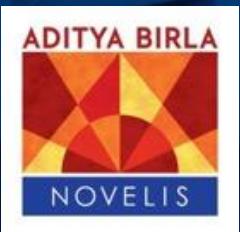


NOVELIS PLANT CRANE SIMULATION

Zach Buran



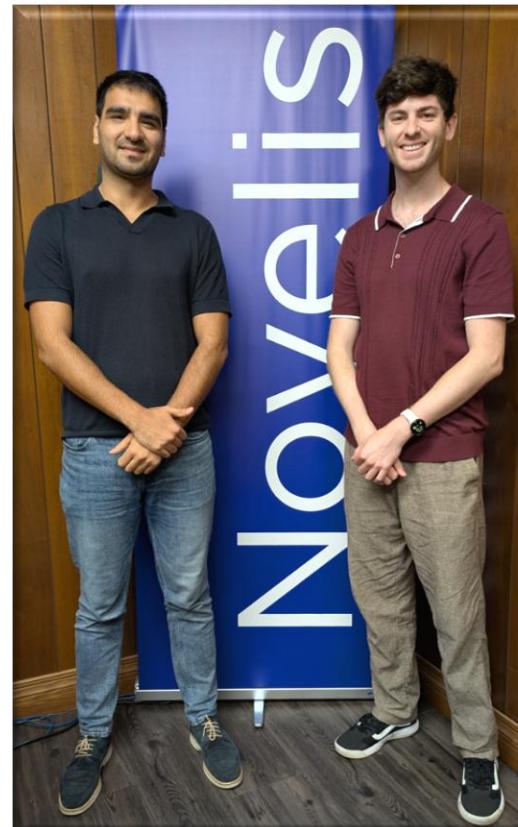
Novelis

BACKGROUND

- Simulation Engineer at Novelis
- 8 years of simulation experience
- Industrial Engineer from Georgia Tech
- Member of National Stuttering Association

Abdurrahman
Yavuz

Zach
Buran



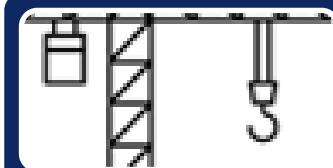
Novelis

GT Georgia Institute
of Technology®

nsa
National
Stuttering
Association



1. Project Overview



2. Simulation Design



3. Simulation Analysis

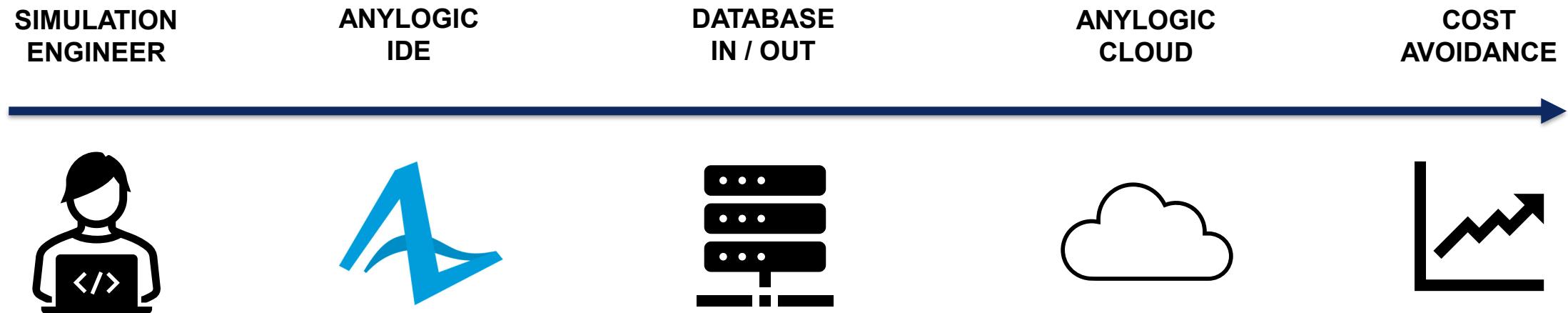


4. Novelis Impact



5. Omniverse Technical Deep Dive

- Assessed crane capacity at Novelis using AnyLogic.
- Stress-tested performance to confirm production feasibility.
- Showed existing crane could meet targets with minor improvements.
- Delivered scalable simulation to support business growth.



WHY ANYLOGIC?

- Analyzed crane KPIs using AnyLogic's material handling library.
- Flexible parameters allowed non-developers to run scenarios.
- Cloud access removed need for software or licenses.
- Integrated with Omniverse for clear executive communication.



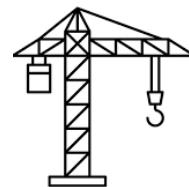
PROCESS FLOW

Novelis

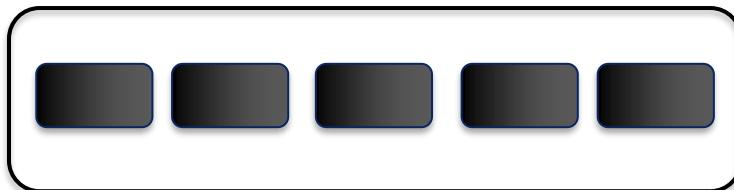
Step 1: Casting



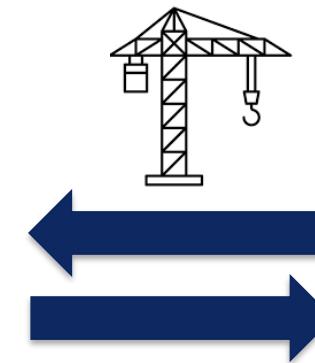
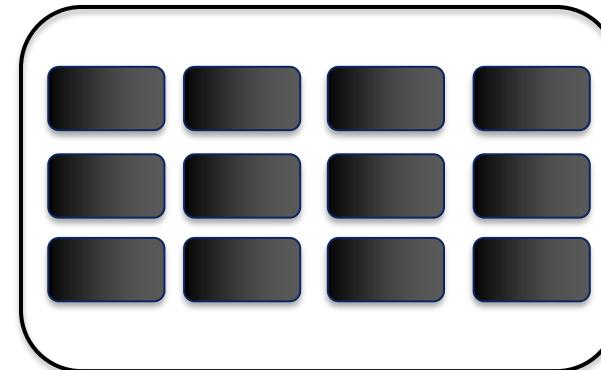
Molds



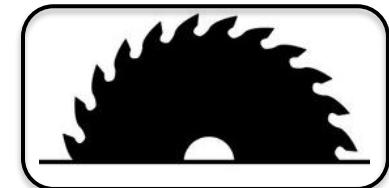
Step 2: Laydown Pit



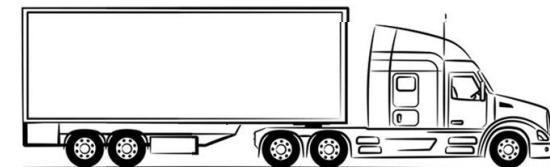
Step 3: Storage Area



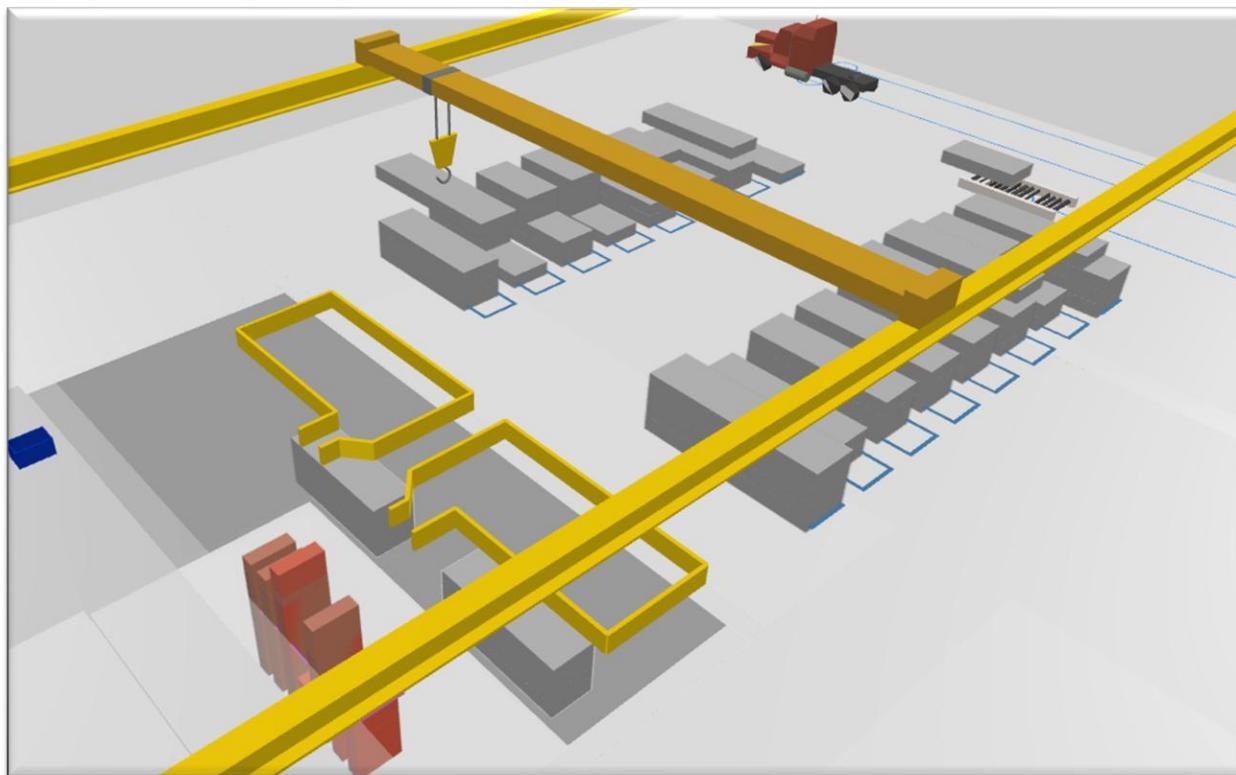
Step 4: Sawing



Step 5: Outbound



ANYLOGIC 3D

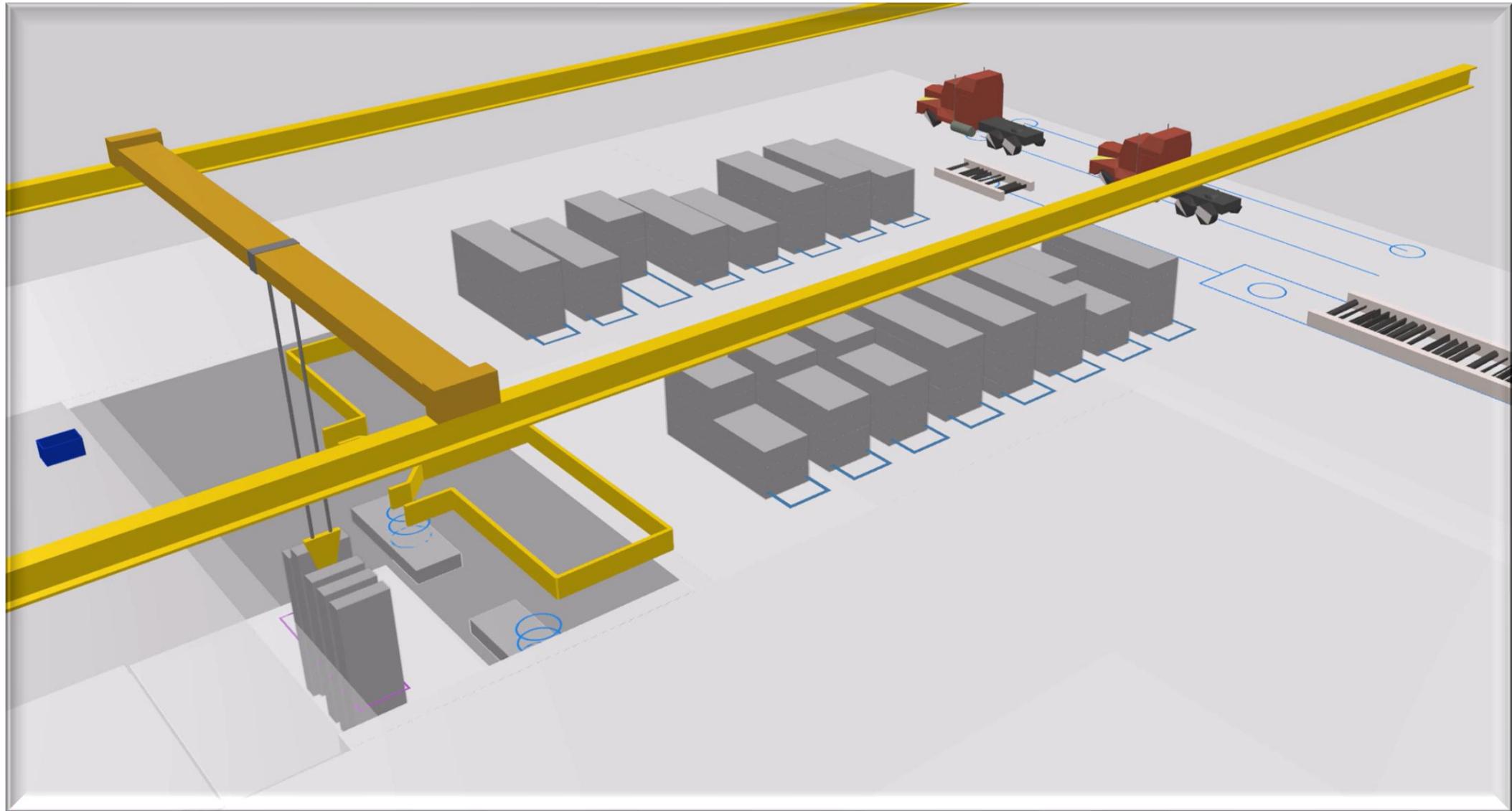


OMNIVERSE



ANYLOGIC 3D VIEW

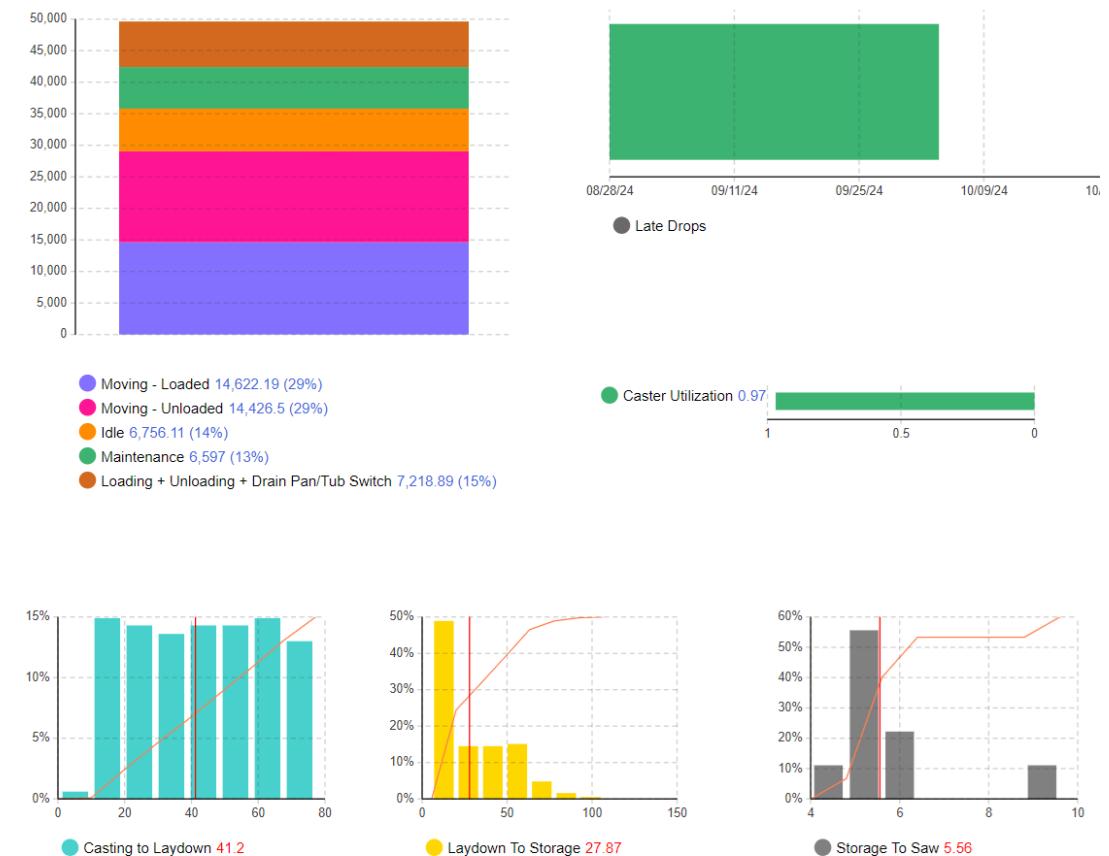
Novelis



INPUT DATA

parameter	value
Handling Time	10
Maintenance Interval	7
Mean Time Between Failures	$\text{exp}(1,0.01)$
Mean Time To Repair	$\text{normal}(1,5)$
Casting Time	2.2
Production Schedule	schedule1
...	...

OUTPUT DASHBOARD



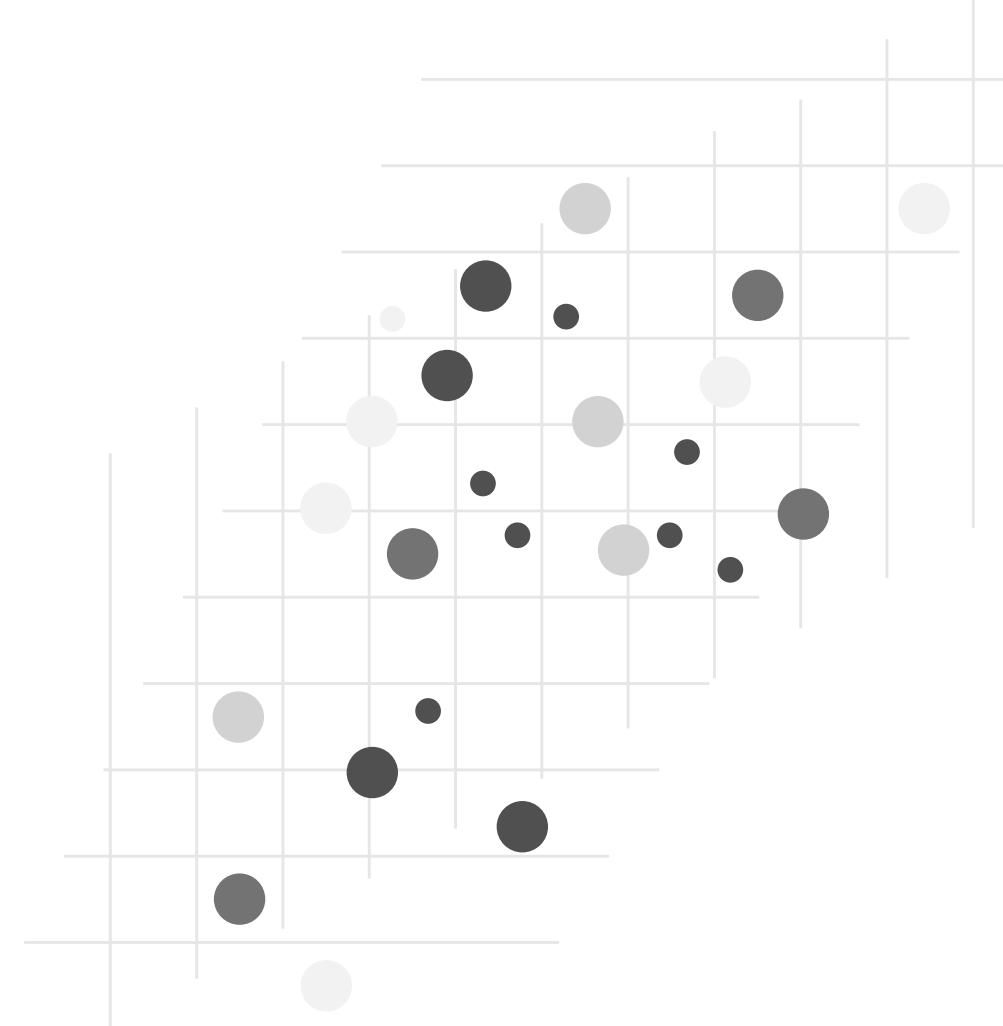
- Avoided crane purchase and throughput losses.
- Resolved bottlenecks, boosting efficiency and planning.
- Delivered scalable AnyLogic Cloud tool for evolving needs and decisions.
- Improved collaboration and confidence with clear crane insights.



WHY OMNIVERSE?

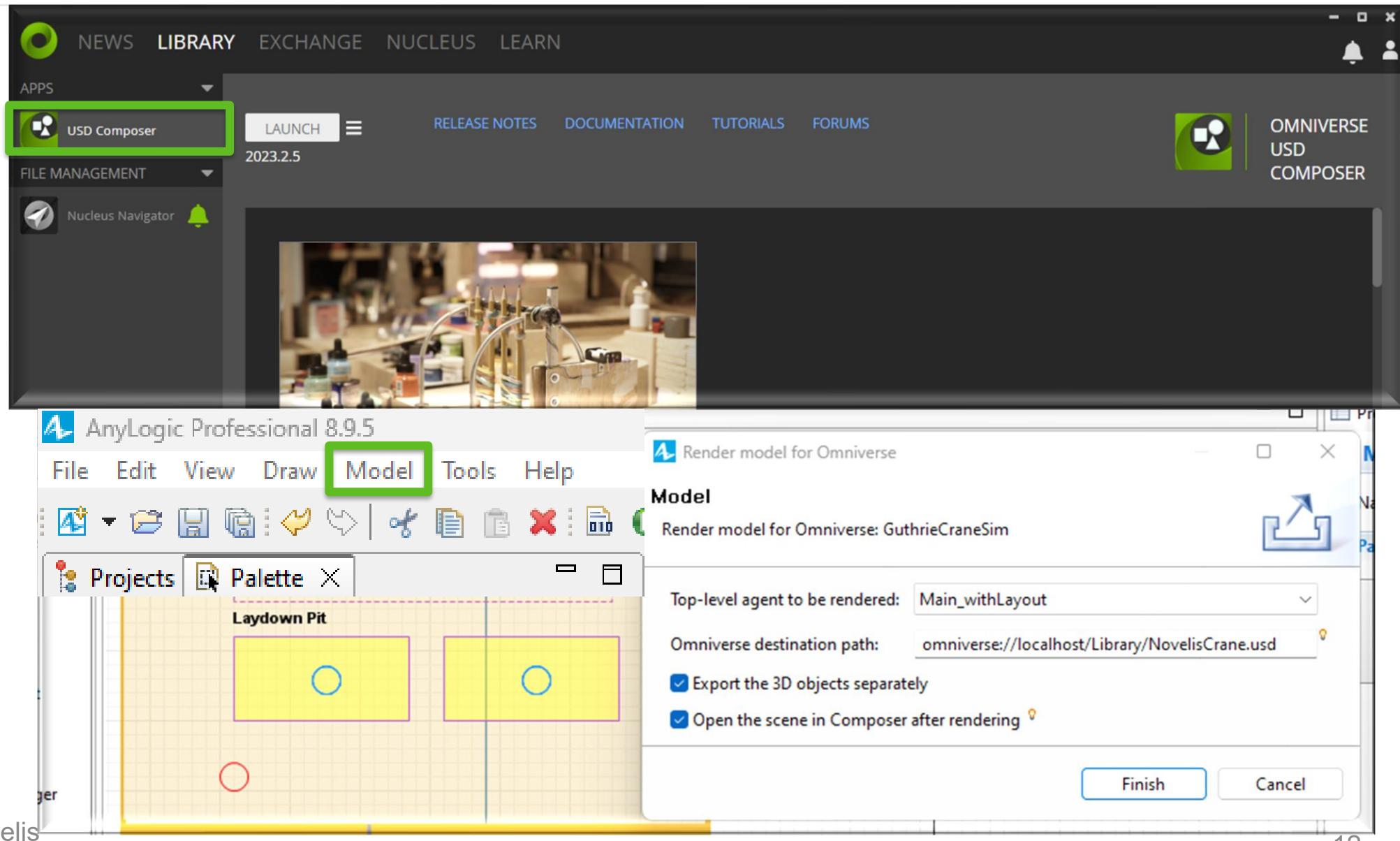
- Lifelike visuals increased simulation clarity and engagement.
- Helped leadership grasp insights and align on decisions.
- Showcased innovation internally and externally.
- Omniverse renders typically gain strong traction across organizations.

Novelis



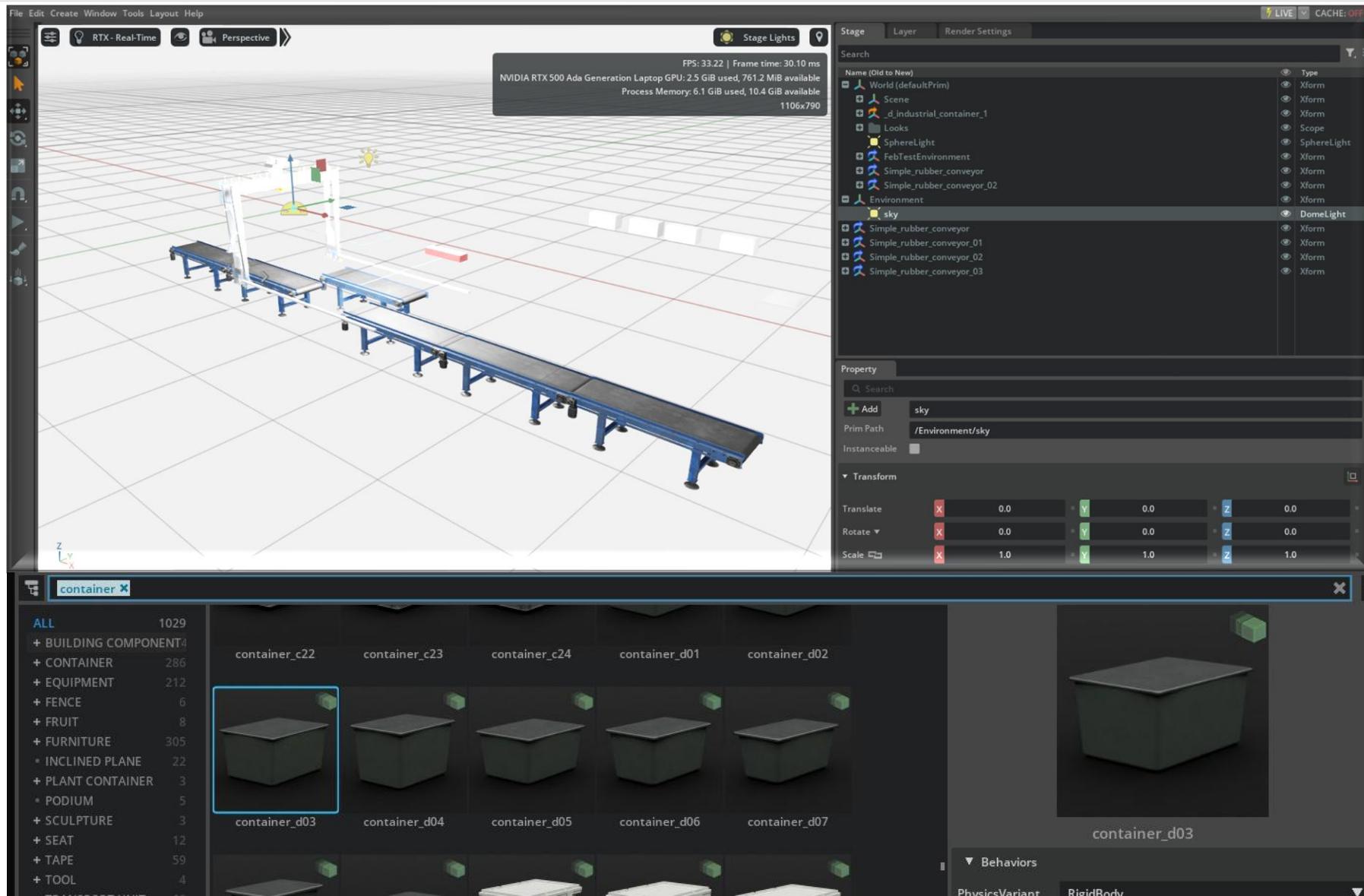
RENDER MODEL IN OMNIVERSE

Novelis



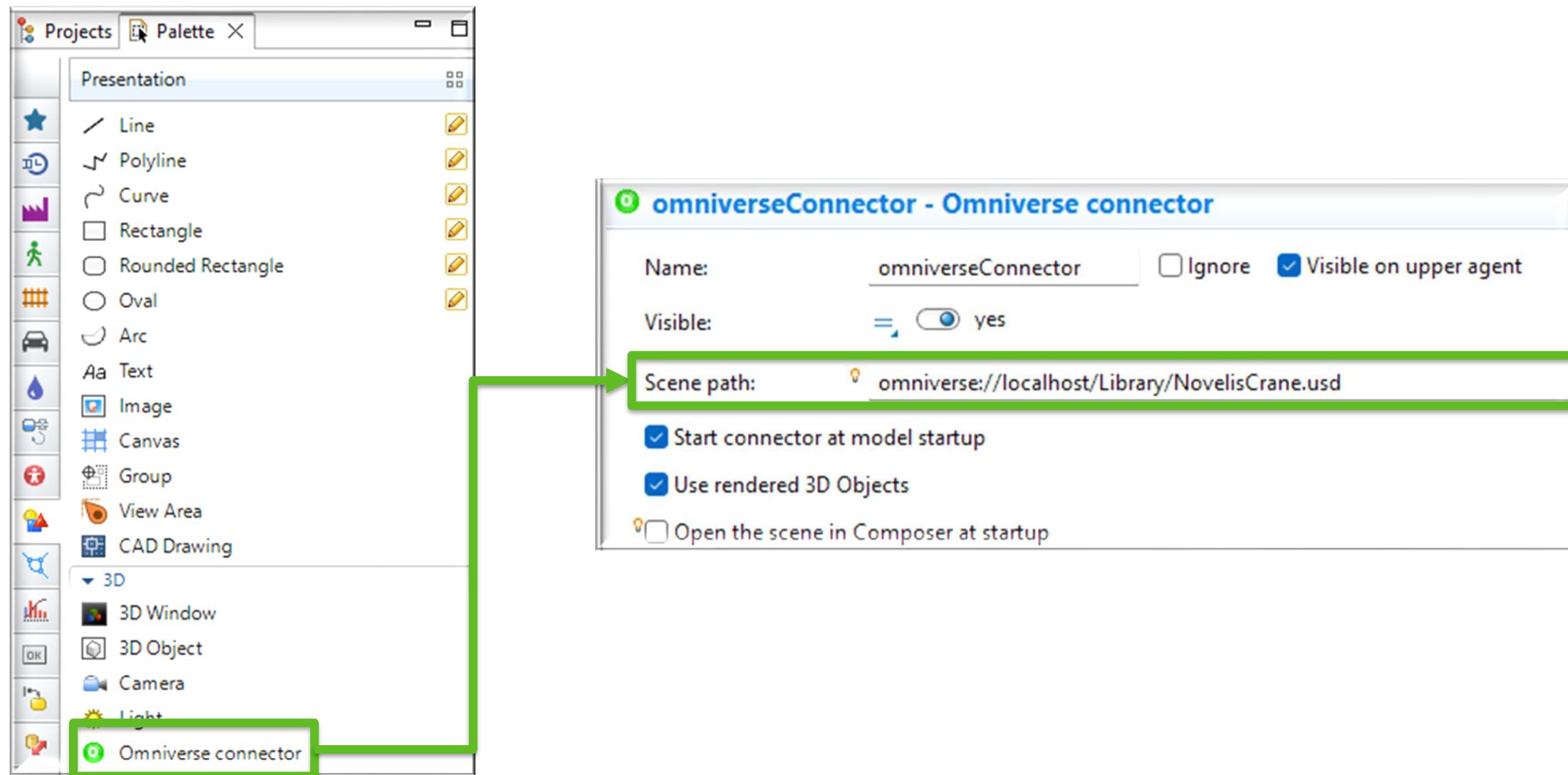
RENDER MODEL IN OMNIVERSE

Novelis



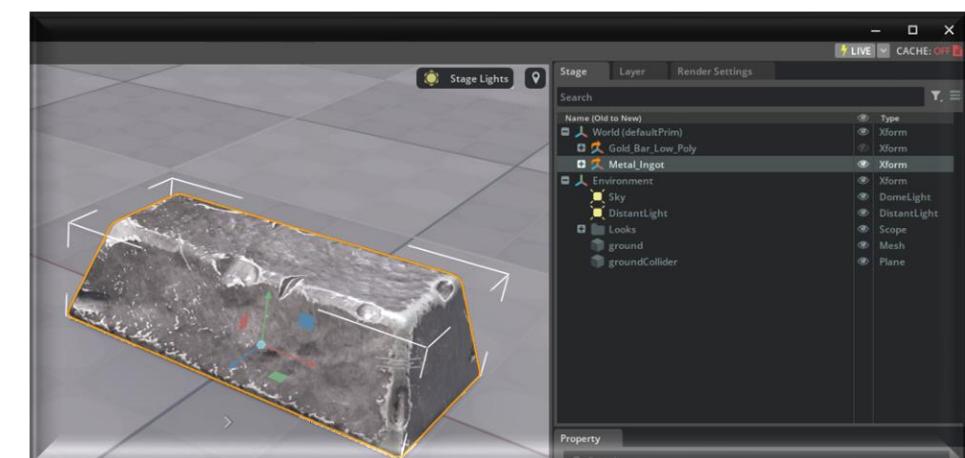
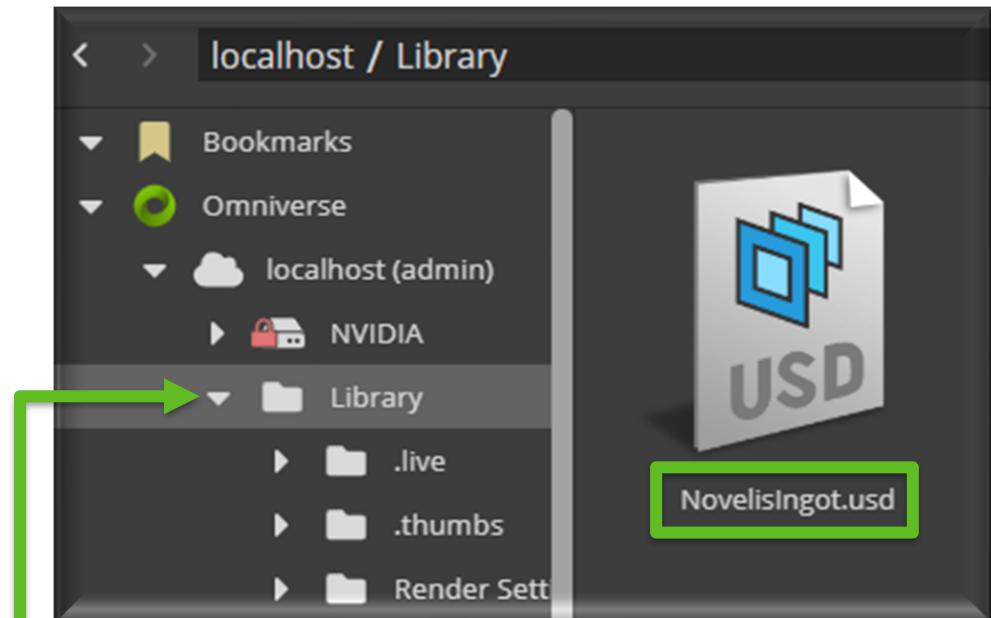
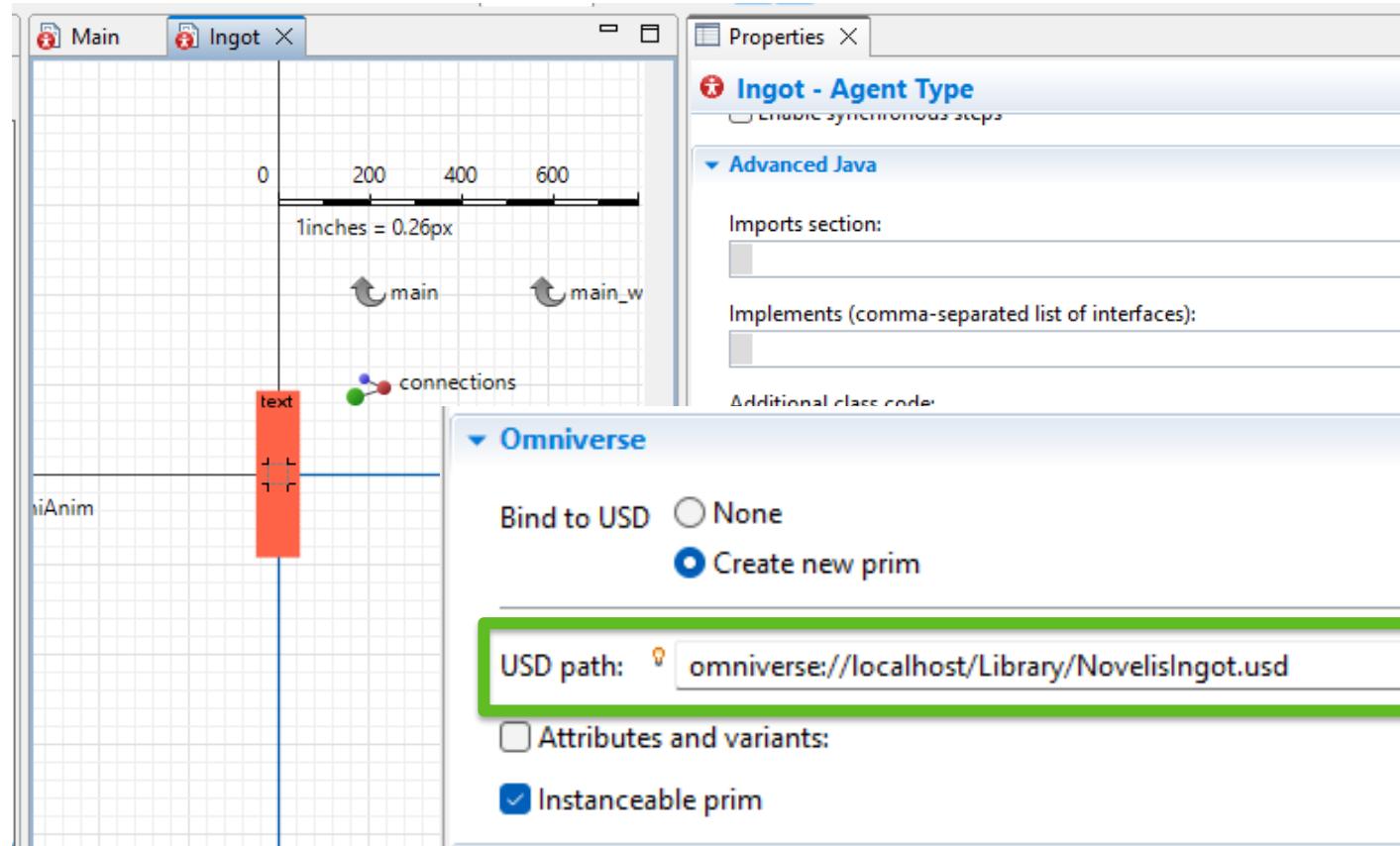
OMNIVERSE CONNECTOR

Novelis



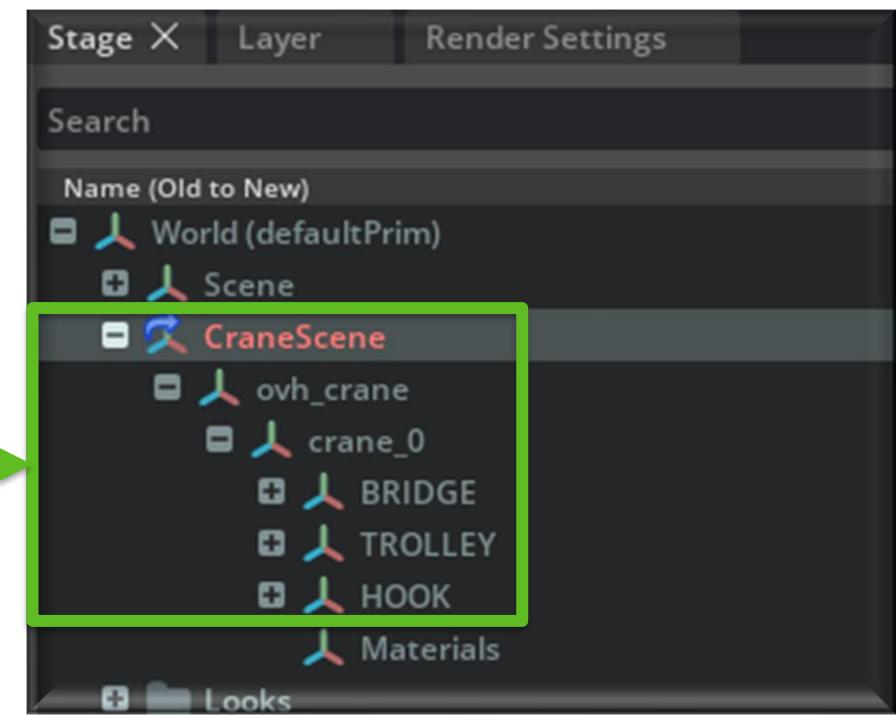
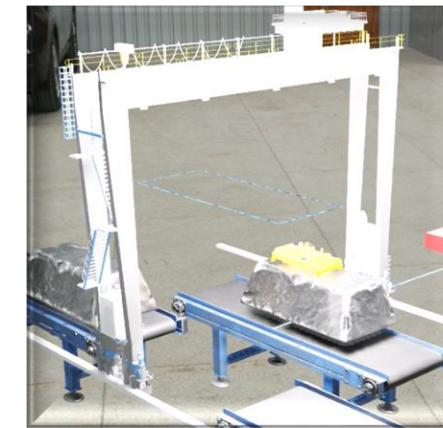
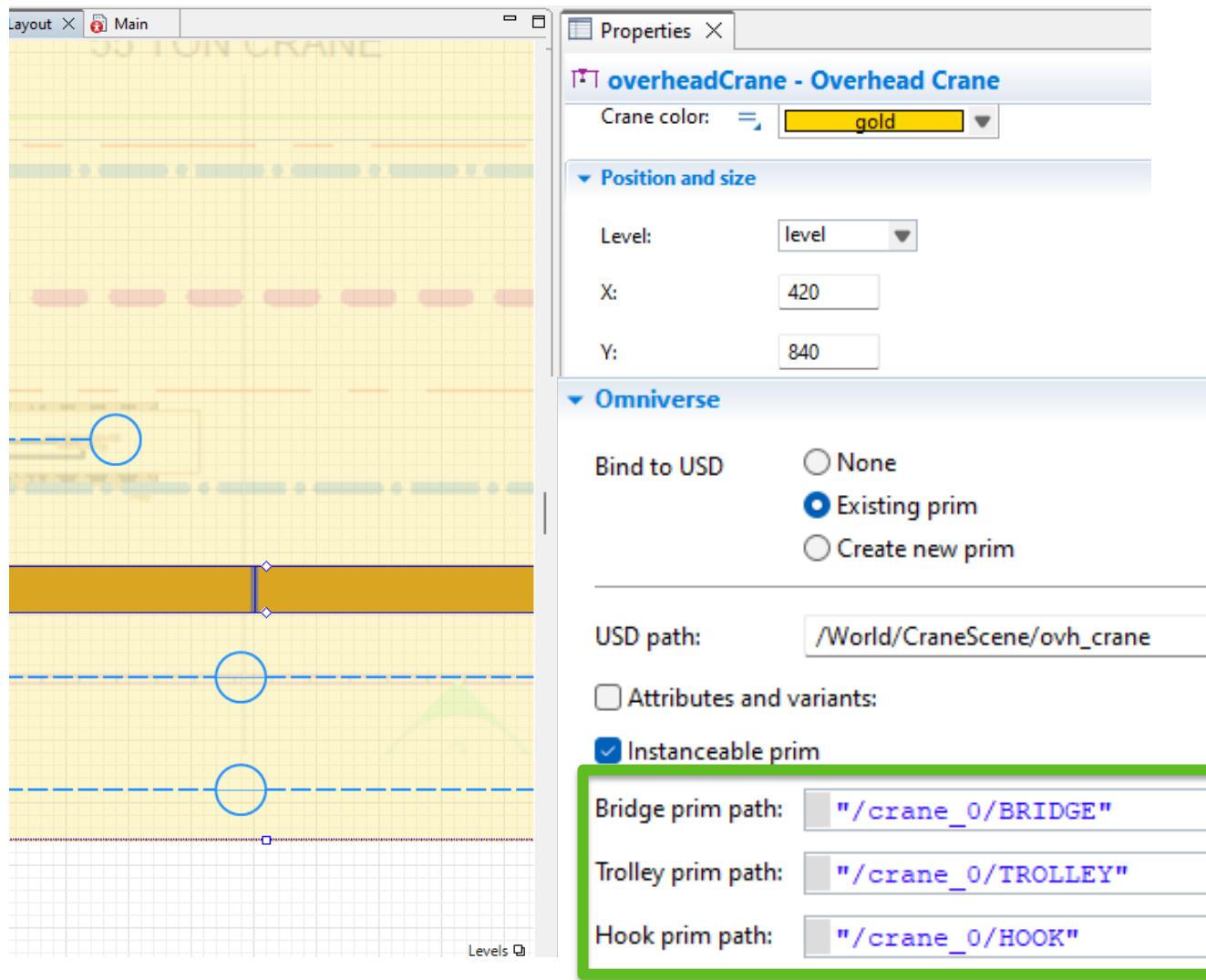
CONNECT OBJECT TO PRIM - LIBRARY

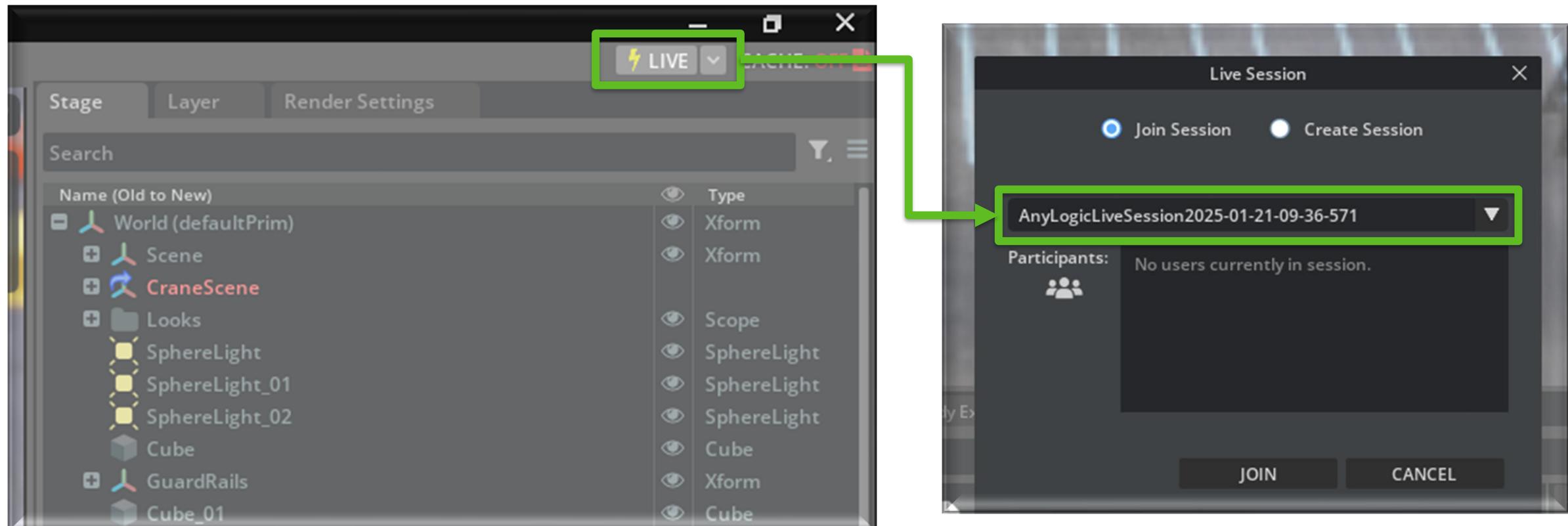
Novelis



CONNECT OBJECT TO PRIM - SCENE

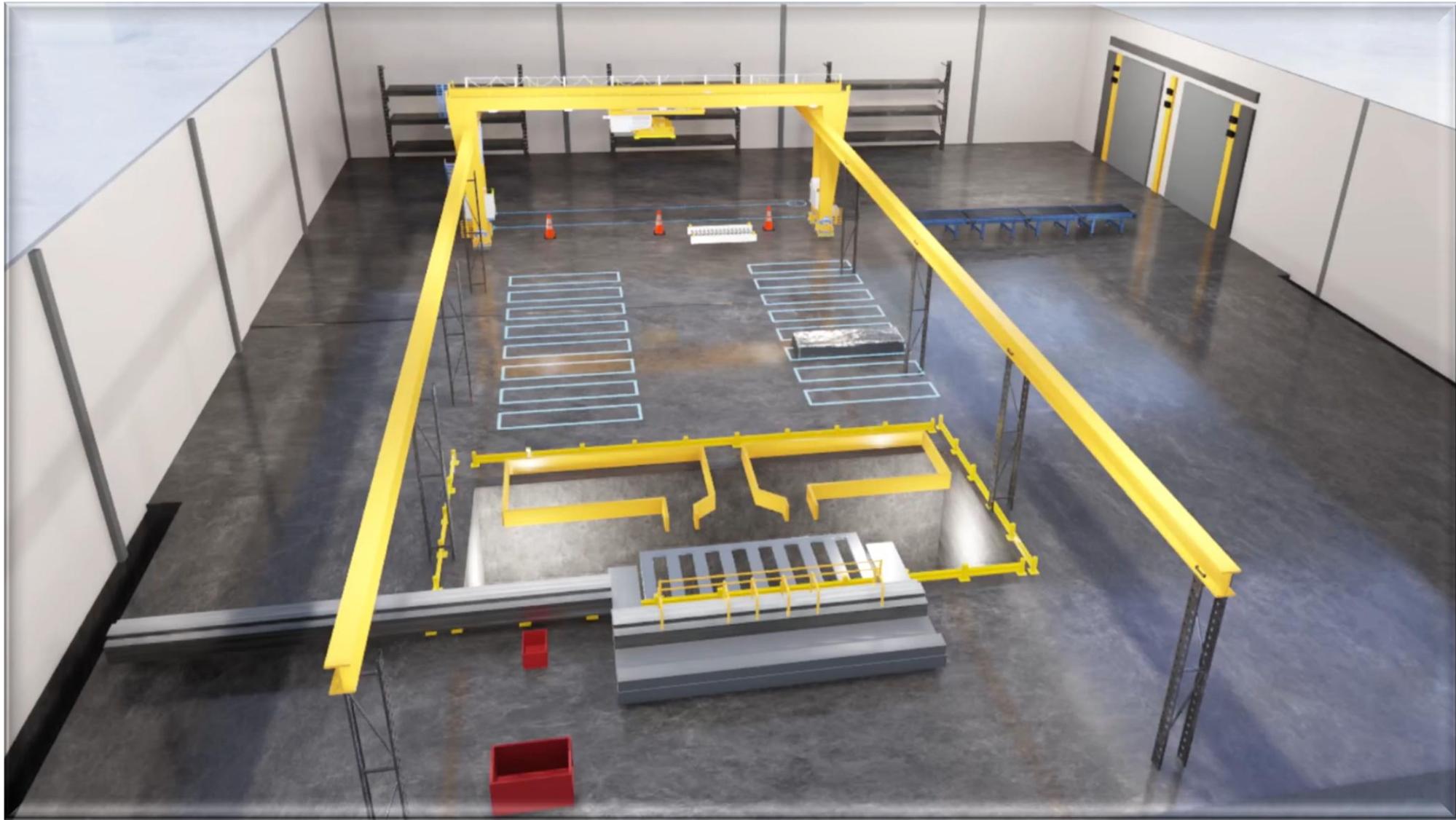
Novelis





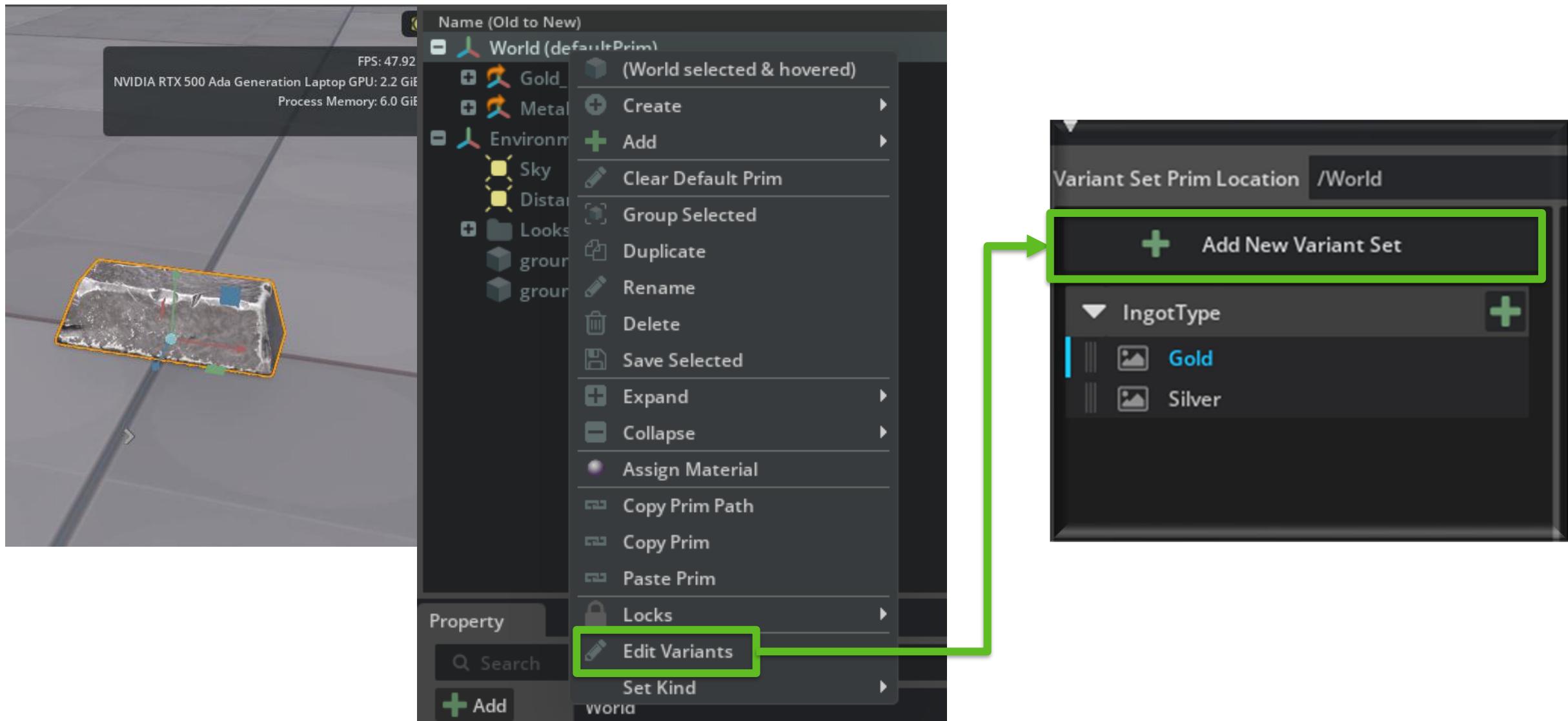
OMNIVERSE RENDER

Novelis



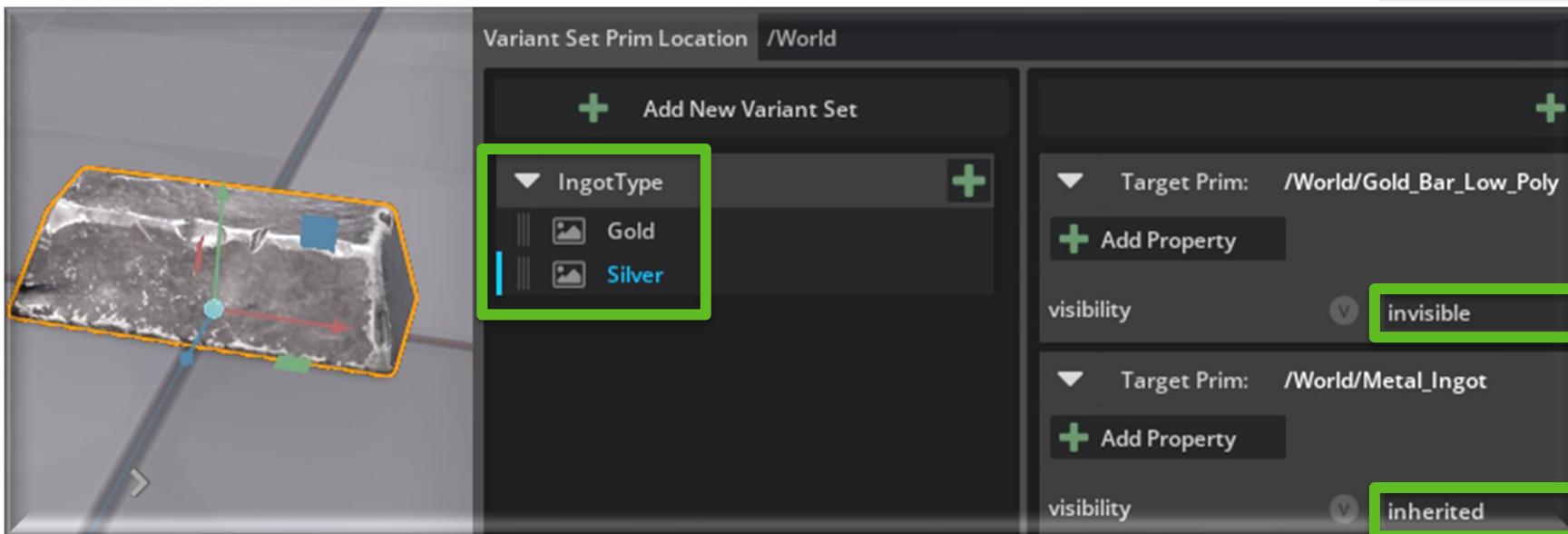
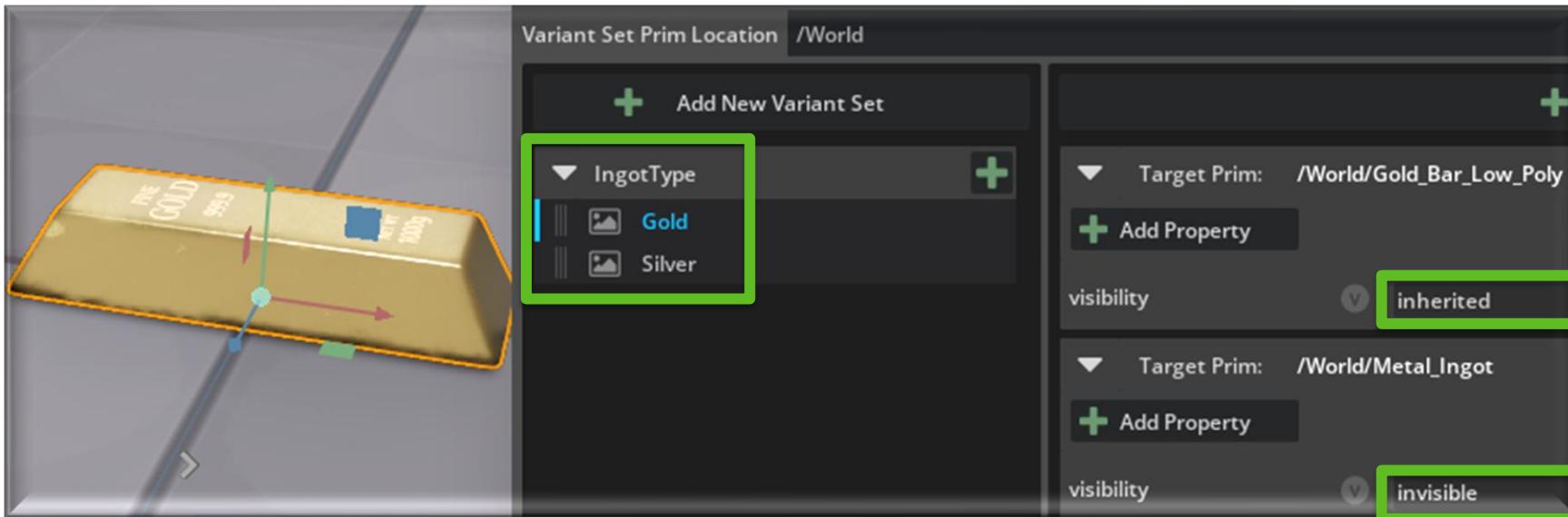
DYNAMIC AGENT VISUAL UPDATE

Novelis



DYNAMIC AGENT VISUAL UPDATE

Novelis



DYNAMIC AGENT VISUAL UPDATE

Novelis

The screenshots illustrate the setup for dynamic agent visual update in the Unity Editor:

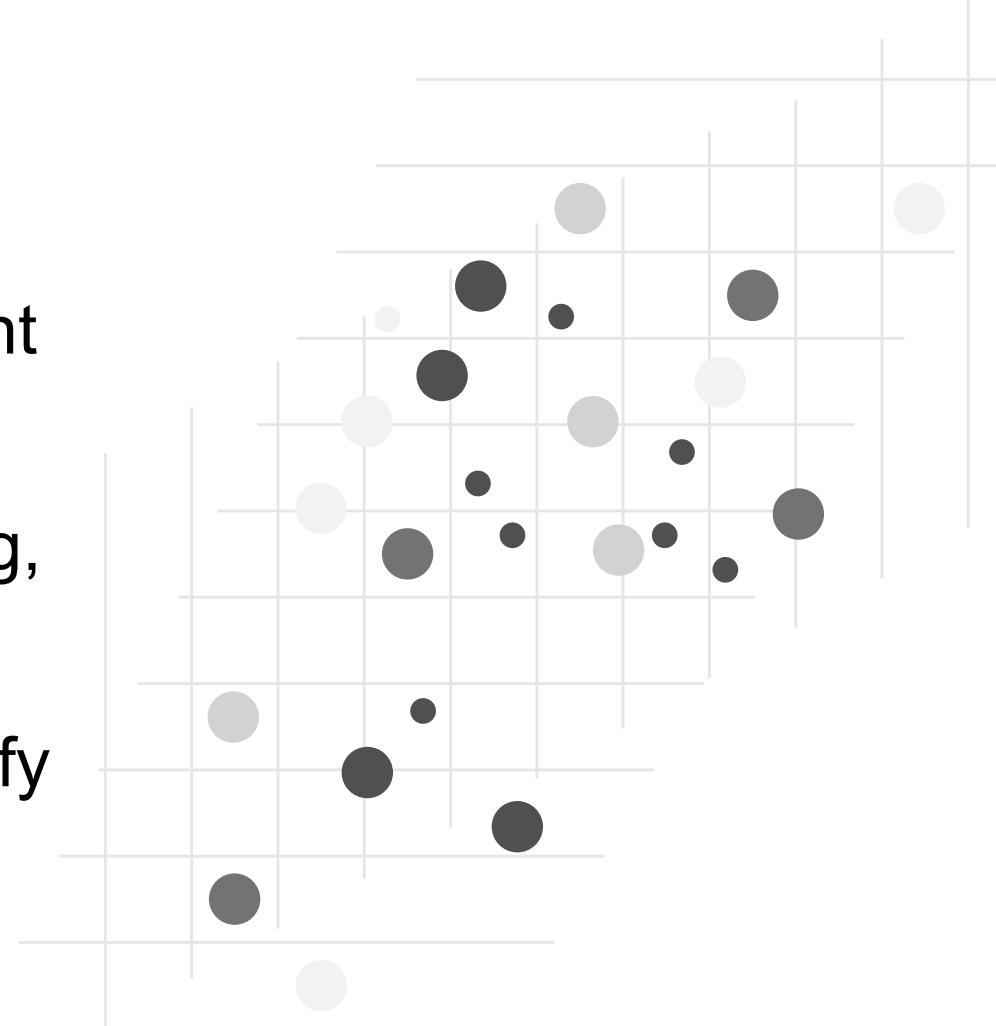
- Variable Configuration:** The variable `ingotType` is defined with the following properties:
 - Name: `ingotType`
 - Visible: `yes`
 - Type: `String`
 - Initial value: `"Silver"`
- Agent in Scene:** The agent is named `ingotType` and has a `connections` component attached.
- Properties Panel:** The `Ingot - Agent Type` properties are set as follows:
 - Bind to USD: `Create new prim`
 - USD path: `omniverse://localhost/Library/KTIngot.usd`
 - Attributes and variants:
 - Name: `IngotType`
 - Value: `self.ingotType`
 - Is variant
- Actions Panel:** The `Actions` section contains the following code blocks:
 - On enter:** `agent.ingotType = "Silver";`
 - On exit:** `agent.ingotType = "Gold";`

DYNAMIC AGENT VISUAL UPDATE

Novelis



- Omniverse enabled executive-friendly insights through lifelike visuals.
- Simulation showed one crane is sufficient with minor improvements.
- Avoided major spend, improved planning, and delivered scalable tool.
- Next Steps: Expand model scope, identify other bottlenecks, add features.



Questions?