Simulation and Animation in Simulink and VRML

The paper describes a solution that enables the control system designer to easily and seamlessly integrate visualization into simulations studies. The design target has been that no more than 10 percent of the modelling effort should be devoted to modelling the visualization part of the simulation. The visualization module (VRML Animation Toolset) in the prototype implementation is interfaced to Simulink, but the design aims at making the concept simulation platform independent. The visualization module can also be connected to real systems using the Real-Time Workshop (RTW) thus enabling a visual comparison of the simulation system performance and the true system performance. The paper also explains the underlying simulation centered architecture and the links to the prototype implementation.

General information
Publication status: Published
Organisations: Department of Automation
Contributors: Ravn, O., Larsen, T. D., Andersen, N. A.
Publication date: 1999

Host publication information
Title of host publication: Proceedings of IEEE Symposium on Computer Aided Control System Design
Place of publication: Hawaii
Publisher: IEEE
ISBN (Print): 0-7803-5500-8
Electronic versions:
Ravn.pdf
DOIs:
10.1109/CACSD.1999.808635

Bibliographical note
Copyright 1999 IEEE. Personal use of this material is permitted. However, permission to reprint/republish this material for advertising or promotional purposes or for creating new collective works for resale or redistribution to servers or lists, or to reuse any copyrighted component of this work in other works must be obtained from the IEEE.
Source: orbit
Source ID: 173345
Research output: Chapter in Book/Report/Conference proceeding › Article in proceedings – Annual report year: 1999 › Research › peer-review