

Lecture 4

3D Visualization with Modelica

Application of Modelica in Robotics Models

Real-time Training Simulator for Flight, Driving

- Using Modelica models generating real-time code
- Different simulation environments (e.g. Flight, Car Driving, Helicopter)
- Developed at DLR Munich, Germany
- Dymola Modelica tool

(Movie demo next page)



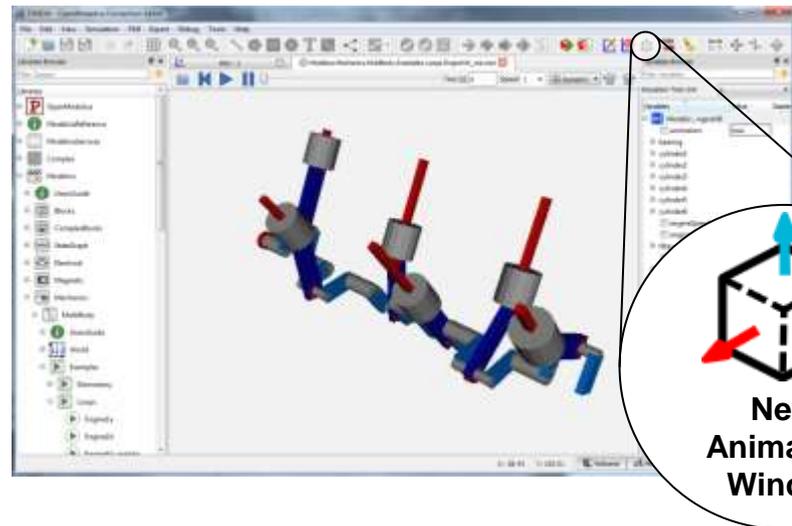
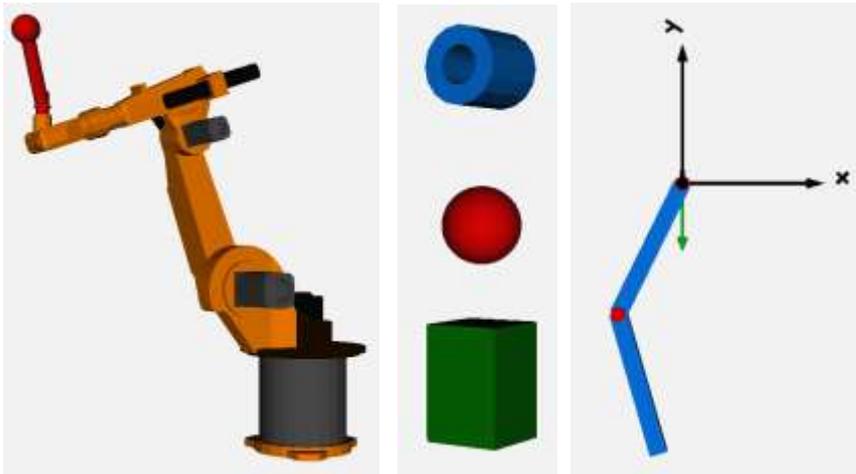
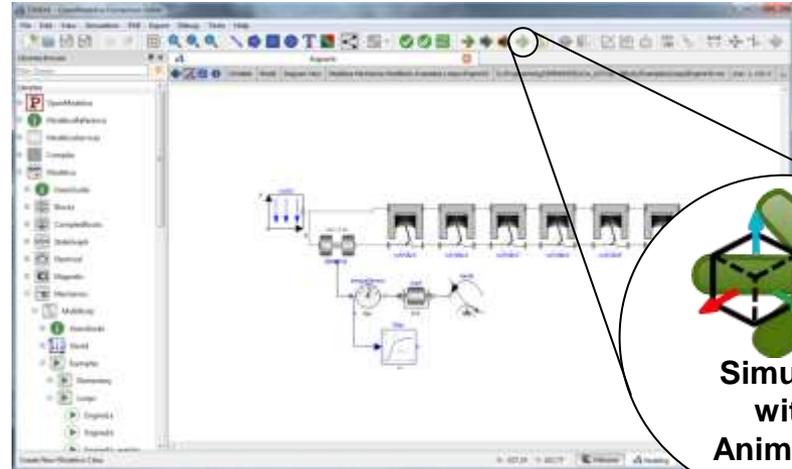
Courtesy of Tobias Bellmann, DLR,
Oberpfaffenhofen, Germany

DLR Real-time Training Simulator Movie Demo

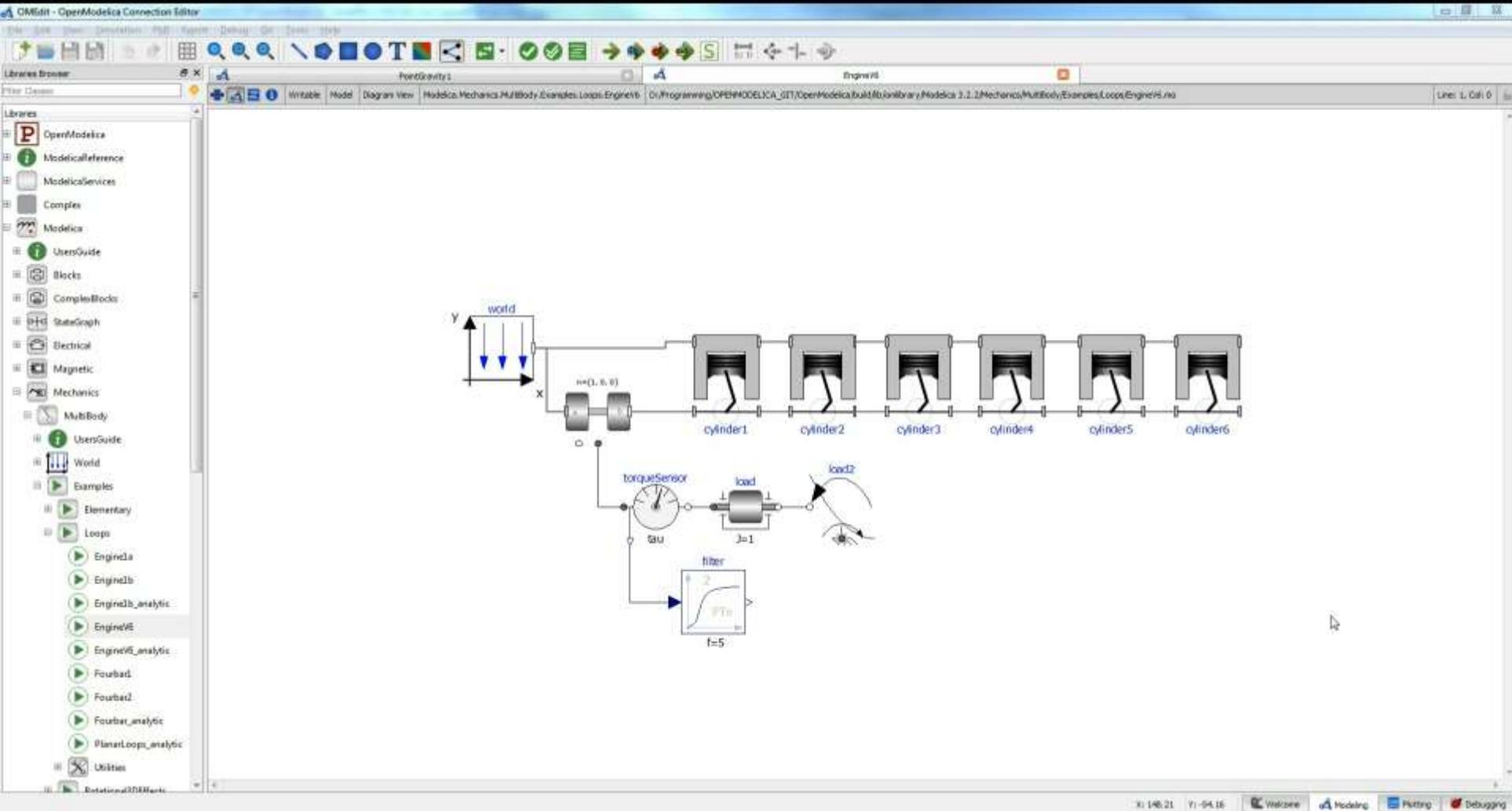


OMEdit 3D Visualization of Multi-Body Systems

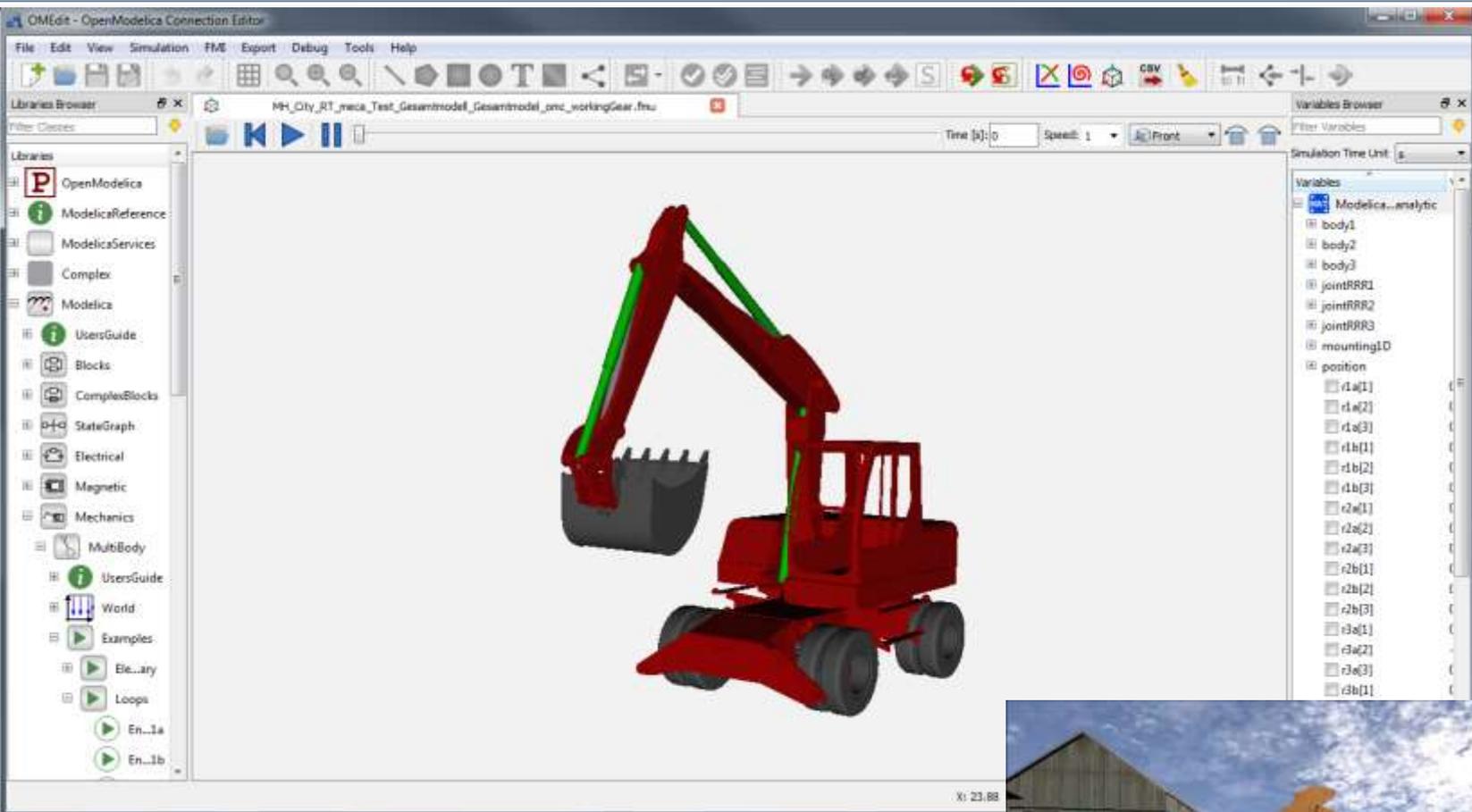
- Built-in feature of OMEdit to animate MSL-Multi-Body shapes
- Visualization of simulation results
- Animation of geometric primitives and CAD-Files



OpenModelica 3D Animation Demo (V6Engine and Excavator)



OpenModelica 3D Animation – Excavator

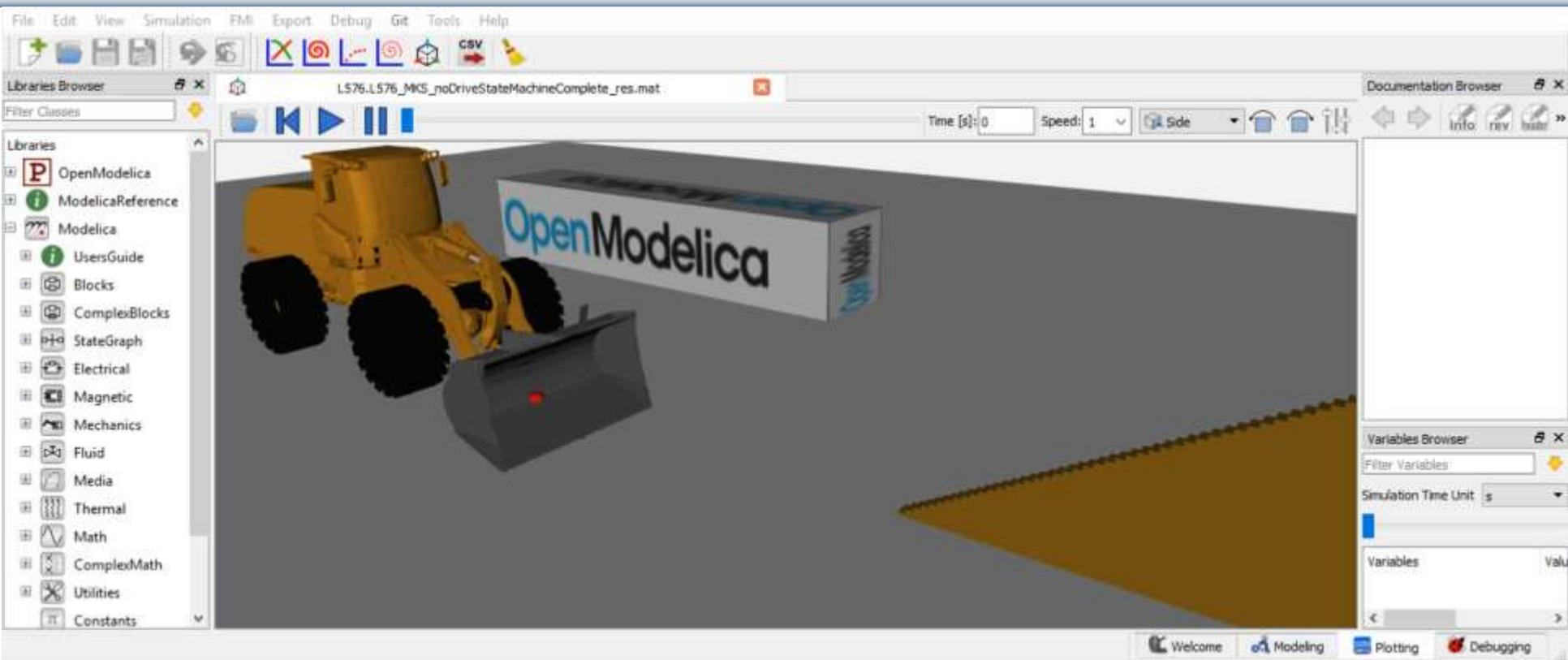


Connection with Unity

Courtesy of Volker Waurich - TU Dresden

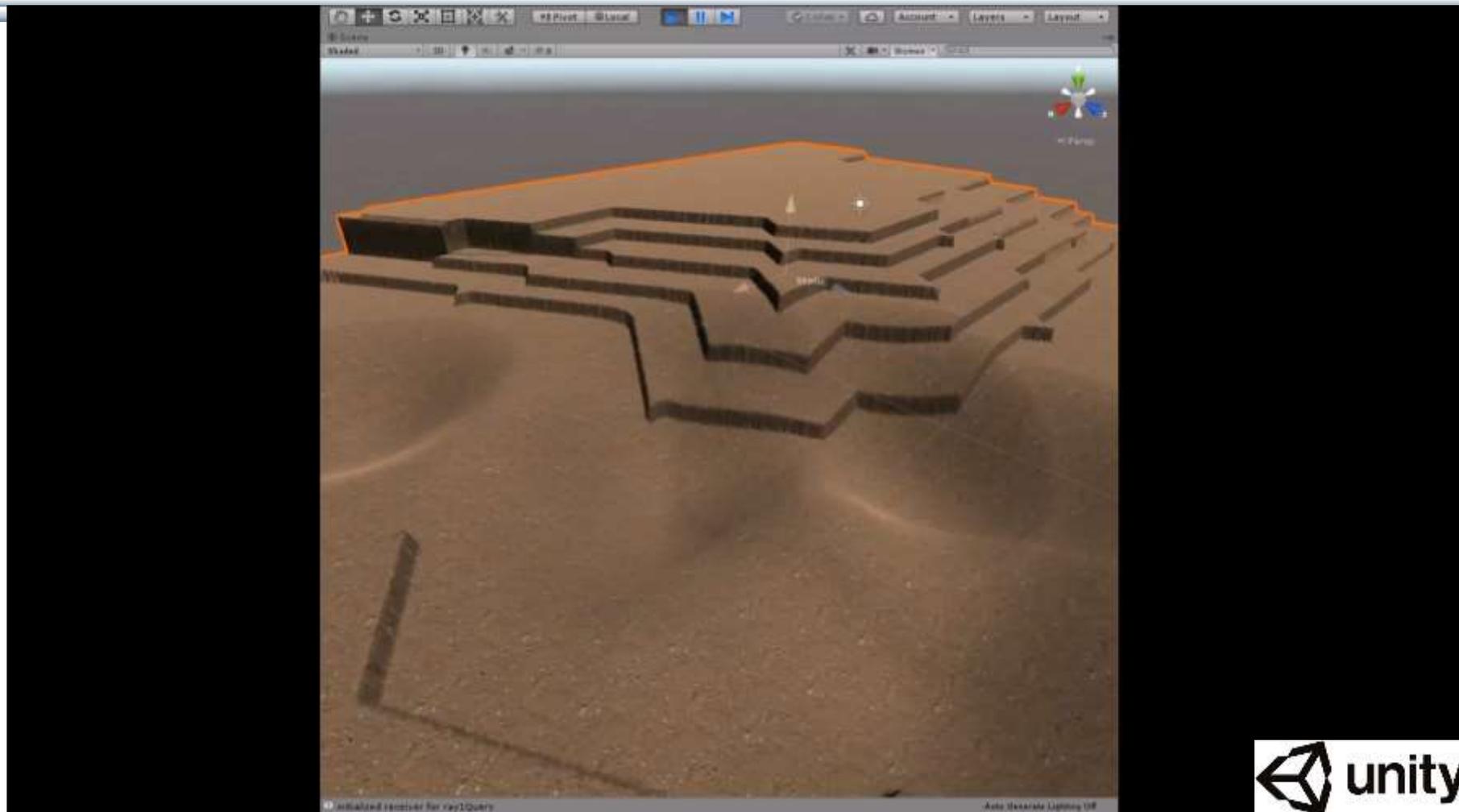


OpenModelica 3D Animation – WheelLoader



Courtesy of Volker Waurich - TU Dresden

OpenModelica 3D Animation – BouncingBall

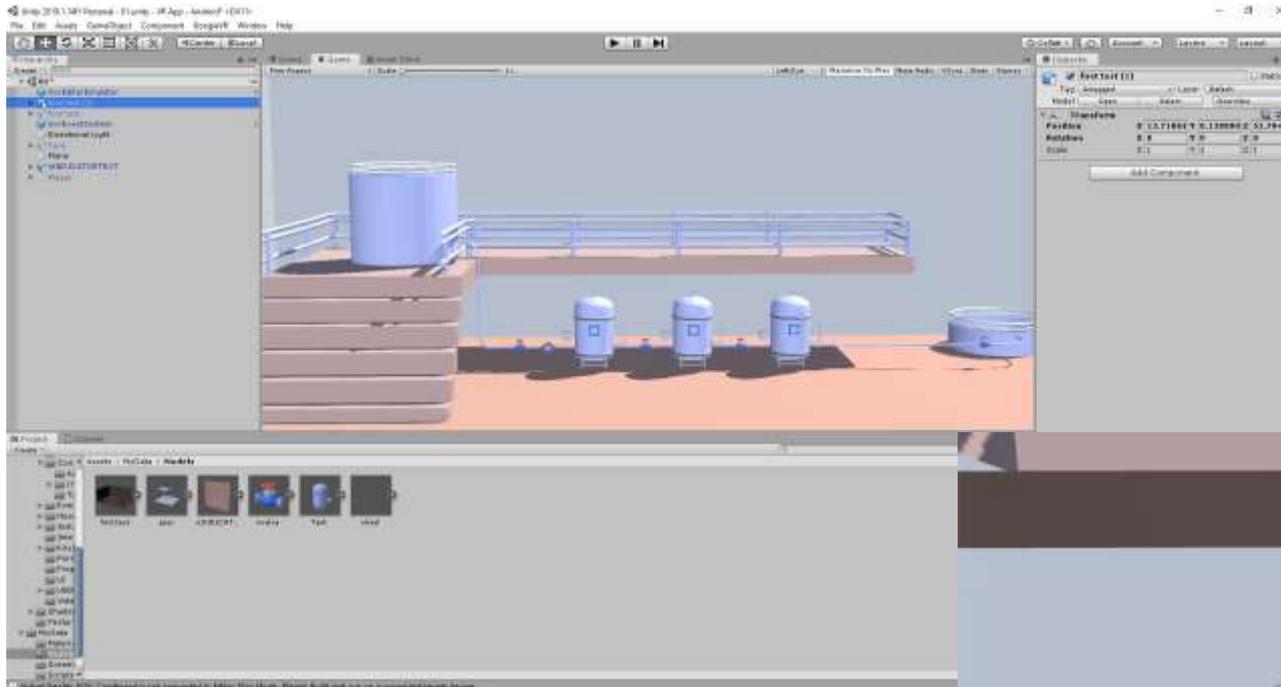


Collision detection in Unity

Courtesy of Volker Waurich - TU Dresden

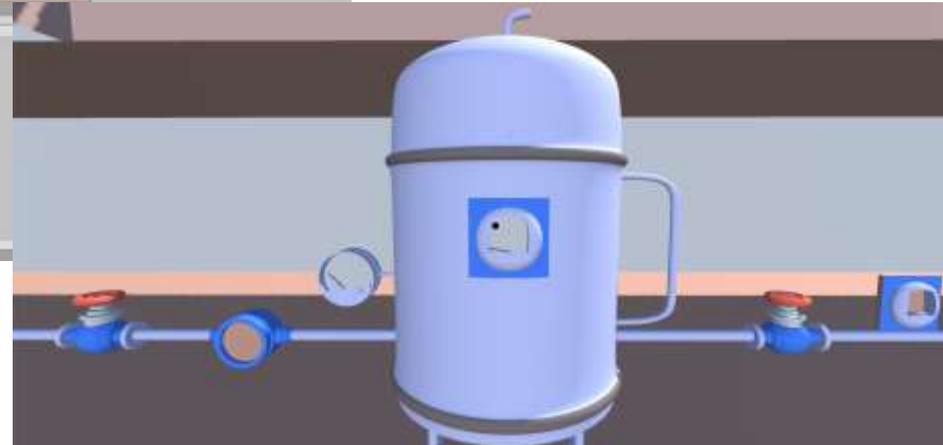
Integration with Unity 3D Visualization in VAL – Virtual Automation Lab

Development environment



VR Model – Unity 3D

Developed by Modelicon and BMSCE
in Bangalore, India

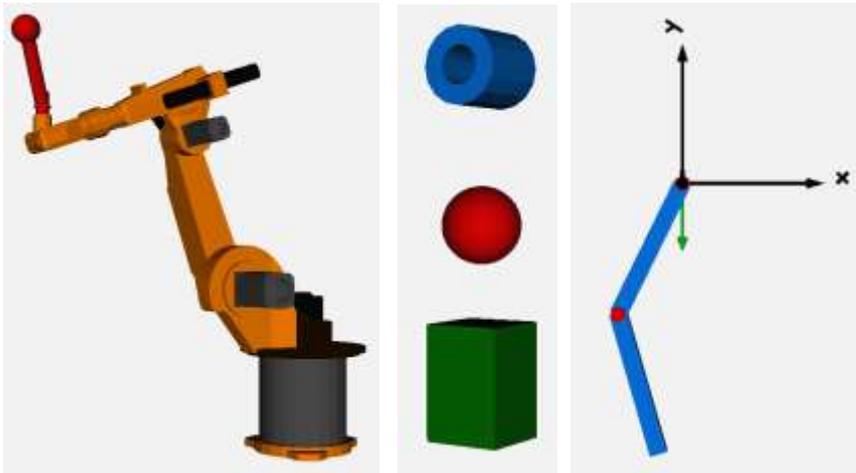


The Mechanics.MultiBody Library has Pre-defined Geometric Shapes

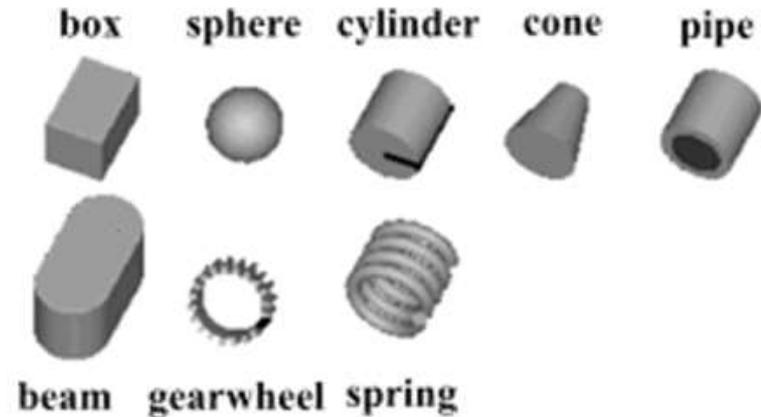
Default visualization shapes for Body, BodyShape, BodyBox, and BodyCylinder



- Geometric primitives and CAD-Files:

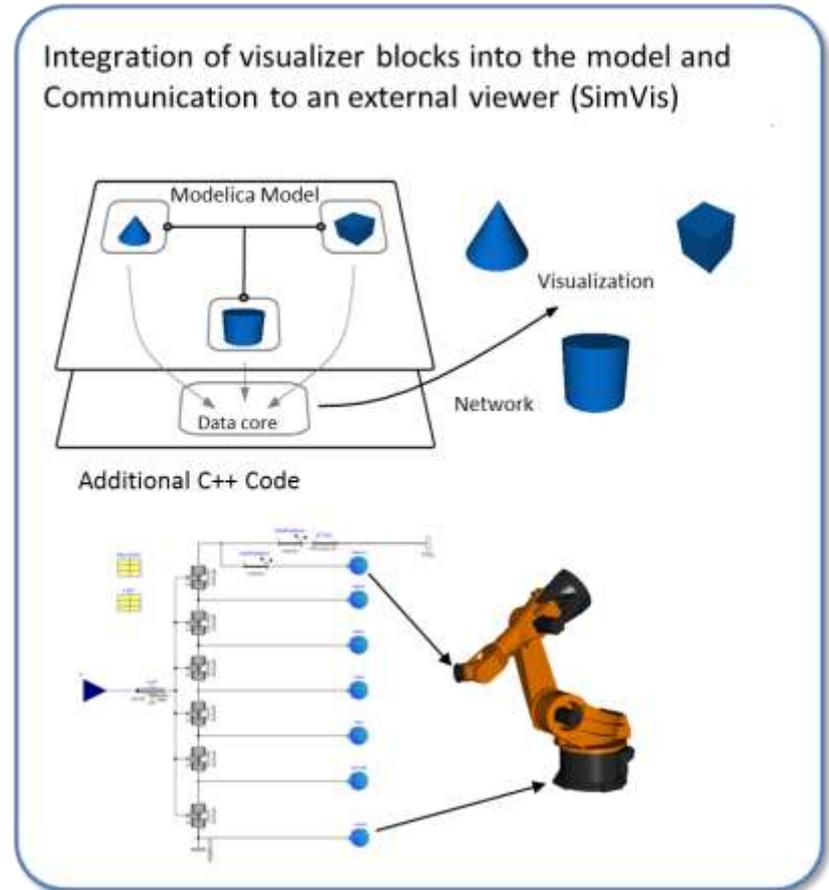
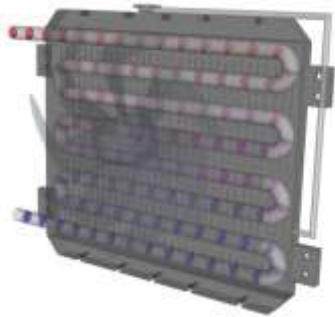


Visualization body shapes for BodyShape depending on the value of shapeType



Visualization using Third-Party Libraries: DLR Visualization Library

- Advanced, model-integrated and vendor-unspecific visualization tool for Modelica models
- Offline, online and real-time animation
- Video-export function
- Commercial library, feature reduced free Community Edition exists

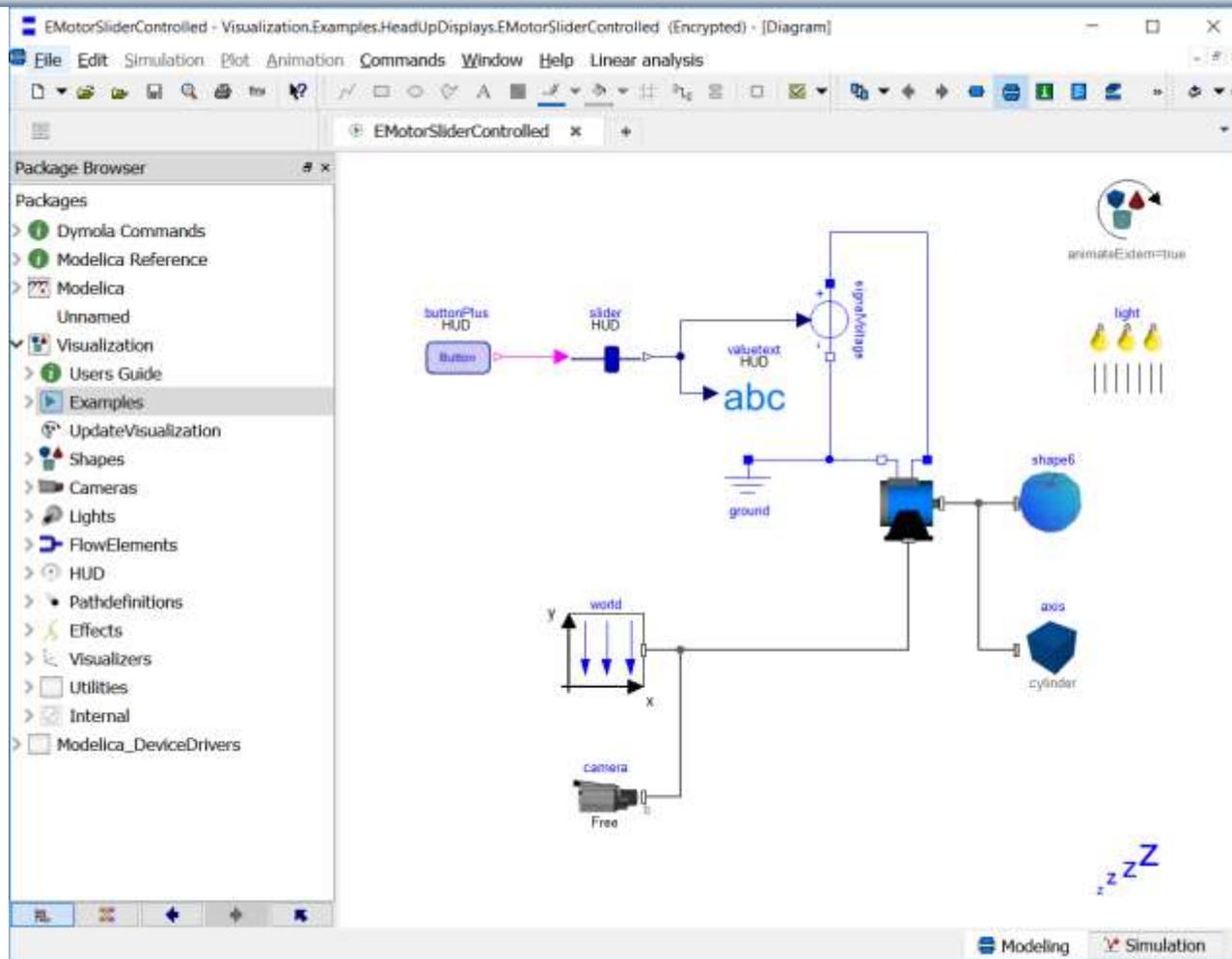


Courtesy of Dr. Tobias Bellmann (DLR)

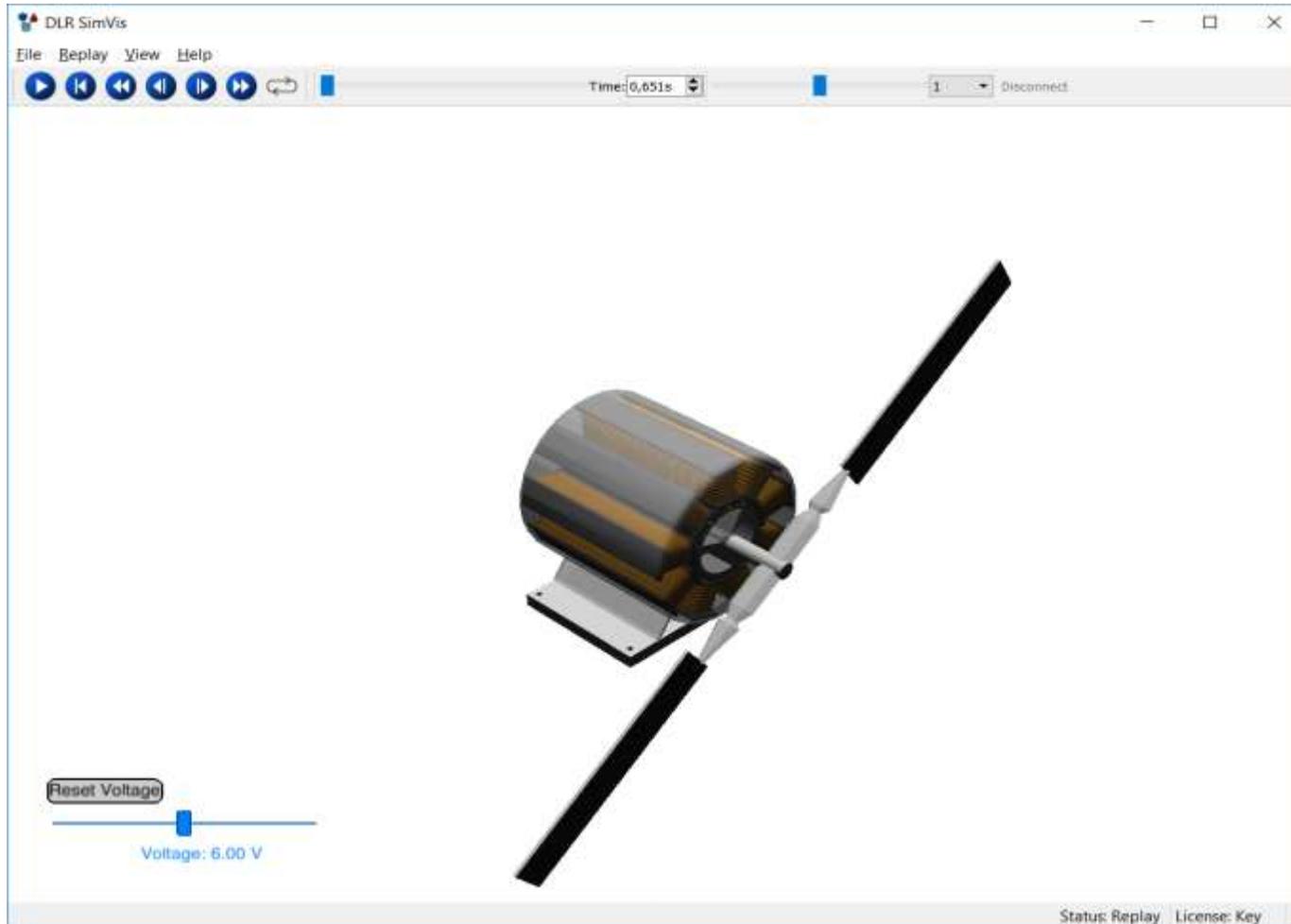
DLR Visualization Library – More Details

- Advanced, model-integrated and vendor-unspecific visualization tool for **Modelica** models. especially useful in the **mechanical, fluid** and **electrical** area. Most components are attached to a Modelica model with a **Frame connector** of the **Modelica.Mechanics.MultiBody** library
- Offline, online and real-time **animation**
- Visualizers for basic **shapes, CAD** files (.3ds, .obj, .dxf, .stl, .vrml and more), **flexible bodies** and surfaces, **text, light**, energy-/mass-flow visualizers, analogue instruments and weather effects. A **camera** system.
- **Buttons, Checkboxes** and **Sliders** are available for the creation of graphical user interfaces. **control** the simulation **interactively**.
- Support for **multi-camera scenes**, a **fullscreen** mode, several monitors, replays and stereo/wireframe modes. Based on the **OpenSceneGraph**
- **Video-export** as MPEG4, Windows Media Video, Flash Video

DLR Visualization Library – Modelica Components



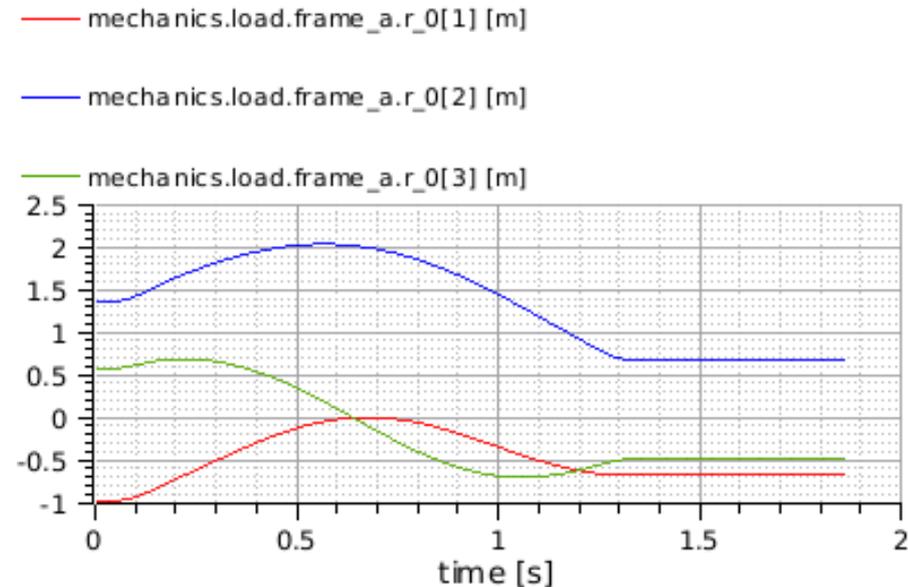
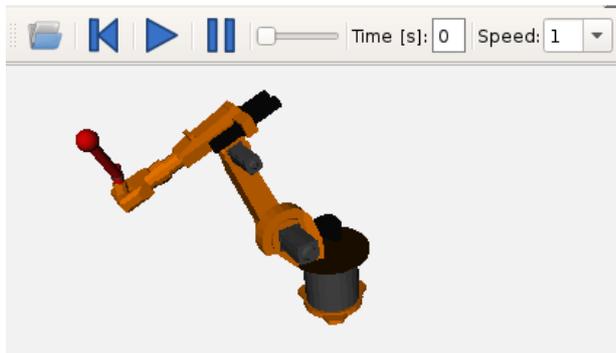
DLR Visualization Library – DLR SimVis Viewer



Example
View

Exercise 4.1: Use 3D Visualization for Robot model

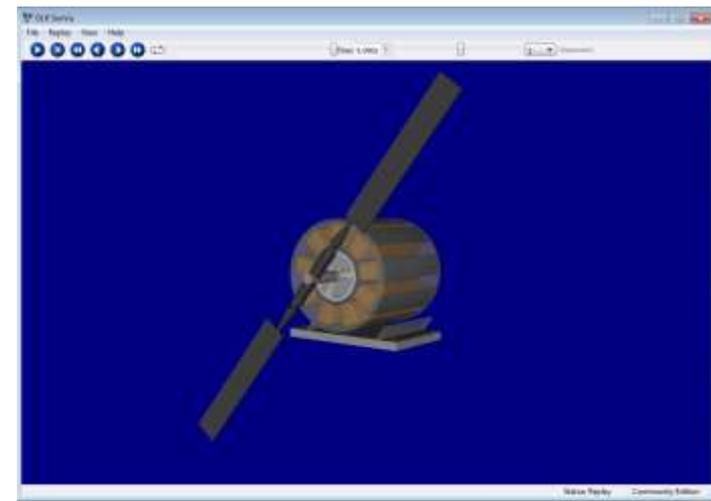
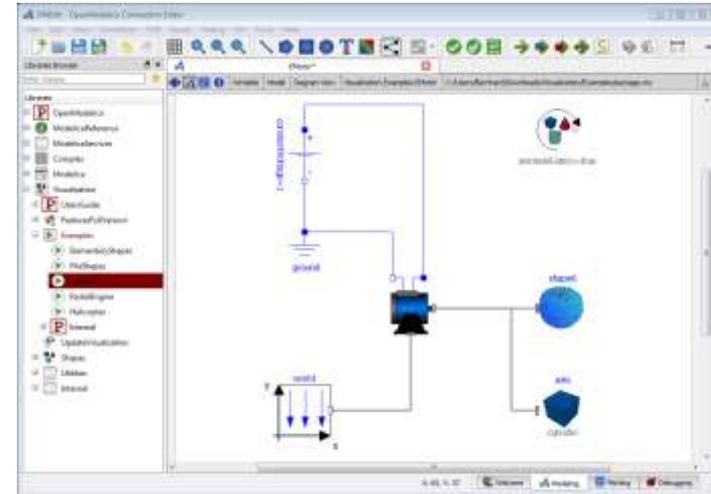
- Open the Modelica.Mechanics.MultiBody.Examples.Systems.RobotR3.fullRobot example in OMEdit
- Press Simulate with Animation
- Replay the animation
- Compare with the plot



Exercise 4.2: Visualization using the DLR Visualization Community Edition (1)

- Unpack VisualizationCommunityEdition.zip
- Open the library in OMEdit, by doing load library on the Visualization subdirectory
- Simulate (not with animation) EMotor example
- The DLR SimVis visualization app should start automatically
- Export the animation
(File→Export Replay as Video, use an absolute file path to find the created file)

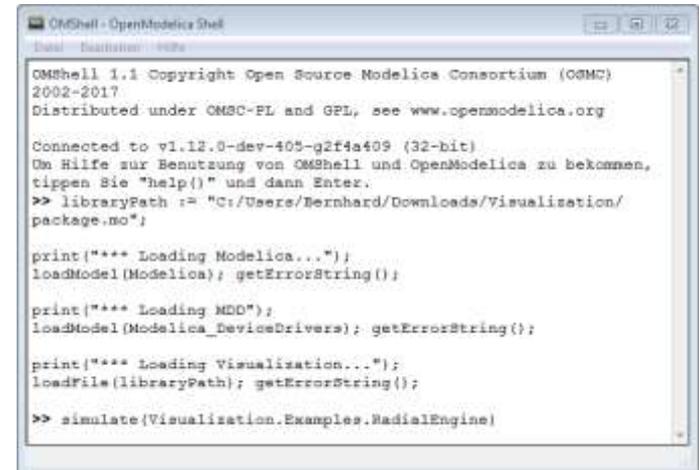
Please note: As of OpenModelica v1.12 support for the library is only partial and it is not yet as stable, fast and complete as for the Dymola tool (work in progress!)



Exercise 4.2 Cont': Visualization using the DLR Visualization Community Edition (2)

Goal: Instead of OMEdit, use **OMShell** for running the examples

- Enter the Visualization directory in the accompanying files and use an editor to open the OpenModelica scripting file `runVisualizationCommunityExamples.mos`
- Change the “libraryPath” variable in the script to the respective library path on your machine
- Start the OMShell tool
- You can copy-paste the commands from the scripting file into the OMShell tool



```
OMShell 1.1 Copyright Open Source Modelica Consortium (OSMC)
2002-2017
Distributed under OSMC-PL and GPL, see www.opensmodelica.org

Connected to v1.12.0-dev-405-g2f4a409 (32-bit)
Um Hilfe zur Benutzung von OMShell und OpenModelica zu bekommen,
tippen Sie "help()" und dann Enter.
>> libraryPath := "C:/Users/Bernhard/Downloads/Visualization/
package.mo";

print("*** Loading Modelica...");
loadModel(Modelica); getErrorString();

print("*** Loading MDD");
loadModel(Modelica_DeviceDrivers); getErrorString();

print("*** Loading Visualization...");
loadFile(libraryPath); getErrorString();

>> simulate(Visualization.Examples.RadialEngine)
```

