NSRP | National Shipbuilding Research Program

Virtual Spray Painting System

Project Kick of Meeting

Project Kick off Meeting

- The main objective of the kick off meeting was to understand how the current Virtual Spray Paint System could be adapted and/or modified to meet the necessities of the Marine Industry or the Ship building Industry.

- During this meeting the following topics were discussed:
  - Identify and prioritize the items that need to be part of the software development and or modifications
  - Can different scenarios be created showing different degrees of difficulty during spray practice?
  - Identify the specific ship areas that can be replicated as a practice module
  - Can a painting module be created that can simulate Ship specific areas?
  - Can the software be modified to provide coating application results and acceptance in accordance with SSPC-PA 2?
  - Tip size
  - Paint percentage of solids
  - Airless spray equipment set ups (Step by step check off list)

- Virtual Paint Products Team had provided to NASSCO team members the introductory demonstration and software capabilities.

- NASSCO experienced applicator practicing Virtual Spray Painting (Play Video)

- Ship Yard typical vertical painting scenarios showing different degrees of difficulty

- Ship Yard typical horizontal painting scenarios showing different degrees of difficulty

- Ship Yard typical overhead painting scenarios showing different degrees of difficulty

- Virtual Paint Products team are focused on the following activities:

  - Developing the software engine to support paint application

  - Performance analysis in specific areas within the created module for:
    - Overhead, Decks, Bulk head, stiffeners, longs, cable tray and pipes

  - Working on several strategies to implement different levels of training for new and experienced painters