

MIT NUCLEAR REACTOR LABORATORY

an MIT Interdepartmental Center



Generating 3D Models of Complex Structures For Engineering Planning

Dane Kouttron

Research Engineer

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MIT Research Reactor (MITR-II)



MITR-I constructed 1956-1958

- Core and process systems redesigned for MITR-II
 - Light water cooled and moderated, heavy water reflected
 - First criticality on August 14th, 1975
- Primary/Secondary systems rebuilt in 2010 for relicensing and power uprate up to 6.0 MW
- Operates 24/7 except during scheduled outages





Massachusetts Institute of Technology



➢Dec 14 2022

- o Vertical port plug removed, flooding of thimble confirmed
- Disassembly and leak discovery process begins

Disassembly Documentation & Planning

- Disassembly caused increased dose rate hazards
- Engineering planning meetings staring at 2D Drawings resulted in observing discrepancies between as-designed and what actually existed
- Static images / slideshows have a tradeoff between detail and position



Generating 3D model for status updates









Generating a 3D model of a complex space from 2D images

- No exotic hardware required, purely computational based geometry generation, accelerated by a modern GPU
- Find staff member who enjoys photography and point them at the subject







The more image 'data' the better

 Having a wide visible area allows for better image-to-image matching



Lots of in-focus details with plenty of reference geometry Too few nearby geometry markers to reference from



What is a landmark or feature?



Dense reference points result in better meshes

 No exotic hardware required, purely computational based geometry generation, accelerated by a modern GPU





Similar features to other images matched as red marks Too few nearby geometry markers to reference from



How many images



➤To generate this model 237 images were used

- Camera view points synthetically displayed in model indicating direction / position
- Number of images proportional to resolution required and depth of detail needed





Challenges



Reflective surfaces

- Stainless plumbing can cause havoc on generating accurate 3D meshes.
- Making reflective surfaces matte is a simple 'hardware solution' to a complex computational problem
- Talc powder or 'institutional dust' reduces noise on reflective surfaces

Information 'light' images

- Areas of interest (a valve, or small detail) require significant amount of reference images
- Image position data is extracted in relation to other images so copious reference images are required to allow detail



Lighting



Adequate lighting was key to resolving detail

 Portable battery powered light stands to keep reactor components illuminated resulted in better meshed images







≻Meshroom

o Open source software for 3D reconstruction, available on github







≻Meshroom

 Driven in small interactive graphical 'steps', each of which has some tuning associated to achieve good results







≻Meshroom

 Driven in small interactive graphical 'steps', each of which has some tuning associated to achieve good results

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≻Blender

- Open Source 3D CAD modeling tool
- o Model simplification, edge trimming and filling in missing areas







Generating a 3D model that's portable

- With our simplified 3D model we can generate browser-viewable simplified models and render with simple tools (3JS, etc)
- This allows displaying in-presentation or at engineering meetings without dragging a copy of meshroom or blender



Generating 3D model for status updates







Hardware install discussions



>Using 3D models, its easier to decide where to install things

 Location of leak detection hardware (blue) was a topic of scrutiny, using models to draw where the hardware should go got buy-in from all parties involved







NRL Operations and Maintenance Staff



Taylor Tracy John DiCiaccio Paul Nawazelski Adam Grein





Questions?





