# 1.10 Leveraging M&S software to build Marine Survival Craft Training Simulators



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### Leveraging M&S software to build Marine Survival Craft Training Simulators

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### **Statistics**

- 16% Percentage of total maritime lives lost over a 10 year period that were attributed to lifeboat accidents
- 12.5% Percentage of lifeboat drills that were performed unsatisfactorily during a 2009 inspection campaign
- 1.4% Percentage of ship inspections that identified lifeboat deficiencies serous enough to warrant detention

"Anyone using a lifeboat, be it in a drill or genuine evacuation, runs a risk of being injured or even killed."

**UK Maritime Accident Investigation Branch** 

-2001









## Lifeboat Training

#### Defined by

- · International Maritime Organization (IMO)
- Offshore Petroleum Industry Training Organization (OPITO)
- Flag State Maritime Authorities

#### **Current Limitations**

- Dangerous to replicate evacuation conditions and scenarios
- Requirement to demonstrate "Methods of launching a survival craft into a rough sea" not being met
- Mariners are put to sea having never been exposed to the situations they may encounter







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## Lifeboat Training Gap







**Emergency Conditions** 

**Training Conditions** 

Lifeboat simulation





# Lifeboat Simulation

#### **Simulator Objectives**

- Mitigate training and operational risk
- · Increase realism of emergency training scenarios
- Maximize the training objectives that can be achieved through simulation
- Achieve certification/accreditation from regulatory agencies

#### **Technical Challenges**

- Stimulation of lifeboat equipment
- Simulation of lifeboat hydrodynamics









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### Open Programming Architecture

- Create applications using supplied wave models or use your own custom wave models
- Incorporate completely foreign wave simulation algorithms and have them incorporated automatically into the provided rendering environment
- Apply the same calculations to the visual and non-visual (i.e. host computer calculating ships motions, forces, and dynamics)
- Produce complex wave models using an open and intuitive interface

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### Multiple Ocean Types

- · Position to any view point
  - Fixed location
  - Observer-centered
  - Surf zone
  - Large Area / Round Earth











## Synthesized Surfaces

- Physically correct wave model out of the box
- · Maritime effects
- Customizable pre-defined ship motion strategies
- · Short and Long crested waves
- · Environmental and local reflections









## Synthesized Surfaces

- · 13 sea states described by the Beaufort scale
- · 9 sea states described by the Spectral Ocean Wave Model



· Multiple user-defined ocean definition parameters





### Surf Zone

- Shallow water modeling and coastline effects
  - Breaking waves
  - Cusp Surf
  - Sandbars
  - Depth and shoreline transitions
  - Wave effects on vehicle motion
  - Correct wave behavior
  - Seamless Transition from shallow to deep water



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### Marine Effects

- User-defined vessel characteristics:
  - Bow waves
  - Stern
  - Hull
  - Size and shape correspond to the size, shape, and speed of the vessel
  - Interaction with the ambient water waves
  - Visual aid in determining the speed, maneuvering, and turning of the vessel
- Customizable ship motion strategy for correct behavior of objects / vessels on the ocean









#### **Simulator Features**

- · Enclosed cabin to maximize "presence"
- Configurable to specific lifeboat models and hardware
- Simulates lifeboat motion in variable sea states

#### International Recognition

- · Det Norske Veritas
  - Certified Class "S" Simulator
- · International Maritime Organization
  - STCW Amendment, June 2010
- Transport Canada
  - Modification of TP 4957 Marine Emergency Duties Courses
  - Model Course for Lifeboat simulation training developed







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## Looking Ahead

#### **High Speed Boats**

- Training for Coast Guard, Navy and Waterborne Law Enforcement
- · Vessel planing at 40+ knots
- Launch and recovery in chaotic wave environments











### Thank You



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