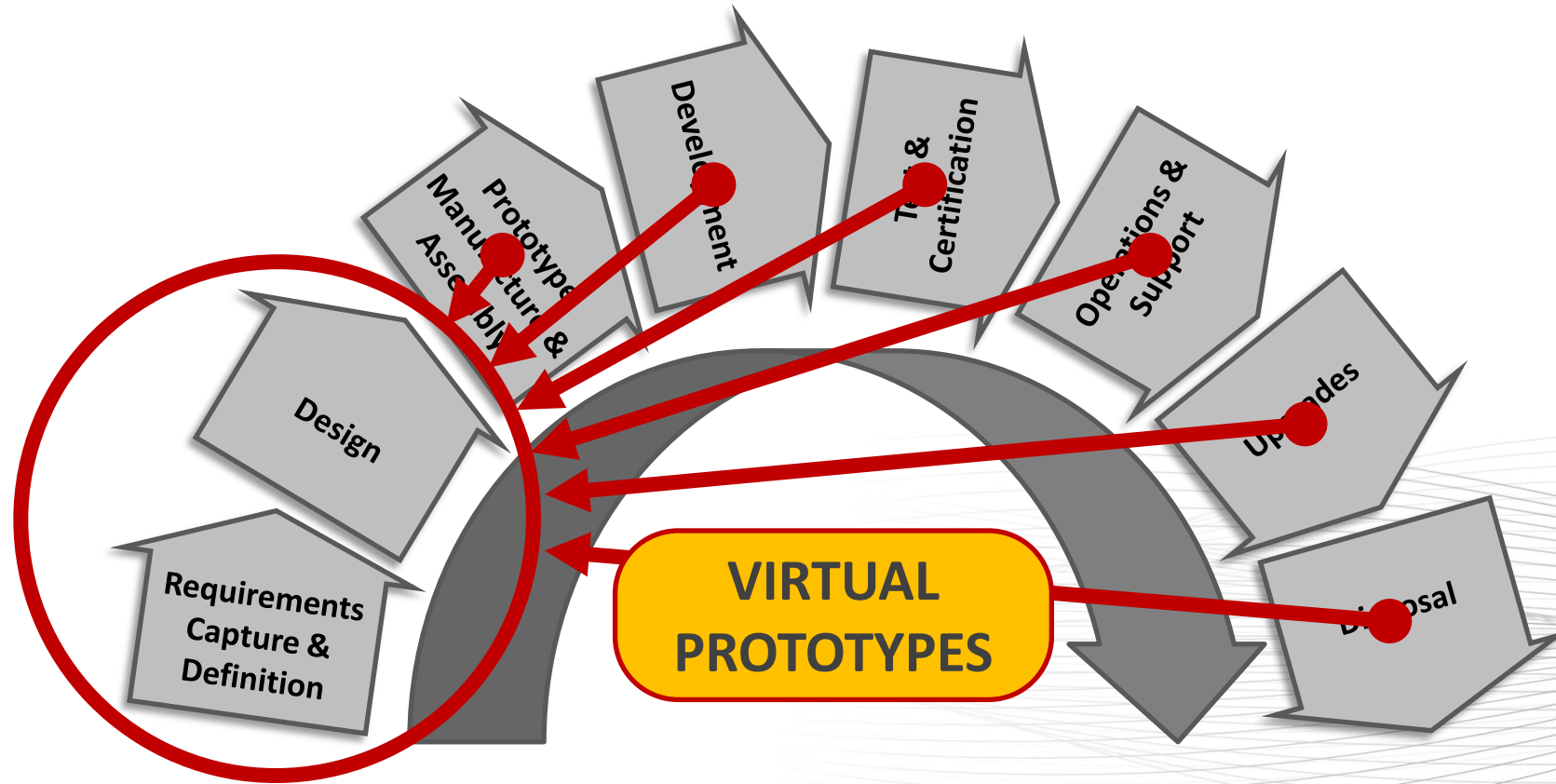
Virtual Prototypes

VIRTUAL ENGINEERING enables integration across the product life cycle



VE across the Product Lifecycle

High fidelity **VIRTUAL PROTOTYPES** support early decision making in NPD



VPs across the Product Lifecycle

A Centre of Excellence in Virtual Engineering...

- VE best practice demonstration
- VE business development and research
- VE education and skills development

... providing VE support to the aerospace supply chain and other high valued added manufacturing sectors



Virtual Engineering Centre

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Located in North West region of UK

- Largest manufacturing region in the UK by GVA
- Manufacturing generates 20% of the region's GVA
- Employs 400,000 people in the region

AstraZeneca



SIEMENS



Rolls-Royce

BAE SYSTEMS

Kellogg's



BENTLEY



VAUXHALL

Virtual Engineering Centre



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Project Partners

- University of Liverpool
- STFC Daresbury Laboratory
- NWAA
- Morson Projects
- BAE Systems
- Airbus (Associate)



Funding

- NWDA
- ERDF



VEC Project Partners



Wilde



SimX
Simulation eXpertise

Applied Computing & Engineering Ltd



Virtual Engineering Centre

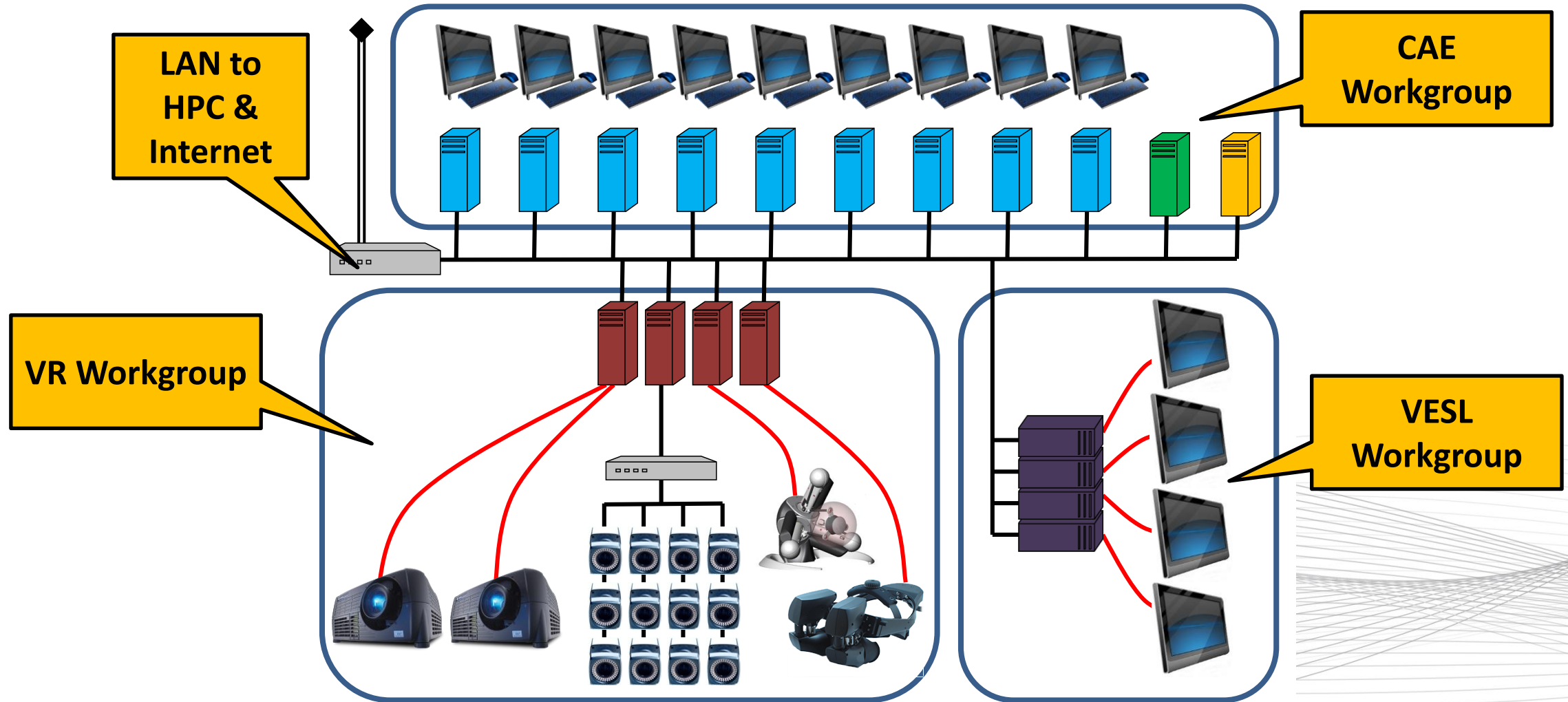


Applied

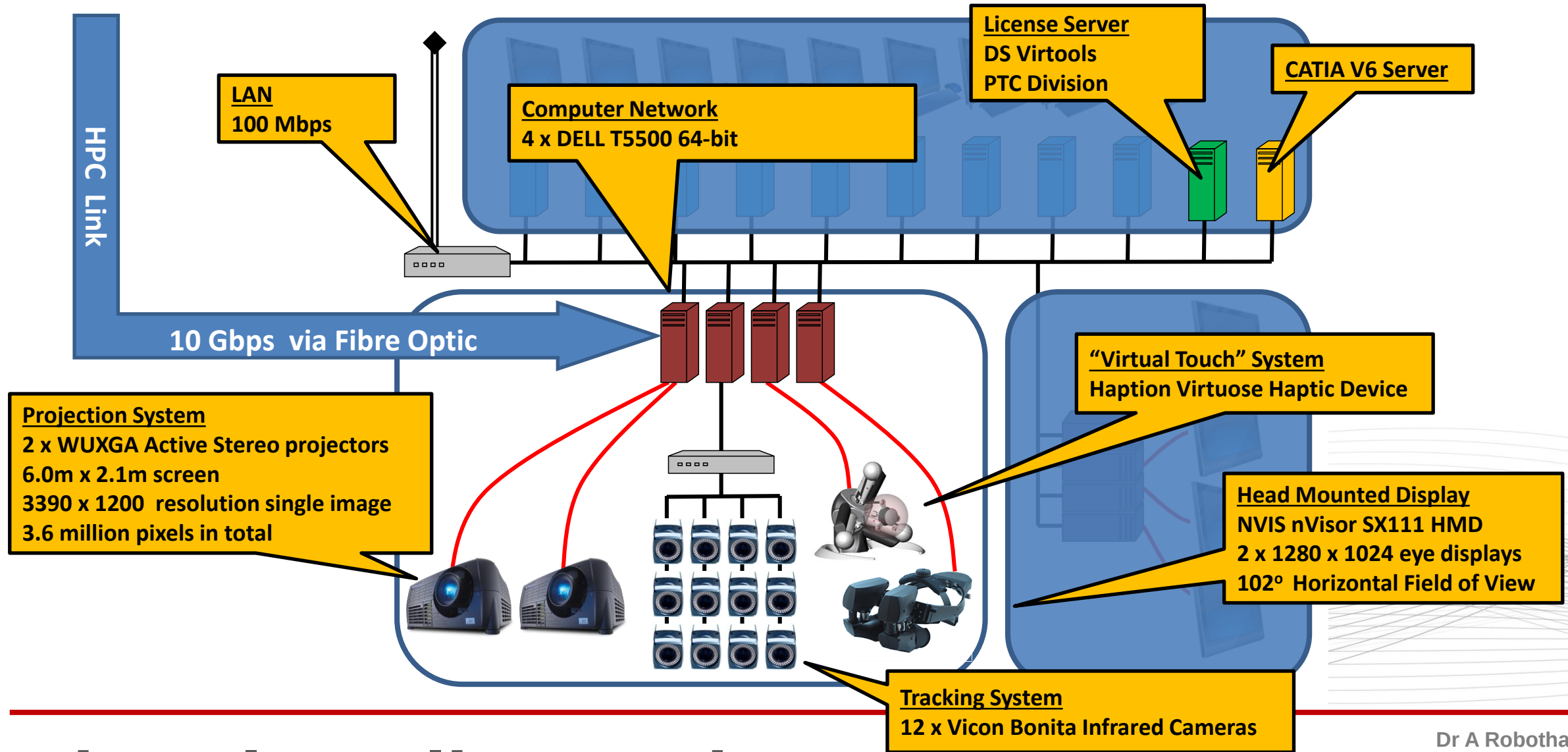
TATA TECHNOLOGIES

VEC Technology Suppliers

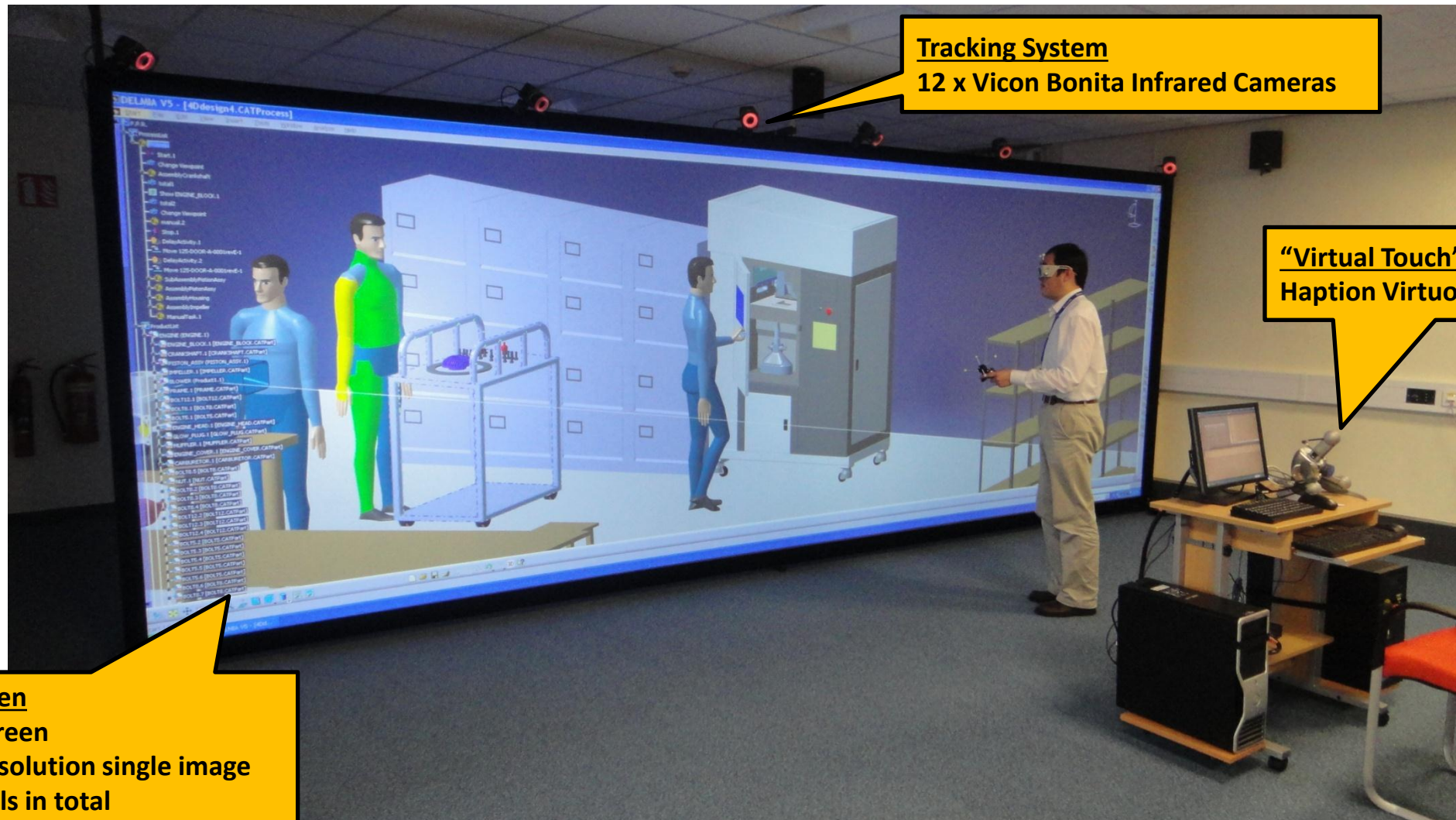
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VEC Technical Facilities



Virtual Reality Workgroup



Tracking System

12 x Vicon Bonita Infrared Cameras

“Virtual Touch” System

Haption Virtuose Haptic Device

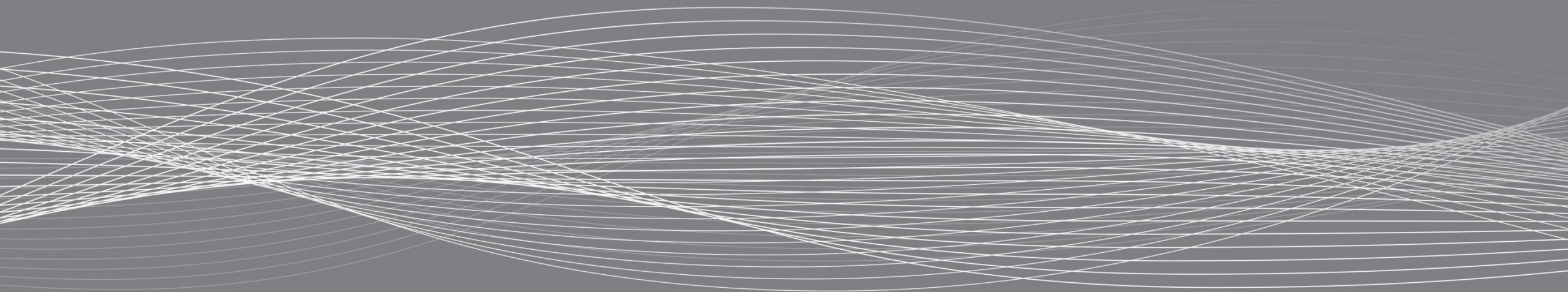
Projection Screen

6.0m x 2.1m screen

3390 x 1200 resolution single image

3.6 million pixels in total

Virtual Reality & Visualisation



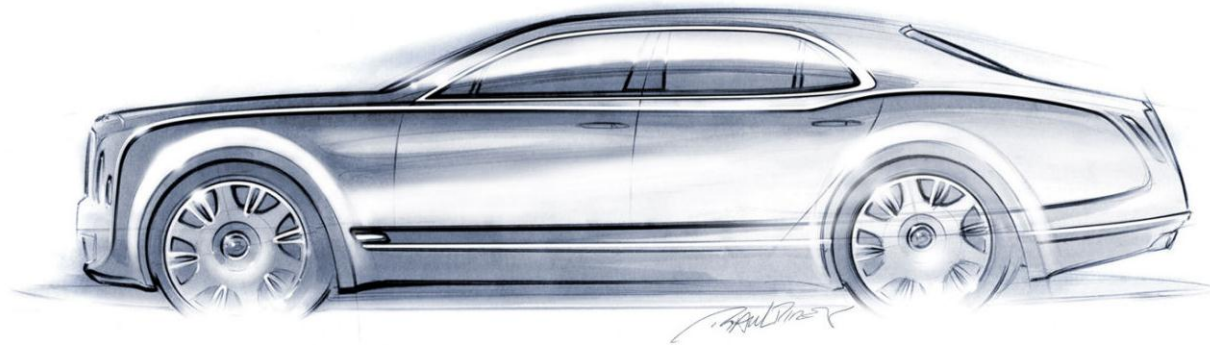
BENTLEY MOTORS

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Founded by W.O. Bentley in 1919

Located in Crewe, England since 1946

Owned by Volkswagen AG since 1998



Bentley Motors



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"To build a good car,
a fast car,
the best in class"



Sketch

Sketch Development

Clay Models

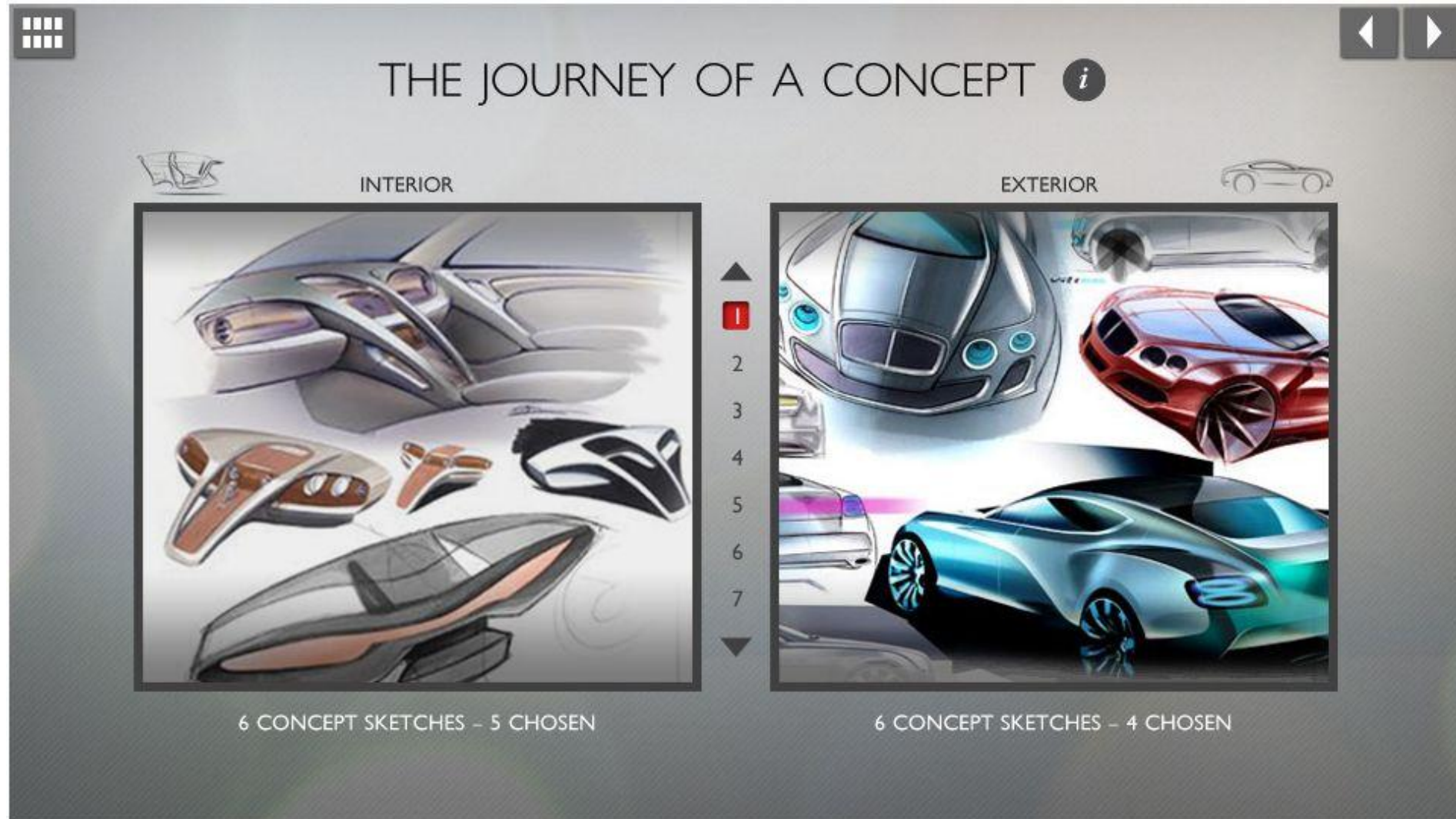
Digital Design

Production

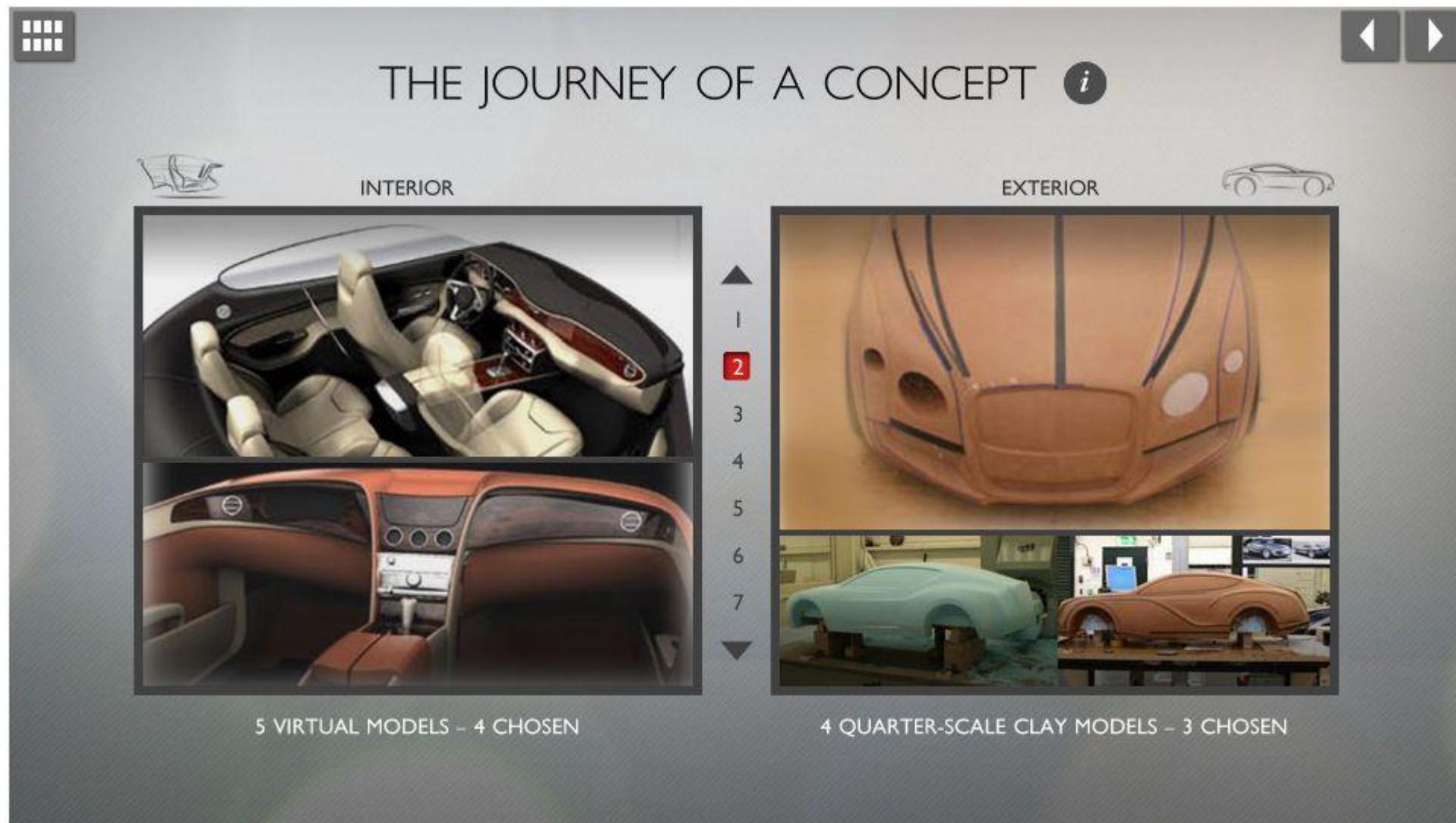
Design Development



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Concept



Virtual Models



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THE JOURNEY OF A CONCEPT *i*



INTERIOR



PR0: 4 FULL-SIZED FOAM MODELS – 2 CHOSEN

EXTERIOR



PR0: 3 FULL-SIZED CLAY MODELS – 2 CHOSEN

- ▲
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- ▼

PR0 Gateway



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THE JOURNEY OF A CONCEPT *i*



INTERIOR



PR1 DESIGN DIRECTION: 2 FULL-SIZE CLAY MODELS
50% FEASIBILITY – 1 CHOSEN

EXTERIOR



PR1 DESIGN DIRECTION: 2 FULL-SIZED CLAY MODELS
50% FEASIBILITY – 1 CHOSEN

- ▲
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- ▼

PR1 Gateway



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PR2 Gateway



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IDKM & EDKM



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Production



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Objectives

- Improve the quality of the design solution
- Reduce time and cost of new vehicle design
- Replace physical mock-ups with virtual prototypes



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Surface and Build

- Virtual surface validation

Ergonomics

- Ergonomic Validation – vision/reflections
- Lighting Development – illumination

Priorities for Bentley Motors

Demonstration Project

- Vehicle CAD data of Mulsanne
- Virtual Reality technologies
- Optical behaviour

Bentley Motors

VEC

Optis



BENTLEY



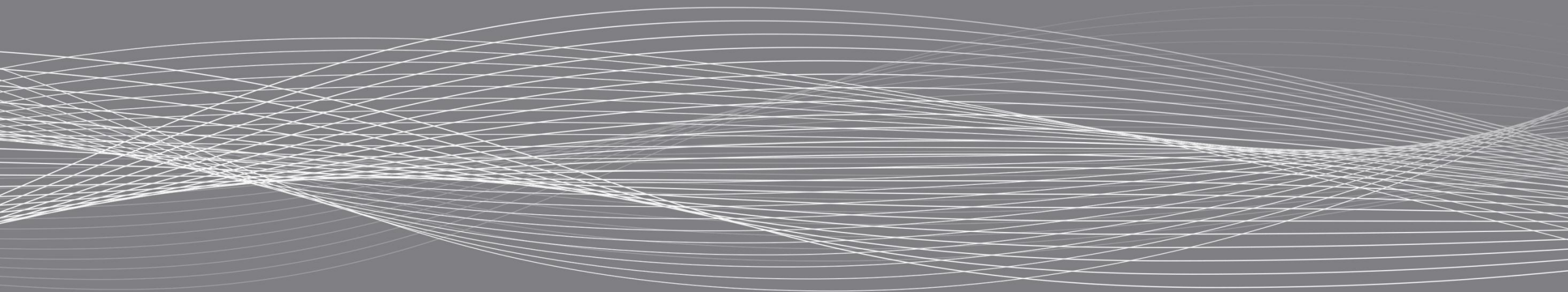
Common technology challenges include:

- Immersion and auditor tracking
- Physics based real-time visualisation
- Realistic exterior environments
- Augmented physical reality
- Actual visibility of variation



Demonstration Project

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Health Warning – Everything you are about to see is a simulation

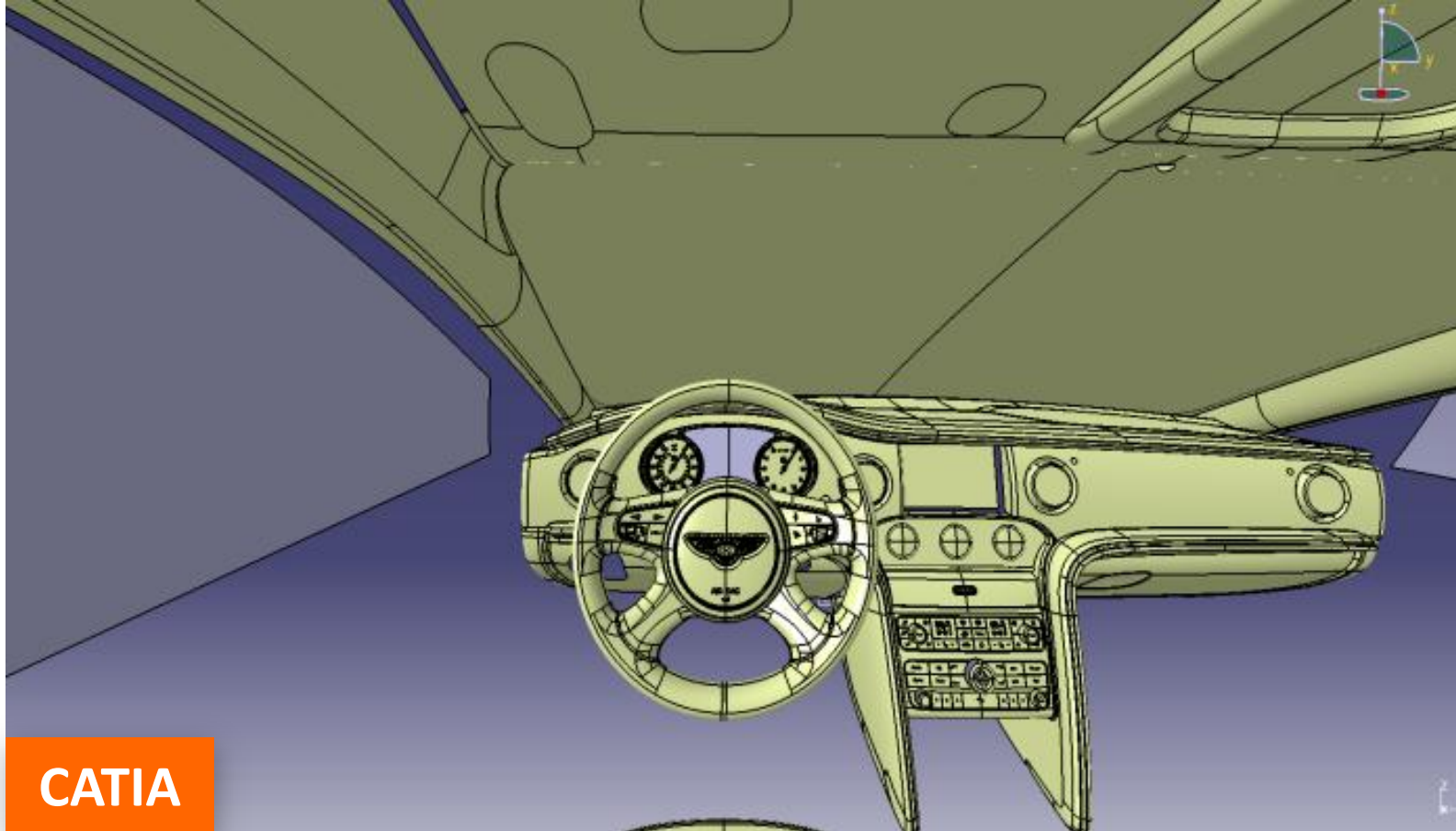
VEC + OPTIS = HIGH FIDELITY VPS



Start with Basic Geometry.....Catia, Alias, ICEM.....IGES



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CATIA

Step 1: CAD Geometry

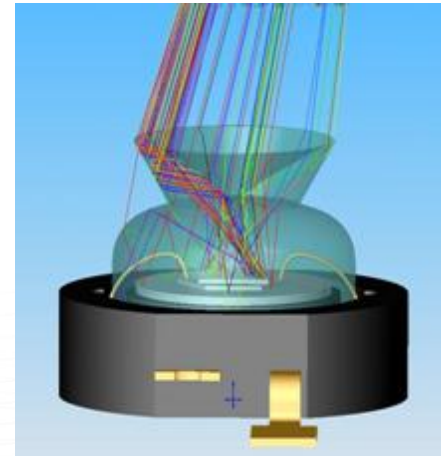


Capture and measure properties

- Materials
- Light emitting sources



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Libraries

Step 2: Material Properties

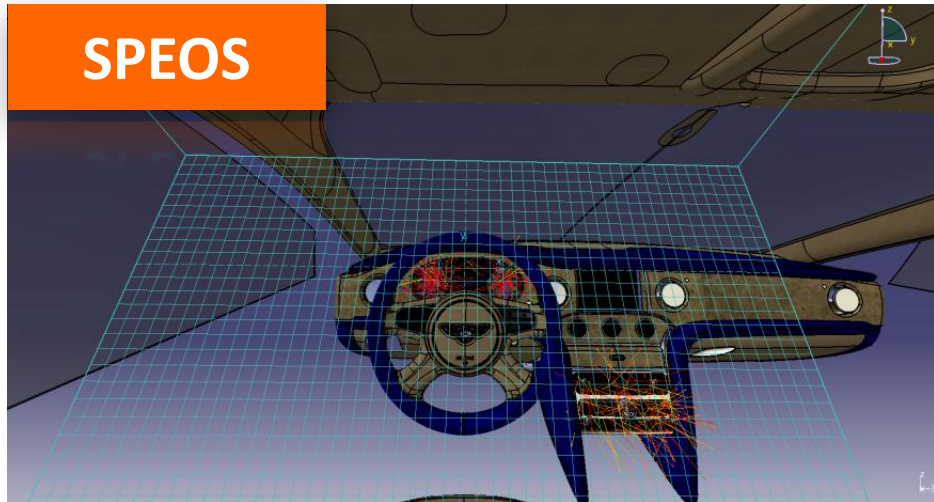


Add measured information using SPEOS for CATIA

- Light sources
- Materials
- Sensors
- Environments (any location and time)



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Step 3: Integrate into One Model



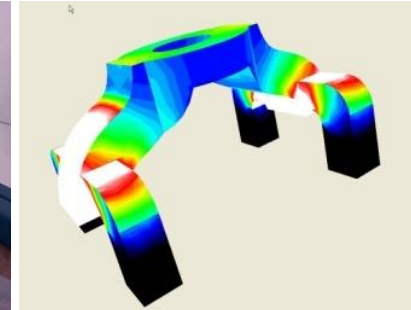
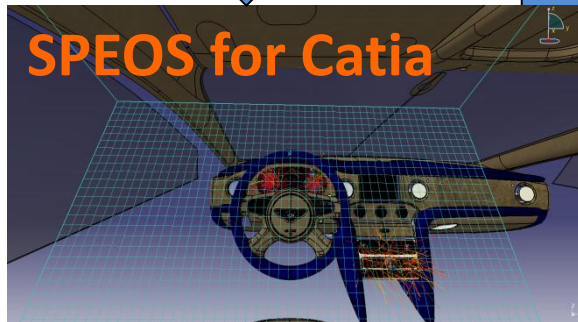
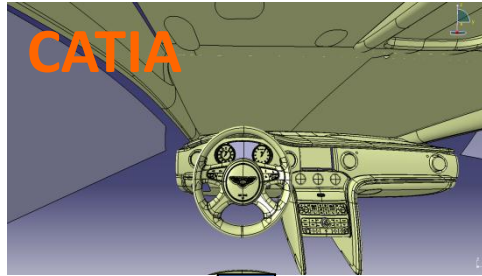
Run simulation and post-process data



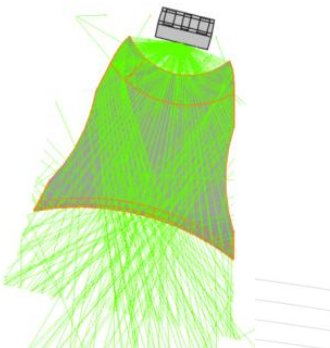
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Step 4: Physics-based Simulation



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SPEOS

- Photometric studies

Used to design lighting solutions

- Waterfall lights, Reading lights, Switches, Gauges, Needles, Headlamps

Review VE results with Human vision

Step 5: Evaluate in CAD (Speos)



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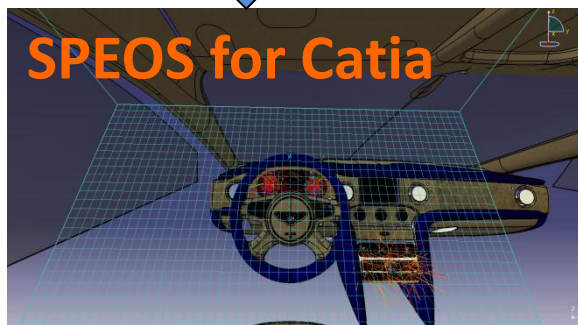
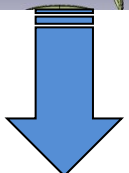
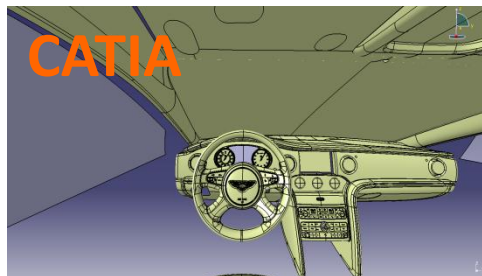


Step 5: Optis SPEOS



Step 5: Optis SPEOS

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RT Lab

- Interactive (real time) assessment of components and assemblies, modify viewpoint, change lighting conditions, change materials, evaluate glare, reflections, ergonomics in a real time environment.
- Not pre-calculated



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Used for early design review to assess lights, materials, positioning, reflections & glare

Step 6: Evaluate in RT Lab

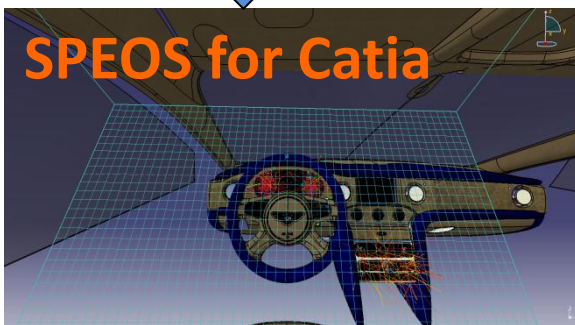
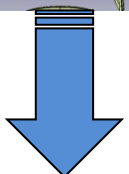
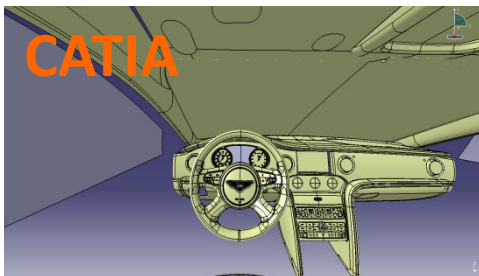


Step 6: Evaluate in RT Lab

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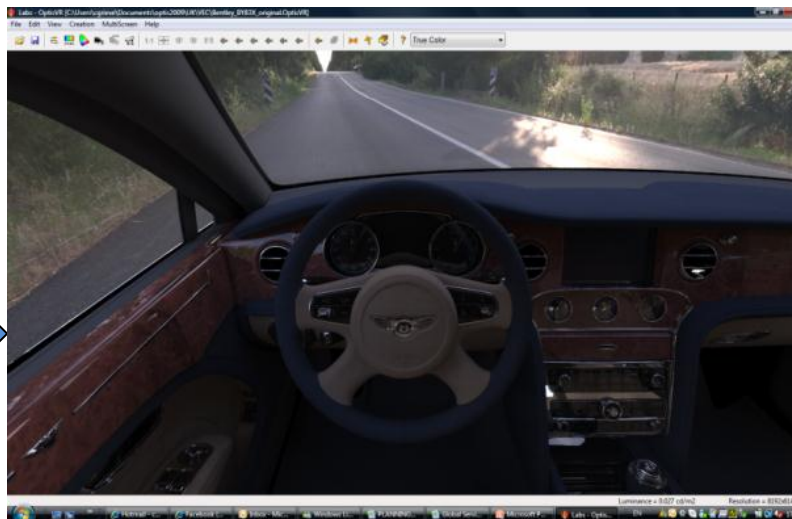


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**VR Lab,**

- Full 3xDOF assessment of reflections, lighting conditions, spectrum changes, from a
- Hi-fidelity full physics based rendering
- Pre-calculated view point

Used for design review, communication and decision making on lighting levels, sunlight impact, veiling glare, and reflections

**VRLab**

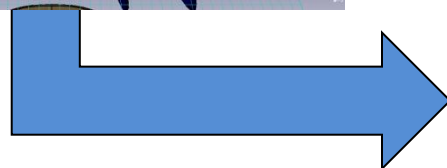
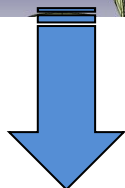
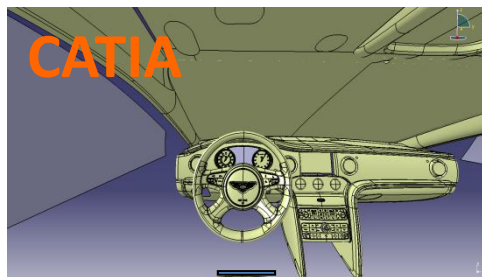
Step 7: Evaluate in VRLab



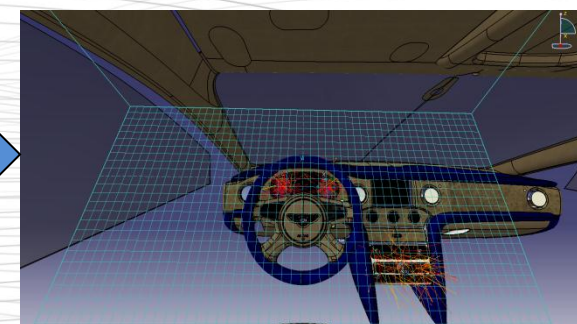
Step 7: Evaluate in VRLab



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Optis
rendering
engine



VIRTOOLS

- Real time immersive tool to enable interaction between 'designers/engineers' with virtual products models and virtual environments.
- Uses CAD data from CATIA (3DXML)
- Material properties
- Real time tracking
- Physics-based behaviour
- Programmable capabilities

Step 8: Evaluate in VR (Virtools)



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Step 8: Evaluate in VR (Virtools)

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Capability to perform full vehicle reviews (physics based) before physical prototypes have been built



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Real time, dynamic design review with the flexibility to accommodate different user viewpoints

Full physics based analysis of vehicle interiors and exteriors

Inspection capability for exterior examination

A facility with technical partners to develop a process that can be used within Bentley Motors

Demonstrator Outcomes

Future plan to create an augmented seating & steering column module to interact and enhance the immersive environment

Reduce rendering calculation time by use of CPU & GPU clusters



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Future Plans

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Virtual Prototypes have an important role to play in NPD

Immersive, user experiences require hi-fidelity physics-based models of the product and the active environment

Interaction with VPs must be intuitive and non-invasive

Exploration of the total design space will be expensive

Concluding Remarks



Thank You

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