



SAIAE CPD Event  
28-30 September 2010

# Virtual Reality Design Approach for Agricultural Projects Development



# PRESENTATION OUTLINE



The ARC-IAE Family Tree



Developed Standard Design Procedure



Virtual Reality and Virtual Prototyping



Visualization and Virtual Reality in Ag Eng

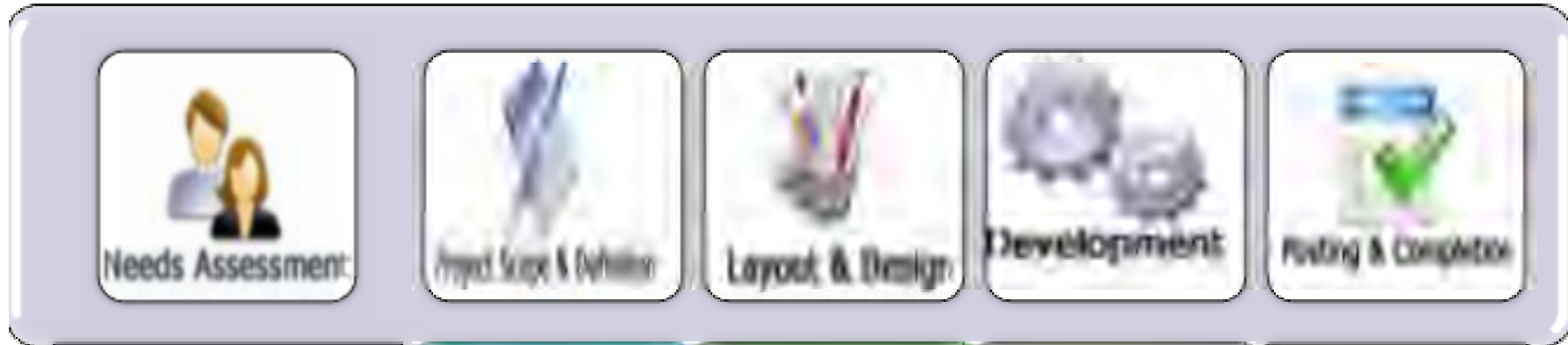


Outputs and Discussions

# THE ARC-IAE FAMILY TREE



# STANDARD ENGINEERING DESIGN PROCESS



**Reconnaissance  
Surveys and  
Preliminary  
Investigation**

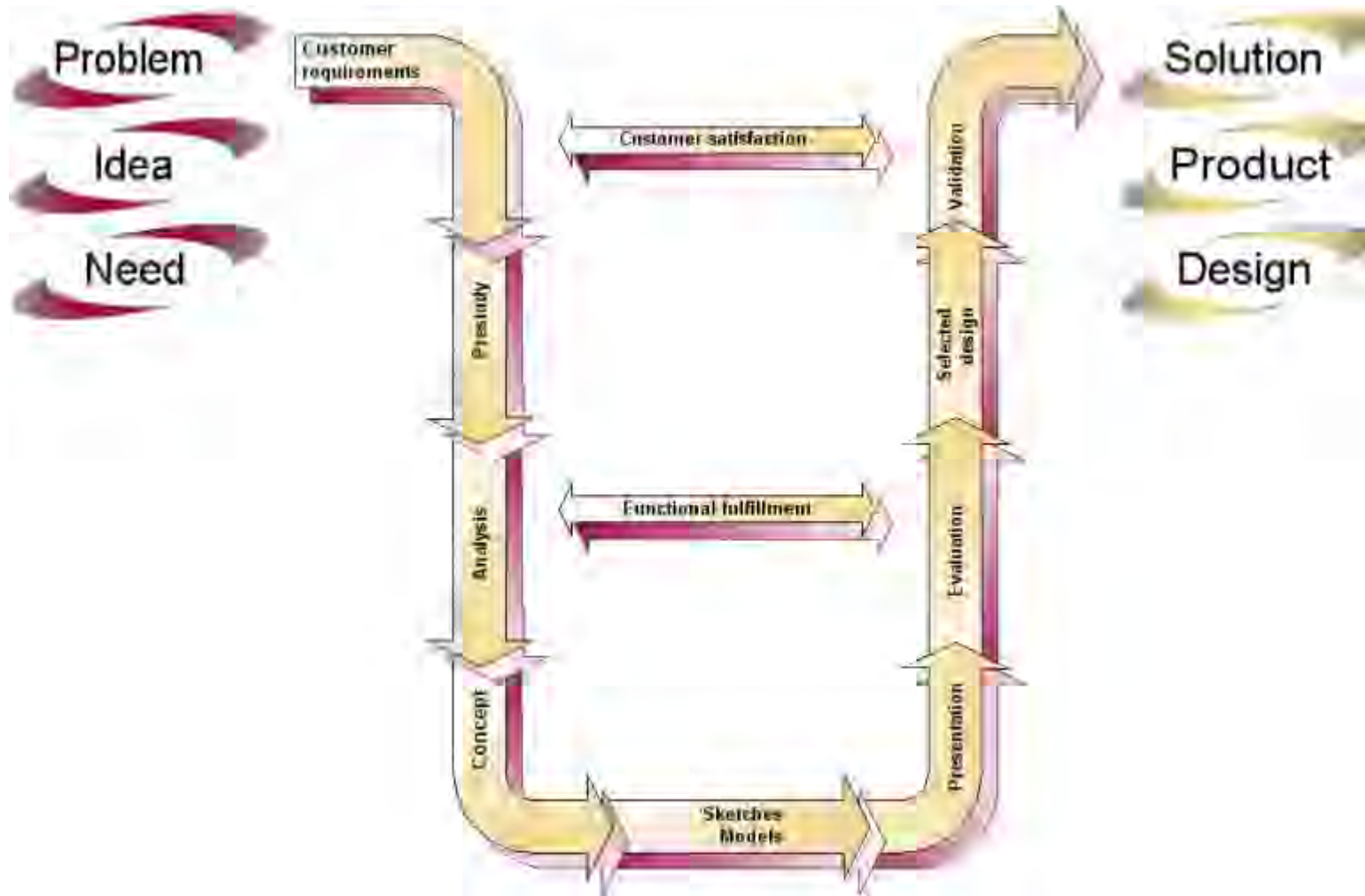
**Detailed  
Project  
Planning**

**Topo &  
Cadastral  
Surveys**

**Detailed  
Design ,  
Drafting  
and  
Modelling**

**Simulation,  
and  
Prototype  
Creation &  
Installs**

# STANDARD ENGINEERING DESIGN PROCESS cont



# VIRTUAL REALITY AND VIRTUAL PROTOTYPING

## **Virtual Prototyping**

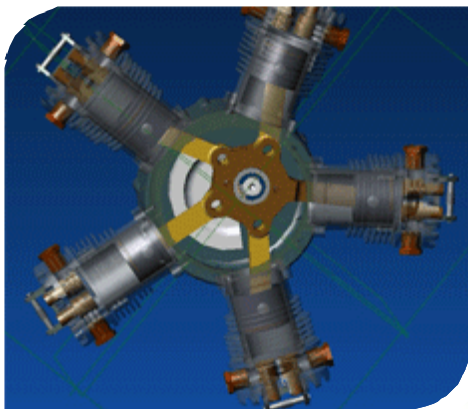
(also called systems performance modelling)

Refers to the design, simulation, and testing of new ideas, concepts, products, schemes, or processes in a synthetic but interactive computer environment

## **Purpose:**

Virtual prototyping offers enhanced product innovation

# VIRTUAL REALITY EXAMPLE



# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING

Engineering Team Intro:

Tendai Justin Mutenje

Agricultural Engineer

ARC –IAE Silverton

DIVISION:

*Agricultural Infrastructures  
& Engineering Structures*



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# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



## Virtual Prototype of a Box Shaped Cattle Crush

RFID Controlled Cattle System

# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



Constructed Box Shaped Crash Assembly

Blouberg 500 cattle feedlot

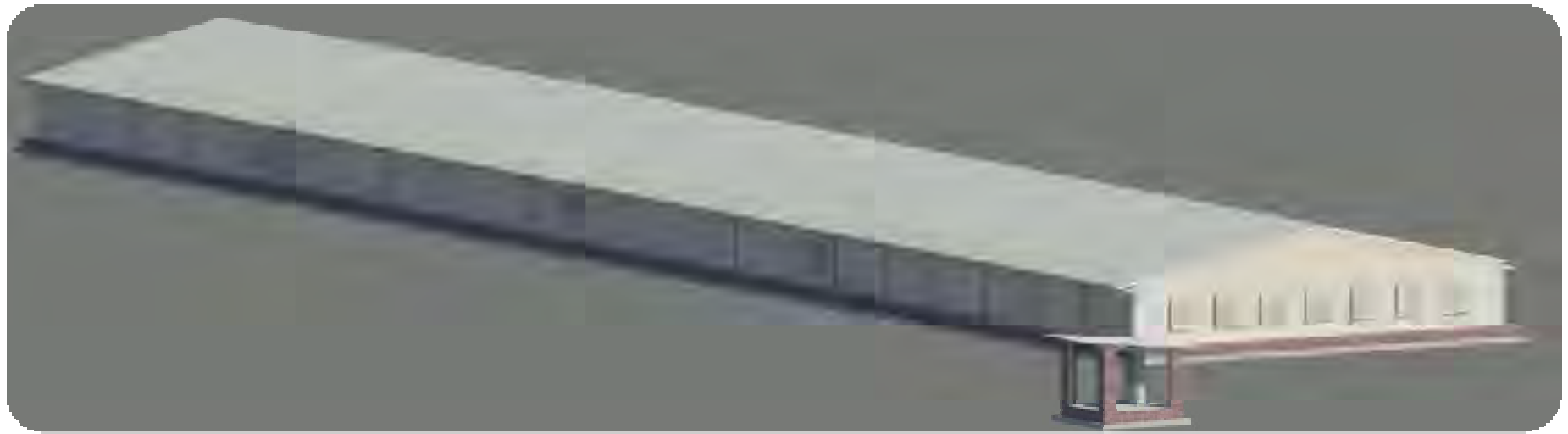
# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



Virtual Model of a Feedlot Cattle Veterinary Facility

Venda 500 Cattle Feedlot

# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



Virtual Project of 35000 Broiler Unit ECDA

# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



Virtual Prototype of the Broilers Water Supply Line

ECDA 35000 Broiler Unit

# VISUALISATION AND VR IN FARM STRUCTURES ENGINEERING cont



Virtual Project elevated 300 goat infrastructure

ECDA goat Project

# VISUALISATION AND VR IN AGRICULTURAL MECHANISATION

Engineering Team Intro:

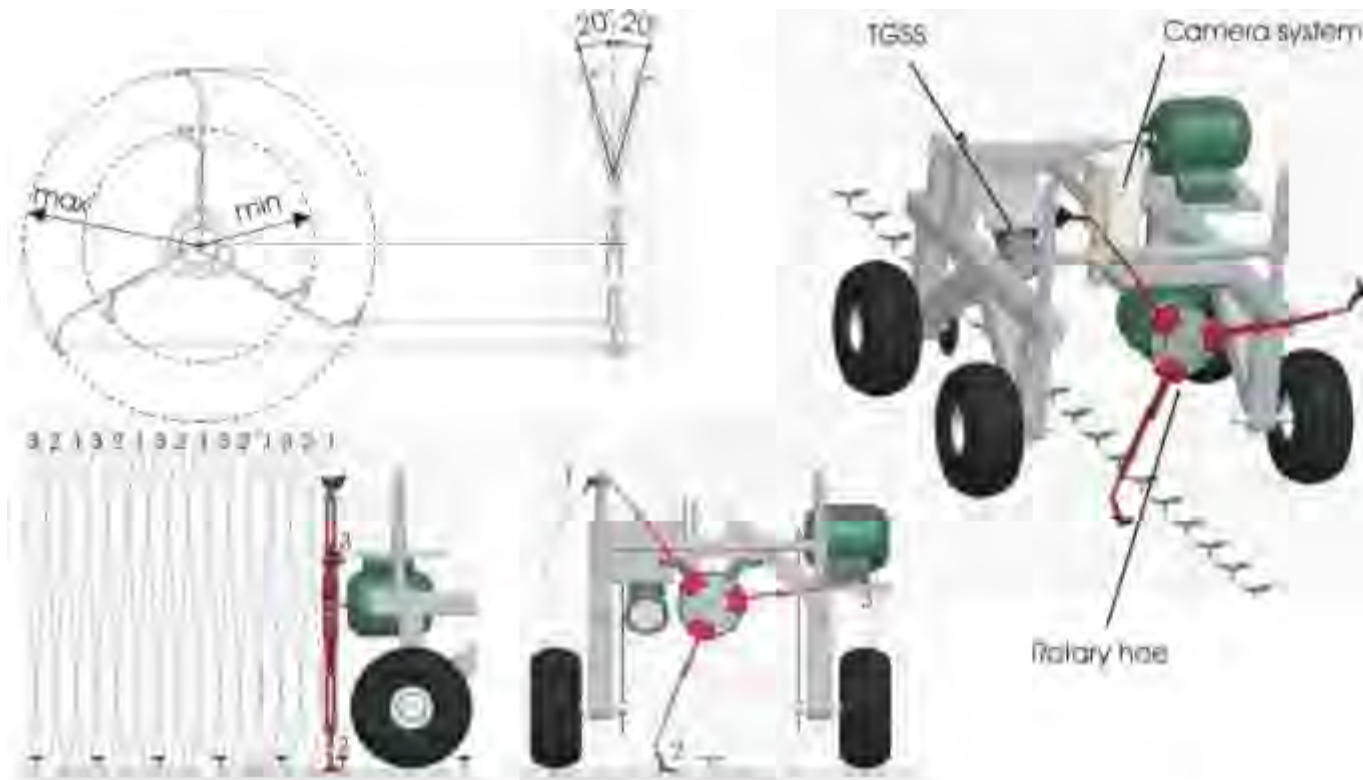
Thabo Mavundza  
Agricultural Engineer  
ARC – LAE Silverton

DIVISION:

*Agricultural Mechanisation  
& Automation*



# VISUALISATION AND VR IN AGRICULTURAL MECHANISATION cont



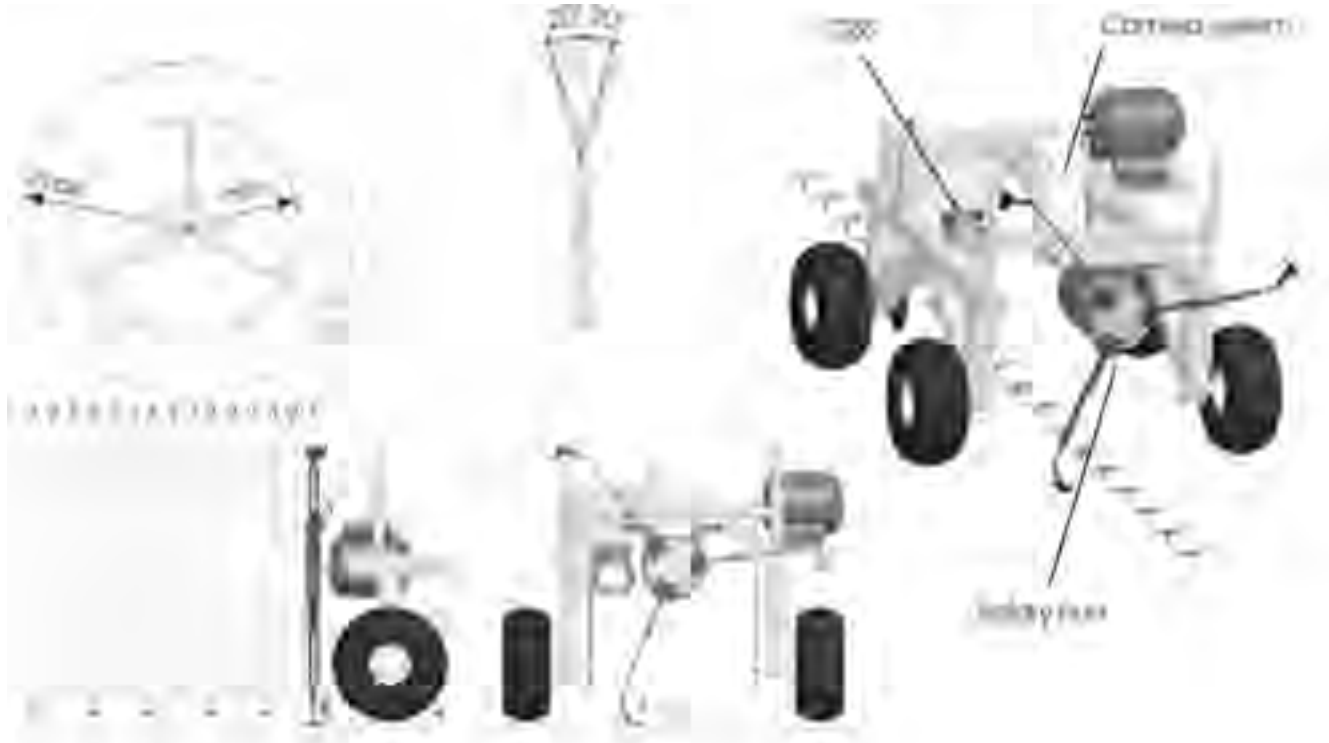
**Use of Information Technologies for Precision Crop Protection**

**Optimisation of mechanical weeding in row crops by cross row hoeing**

## **Main objective of this research was:**

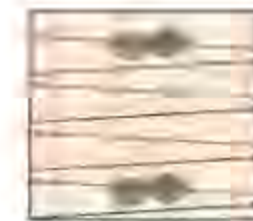
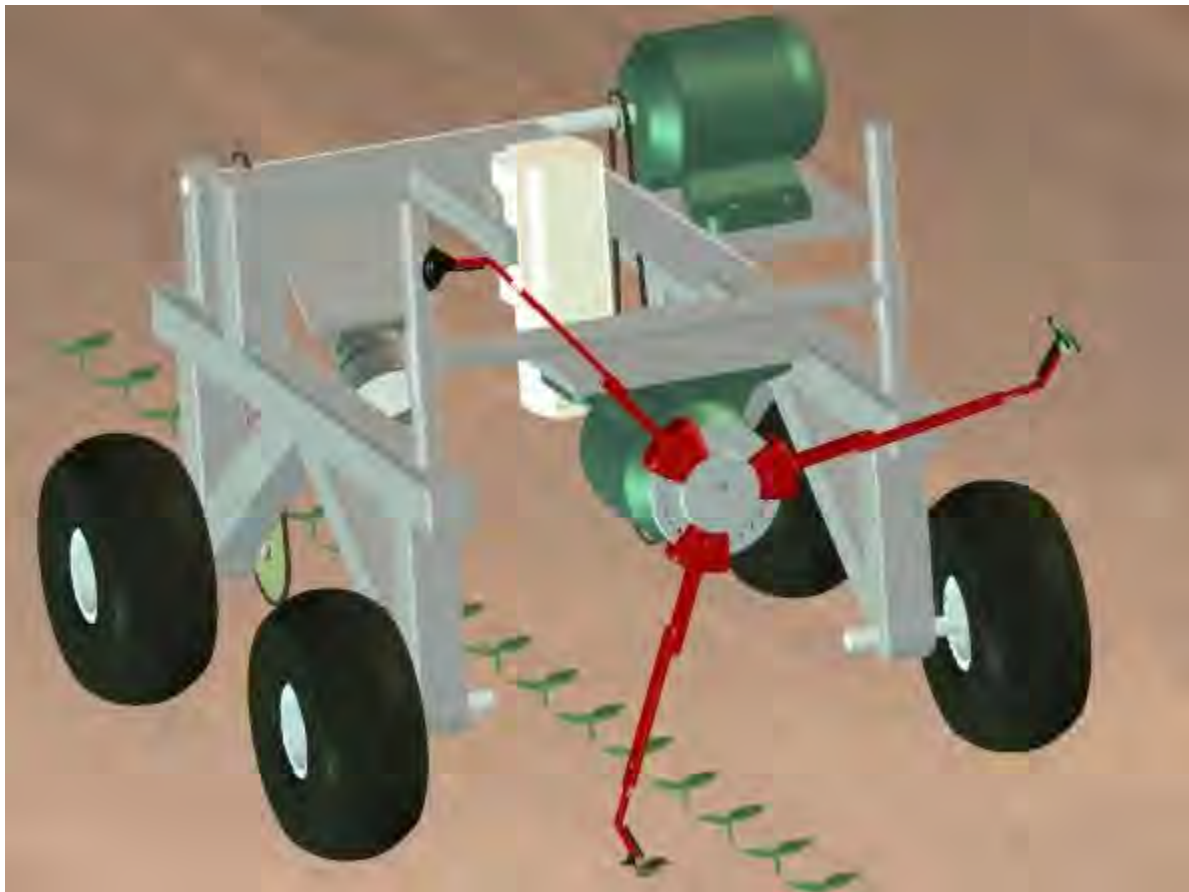
Development of an optimal weeding tool for mechanical weed control of the intra-row area in row crops, which could be adapted to different crop species, different plant intra-row distances and plant growth stages. The path from idea to the first prototype was significantly shortened by use of integrated mechanism design and simulations. Considering demands and constrains, a virtual prototype of the rotary hoe for intra-row weed control was designed

# VISUALISATION AND VR IN AGRICULTURAL MECHANISATION cont



**Kinematical behaviour** of the hoes virtual prototype was simulated in order to optimise the hoeing process and trajectories of duckfoots under the soil surface in the intra-row area. After the comprehensive analysis of results observed with the virtual prototype the first physical prototype is built. Experimental tests and optimisation of the real-time control of the system are underway.

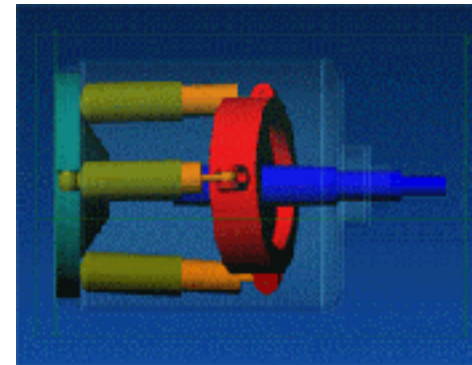
# VISUALISATION AND VR IN AGRICULTURAL MECHANISATION cont



Active trajectory of the duckfoot cutting weeds under the soil surface

Passive trajectory of the duckfoot return above the soil surface

# VISUALISATION AND VR IN AGRICULTURAL MECHANISATION cont



## **Alibre Design Expert 9.1.**

Alibre Motion is a motion simulation solution for analyzing the behaviour of mechanical assemblies with moving parts.

When designing mechanical systems and mechanism that move, such as linkages etc., it is important to understand how various components interact and behave according to engineering principles and physical laws

# VISUALISATION AND VR IN RENEWABLE ENERGY DEVELOPMENT

Engineering Team Intro:

**Mahlatshe Mamabolo**

**Agricultural Engineer**

**ARC –IAE Silverton**

**DIVISION:**

***Renewable Energy***



# VISUALISATION AND VR IN RENEWABLE ENERGY DEVELOPMENT cont



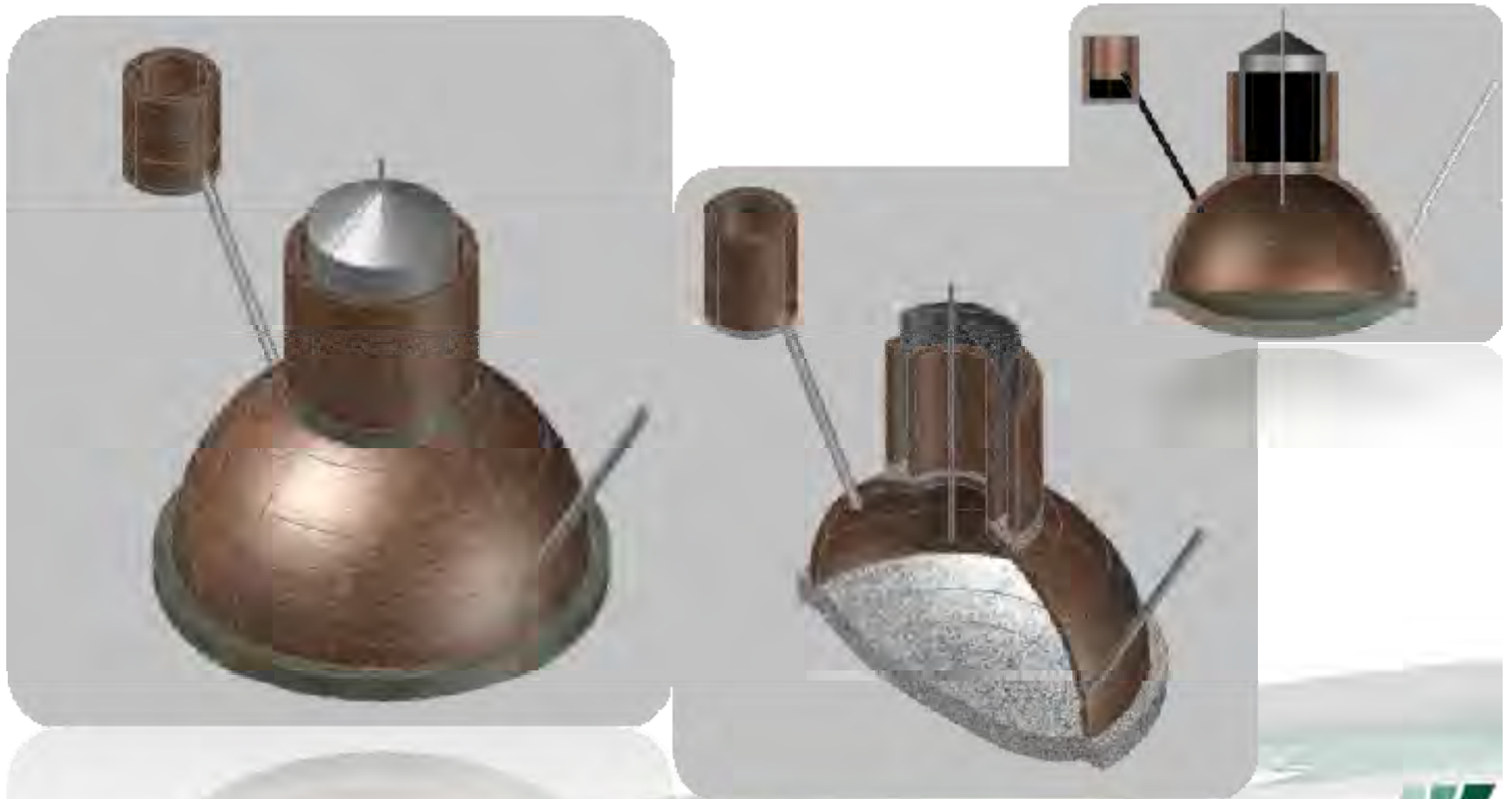
Virtual Prototype of the Micro Algae Plant

# VISUALISATION AND VR IN RENEWABLE ENERGY DEVELOPMENT cont



Constructed Prototypes of the  
Micro Algae and Biogas  
digester

# VISUALISATION AND VR IN RENEWABLE ENERGY DEVELOPMENT cont



Biogas Digester Prototype

# VISUALISATION AND VR IN AG ENG AGRO-PROCESSING

*Engineering Team Intro:*

**Phalane Sekina Lebotsa**

**Agricultural Engineer**

**ARC –LAE Silverton**

**DIVISION:**

*Post Harvest and Storage  
Technology*



# VISUALISATION AND VR IN AG ENG AGRO-PROCESSING cont



Mass flow



Funnel flow



Arching



Piping (ratholing)

## Flow Problems

### Simulation of Flow Profiles: Mass Flow and Funnel Flow

SILO STRESS ANALYSER TOOL calculates stresses in silos and bins with simple geometry (e.g. a vertical section plus a hopper). The calculation can be performed for the filling stress state (stress state after an empty silo has been filled) and for the discharge stress state (valid after some bulk solid has been discharged from the (mass flow) silo)



Virtual Prototype of the Silos design and simulations

# VISUALISATION AND VR IN AGRICULTURAL WATER

Engineering Team Intro:

Mamashege Gladys  
Lebotsa

Agricultural Engineer

ARC – IAE Silverton

DIVISION:

*Agricultural Water*

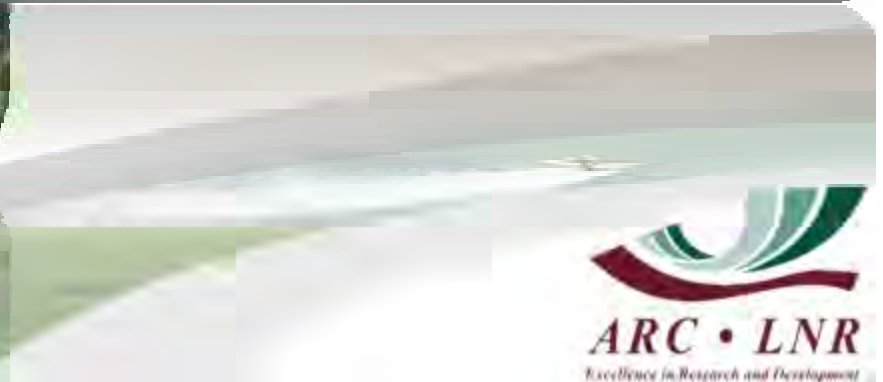


# VISUALISATION AND VR IN AGRICULTURAL WATER cont



Topographical Surveys data acquisition

# VISUALISATION AND VR IN AGRICULTURAL WATER cont



Topographical Surveys outputs

# OUTPUTS AND DISCUSSIONS

## **The advantages of virtual prototyping are clear:**

1. Less real prototypes that consume resources and time to realise,
2. Realistic imaging.
3. Enable Shared resources and optimized collaboration.
4. Better use of time.
5. Virtual prototyping offers enhanced product innovation
6. Innovative, reliable and high-quality products and processes.
7. Fewer physical prototypes and test setups for faster return on investment due to reduced development time.
8. A more flexible and responsive information-based development process, enabling the modification of designs at later stages of development.
9. Seamless working exchange of data regardless of location, industry, CAD environment, etc

# OUTPUTS AND DISCUSSIONS

## **Virtual Prototyping Limitations:**

1. Less real prototypes that consume resources and time to realise,
2. Realistic imaging.
3. Enable Shared resources and optimized collaboration.
4. High software and associated hardware cost.
5. Long learning curve/complexity requires dedicated technical personnel.
6. Typically must be outsourced, resulting in risk path for development schedule.
7. Expensive. Long lead-time.
8. Data is theoretical, must still either prototype or hard tool and test for final verification.
9. Oftentimes must make simplifications to geometries, systems, etc. to facilitate analysis.