

Modeling & Simulation of Buggy

using Matlab



We are from ...



Haw Keat

Lilin

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URECA

Undergraduate Research Experience on CAmpus



What is Buggy?

- Single-seater vehicles
- Recreational purposes

Golf buggies



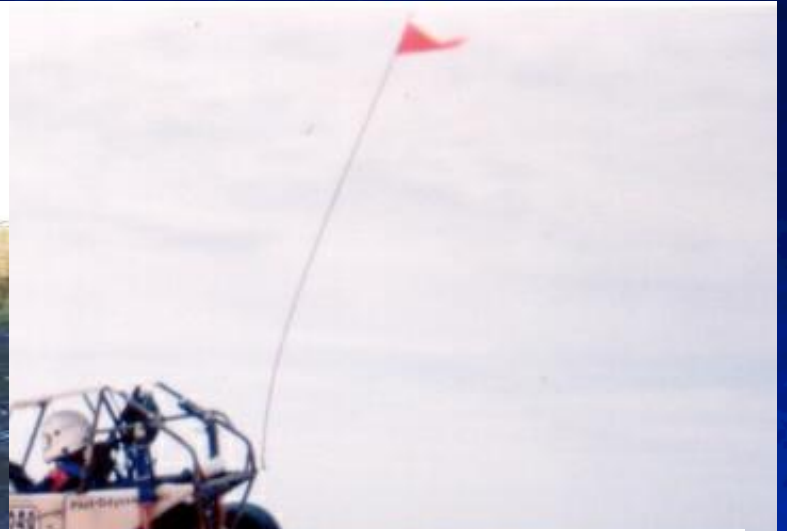
Go Kart

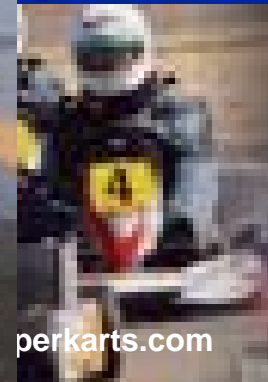
Objectives

- Develop buggy model for testing purposes
- Investigate and characterize the behavior of buggy
 - Comfort level - Suspension system

Why?

Fun! Challenging! Rewarding!





Buggy simulator

Modeling the you car



One-seater commercial vehicle "Twin"



Jeep Wrangler

Project Scope

- Matlab/SimMechanics => Buggy model
- Matlab/Virtual Reality Toolbox => Animation
- Solid Edge => CAD drawings
- Design and dimensions of buggy obtained from ...

BADLAND BUGGY

Canada

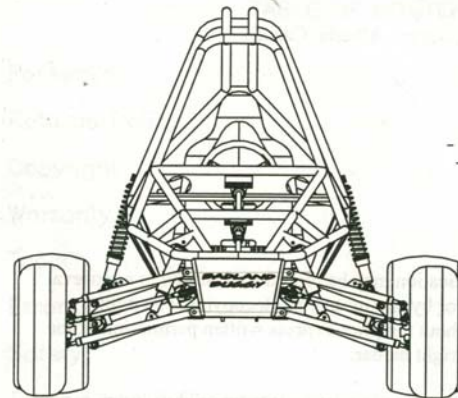
BADLAND BUGGY

3D Off-Road Vehicle Plans & Quality Parts

ST2

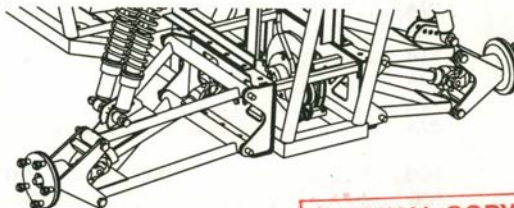
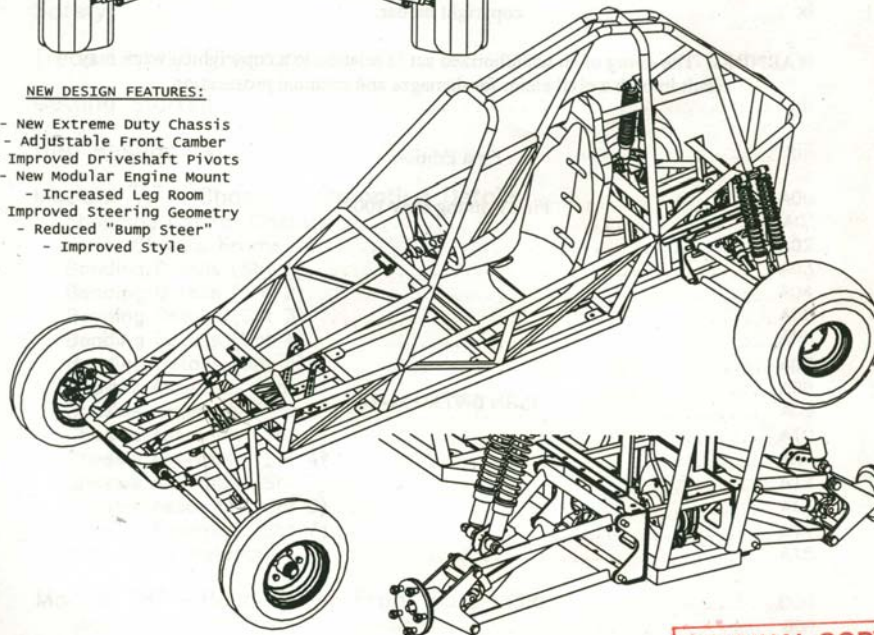
THIS PLAN SET INCLUDES:

- Metric & S.A.E. Dimensions
- Complete 3D Chassis Construction Details
- Proven Off-Road Steering System Design
- Hydraulic Braking System Details
 - Material "Shopping Lists"
- Modular Construction Layout
- All New High-Tech Foot Pedal Boxes
- Web Resources & Internet Links
- More, More, More!



NEW DESIGN FEATURES:

- New Extreme Duty Chassis
- Adjustable Front Camber
- Improved Driveshaft Pivots
- New Modular Engine Mount
 - Increased Leg Room
- Improved Steering Geometry
 - Reduced "Bump Steer"
 - Improved Style



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ORIGINAL COPY

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THIS PLAN SET IS
ORIGINAL IF COLOR "RED"

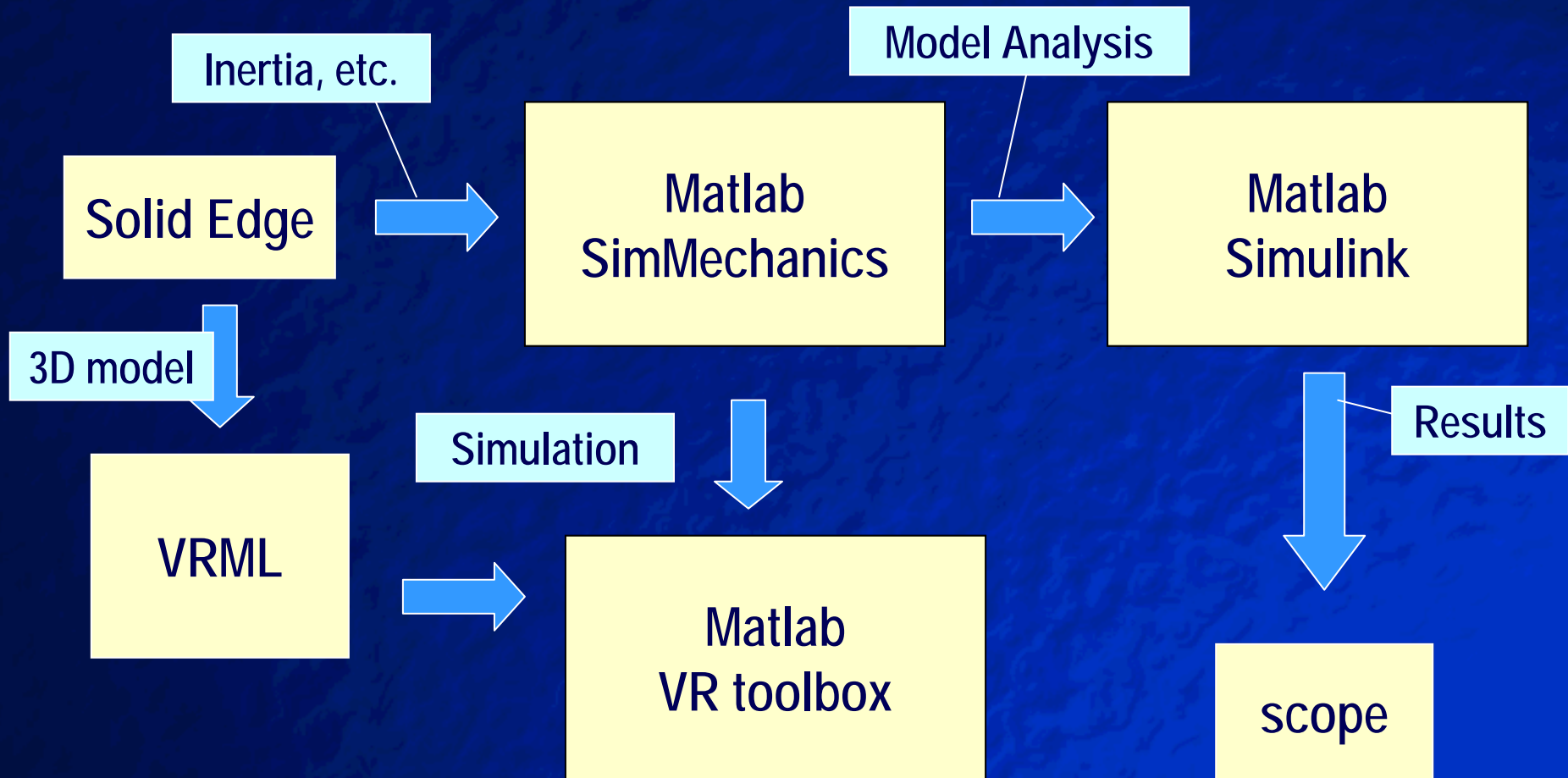
Badland Buggy



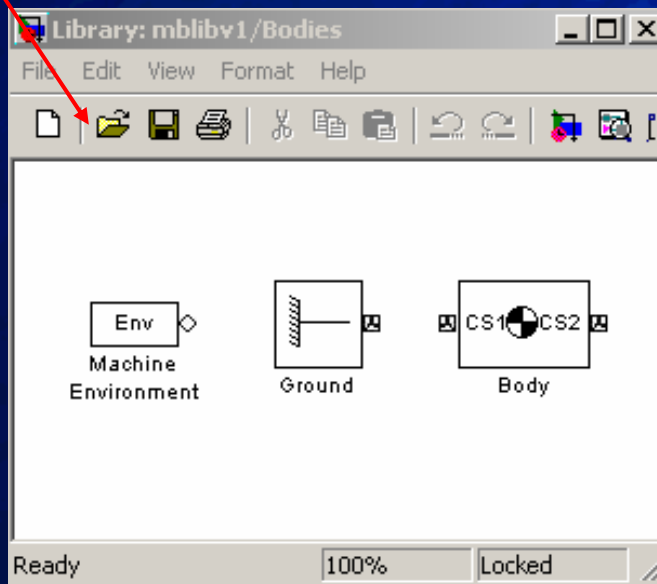
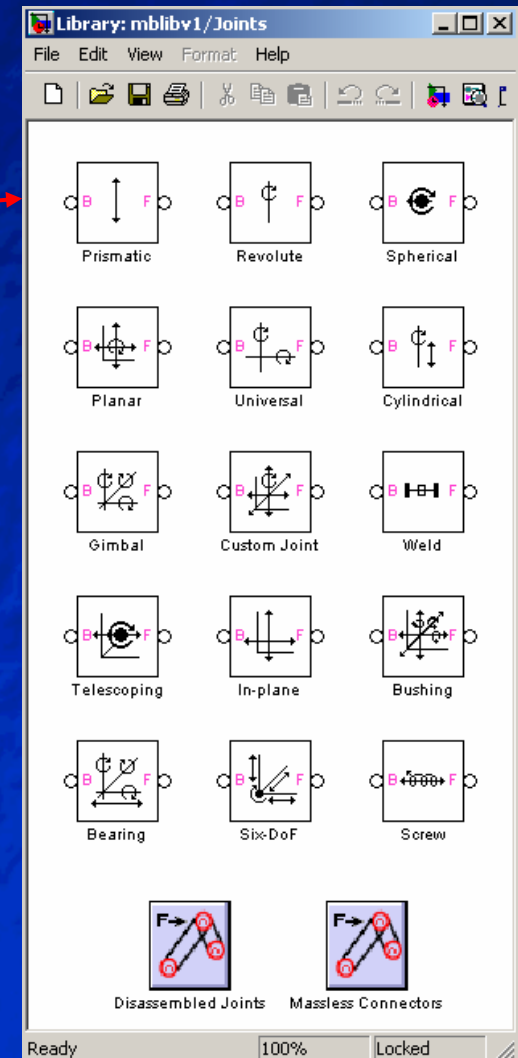
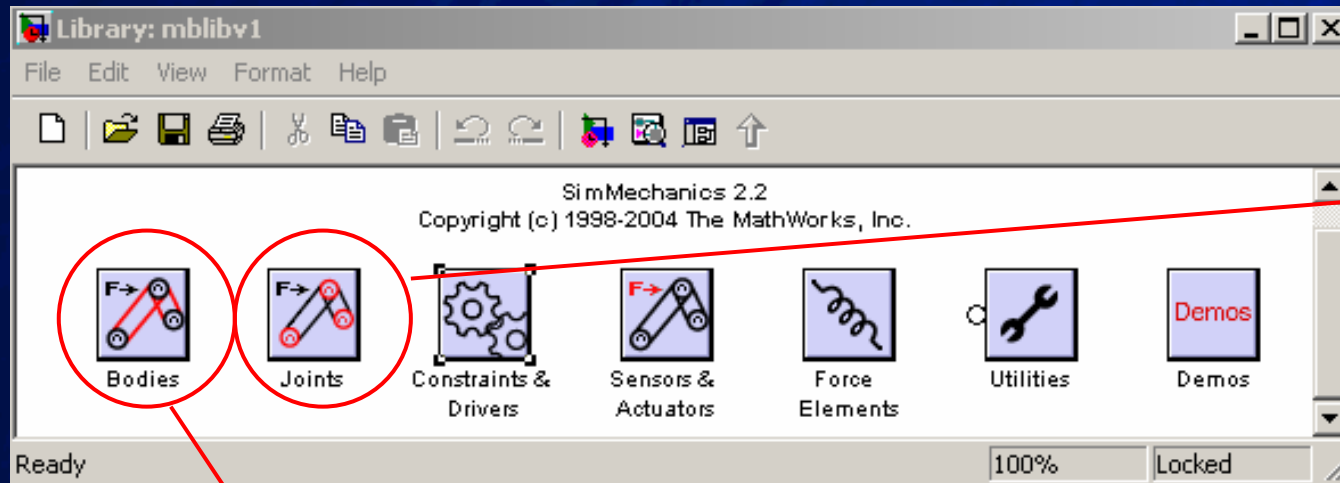
Next ...

- **Modeling of the buggy using Matlab SimMechanics and Solid Edge**
 - **Suspension system**
 - **Driveshaft**
 - **Wheels**
 - **Steering**
- **Animation using VR toolbox**
- **Solution and Conclusion**

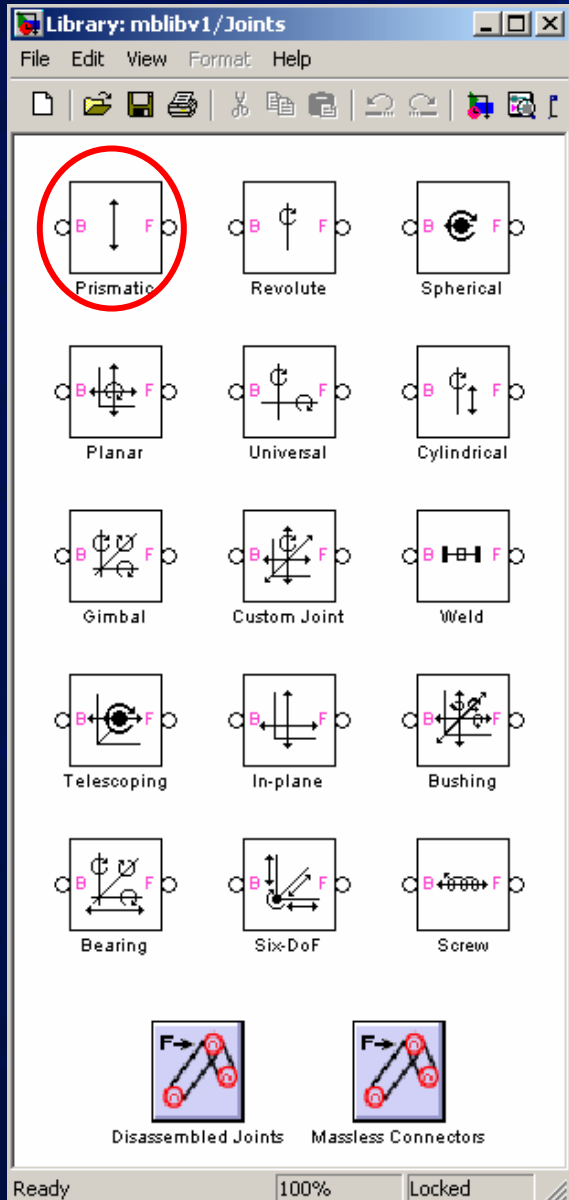
Overview



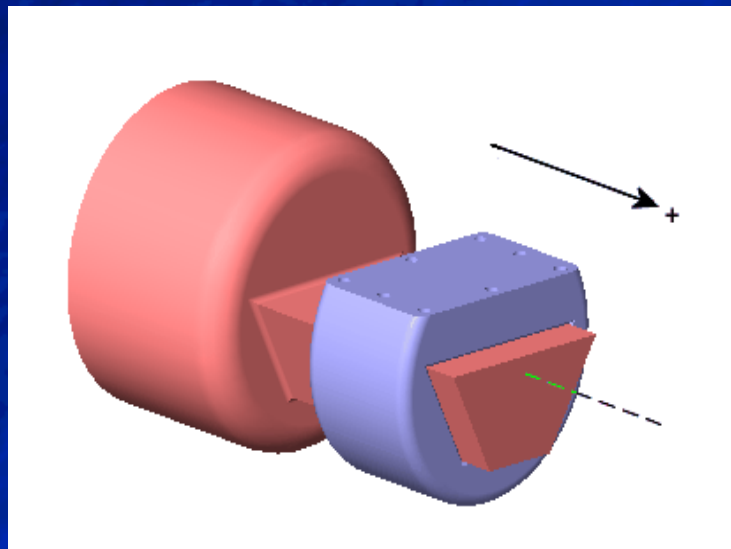
SimMechanics



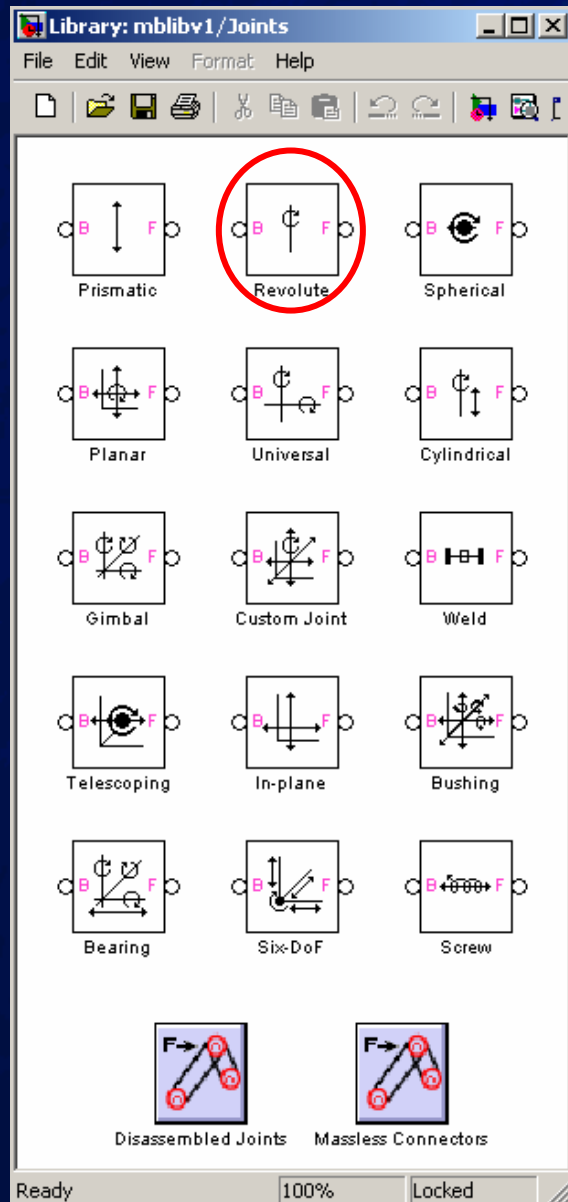
SimMechanics



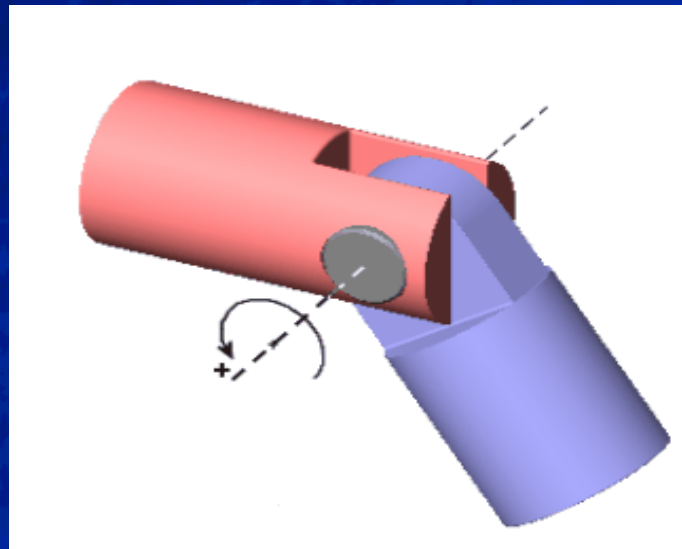
Prismatic joint



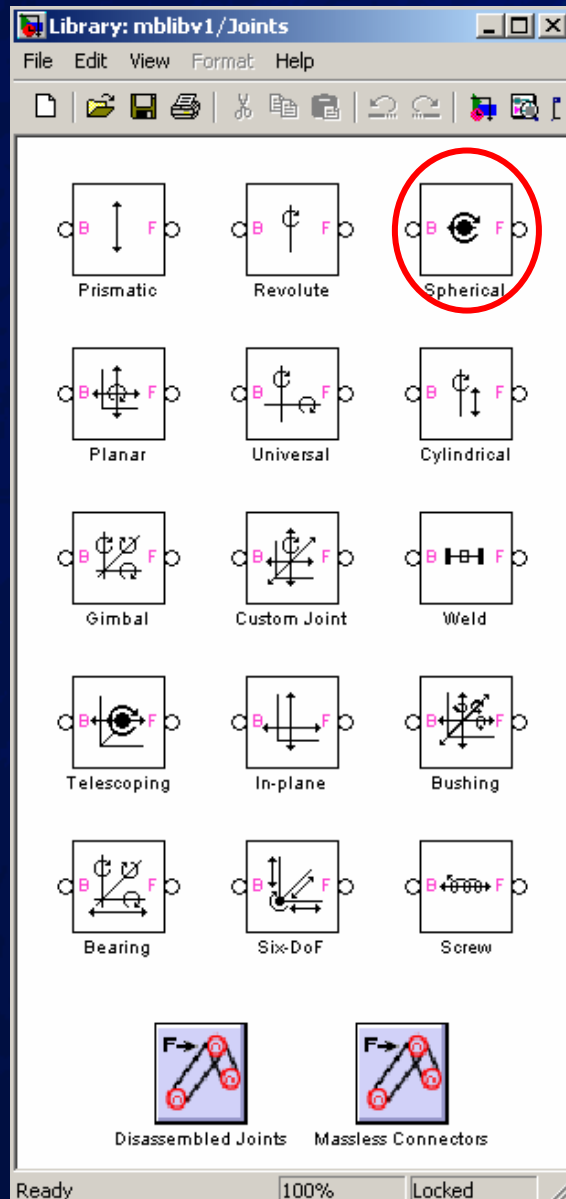
SimMechanics



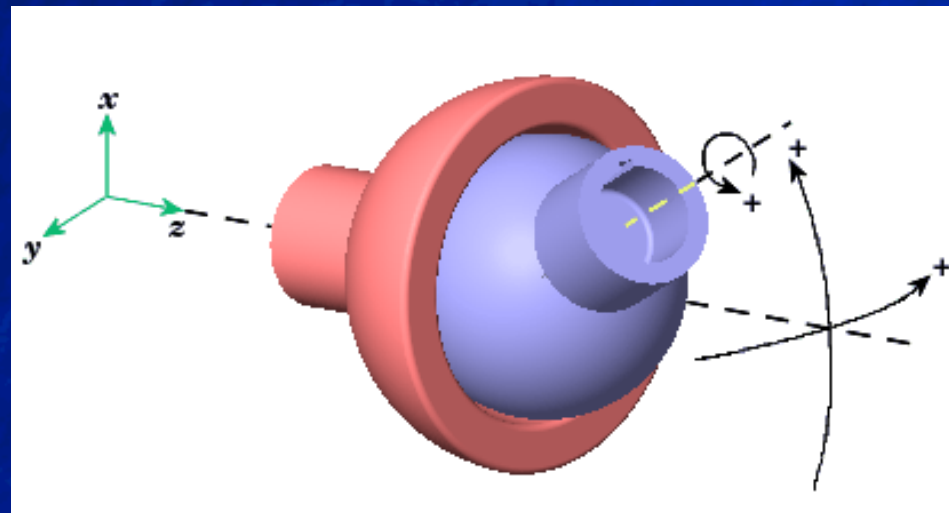
Revolute joint



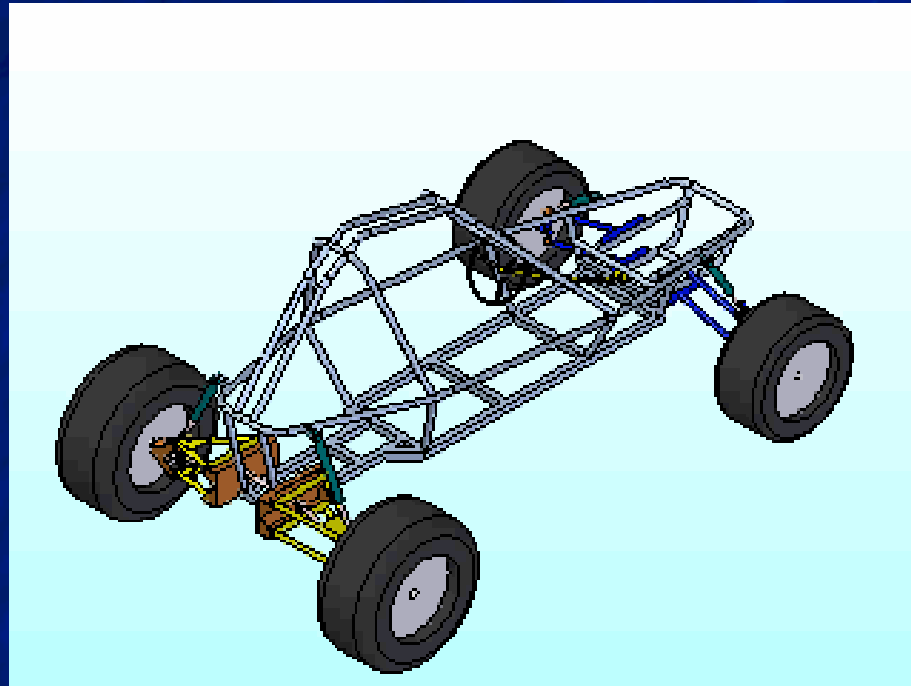
SimMechanics



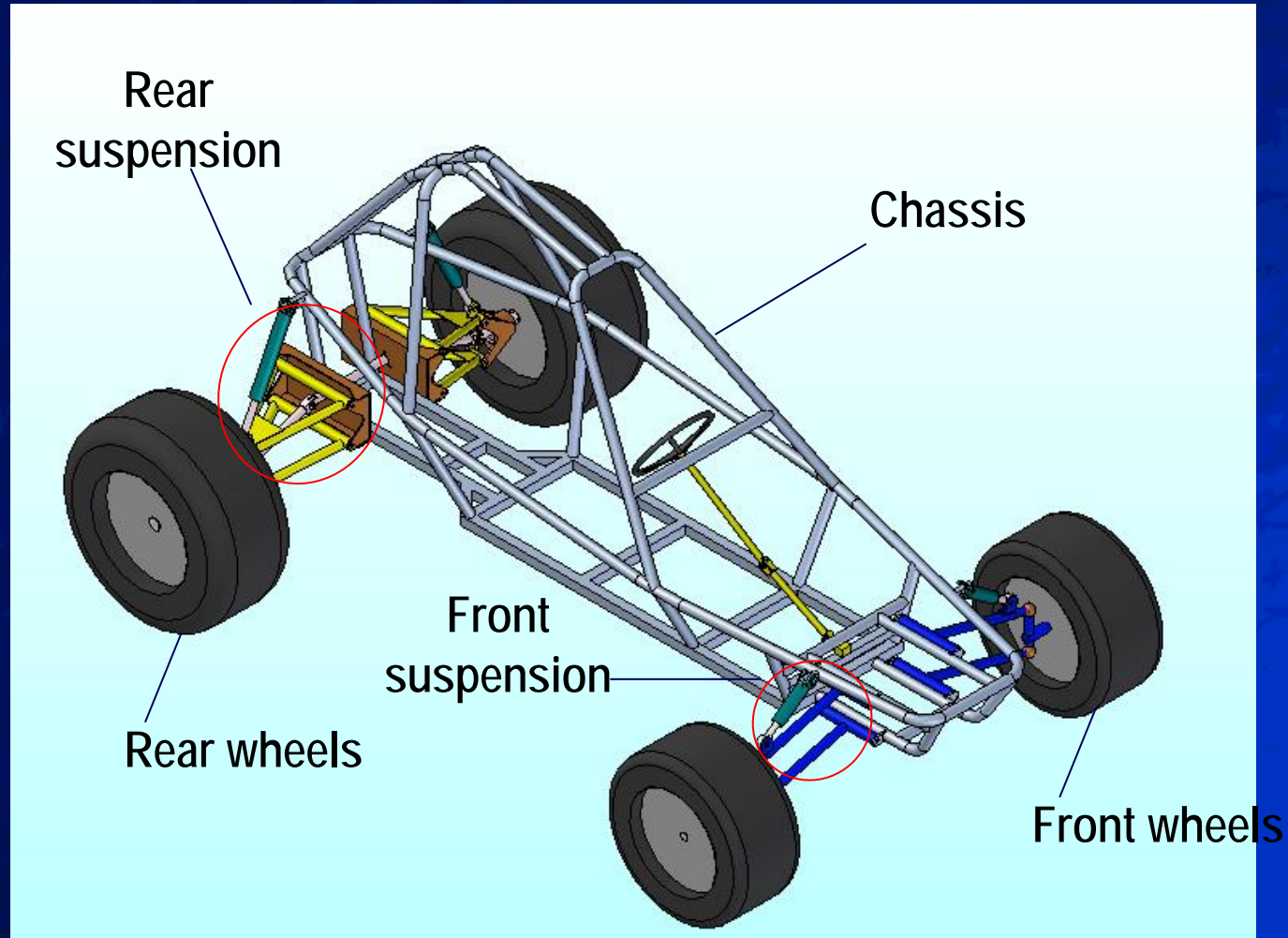
Spherical joint



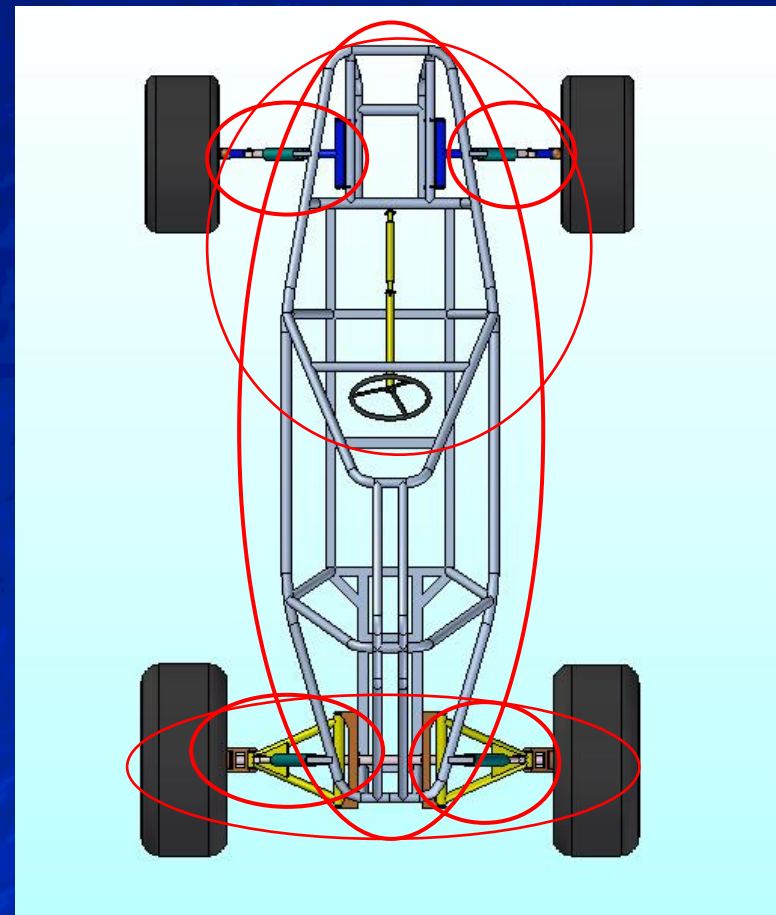
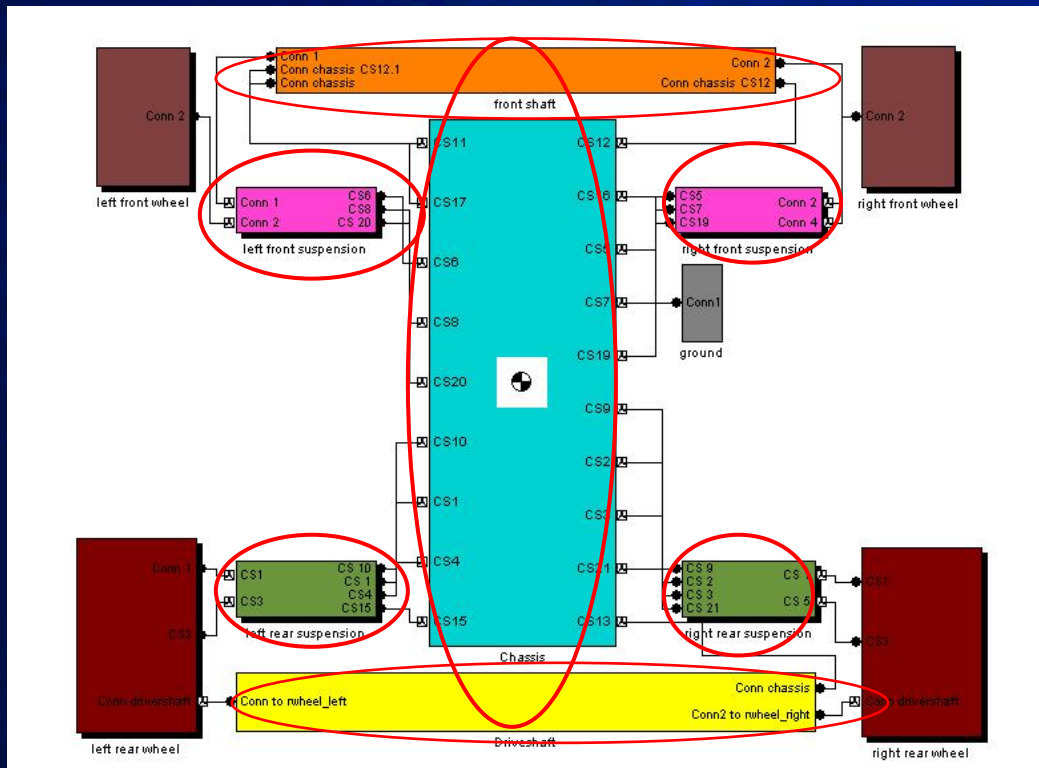
Buggy



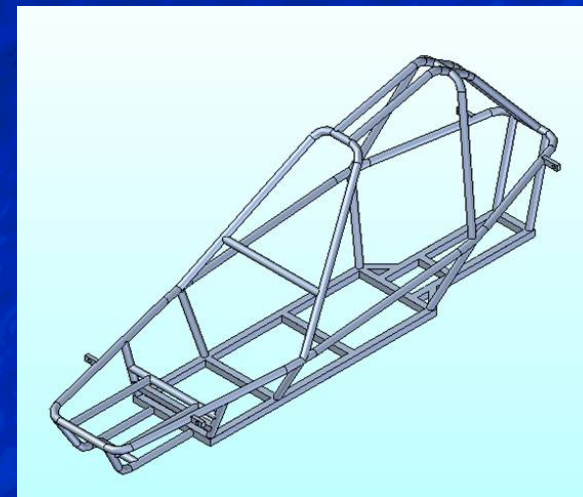
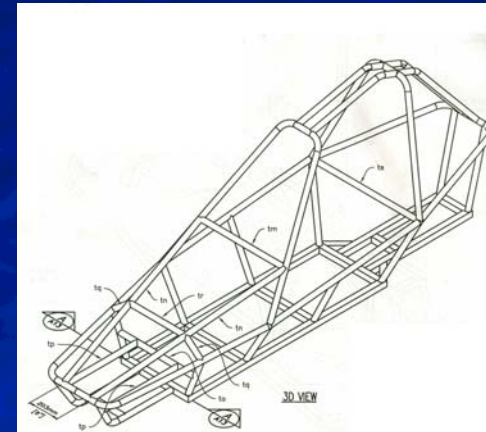
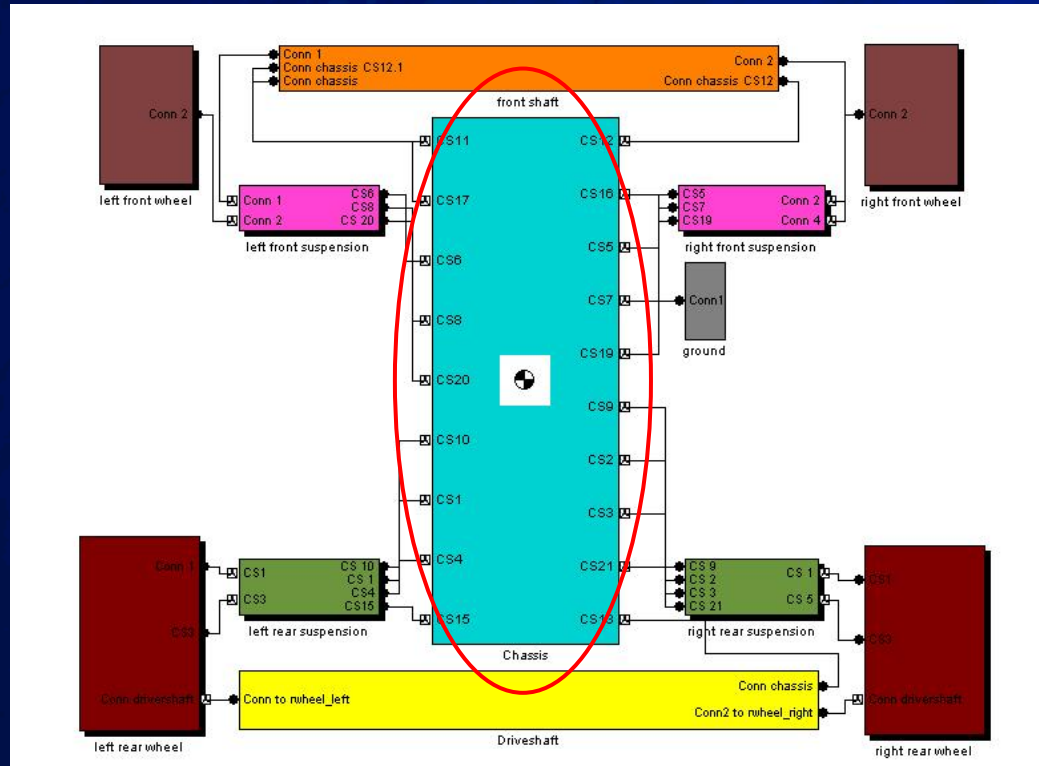
Buggy



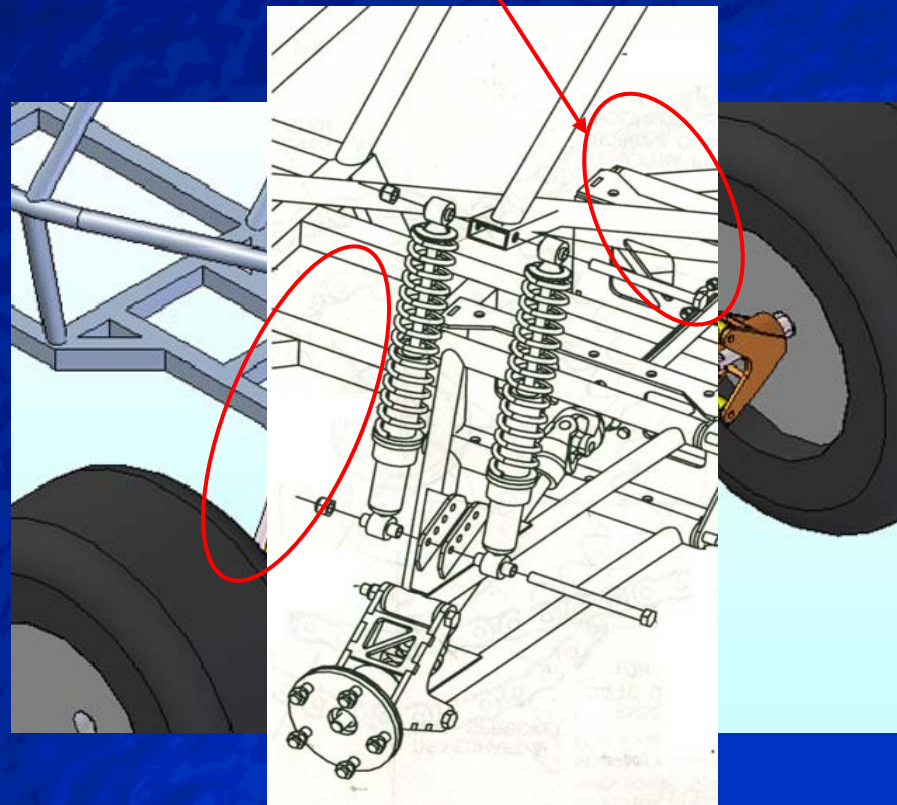
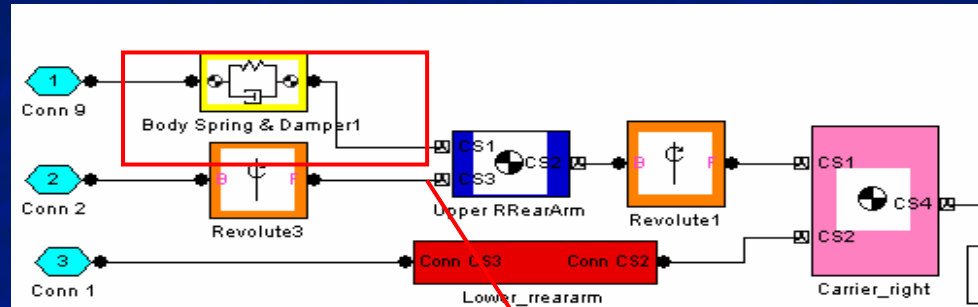
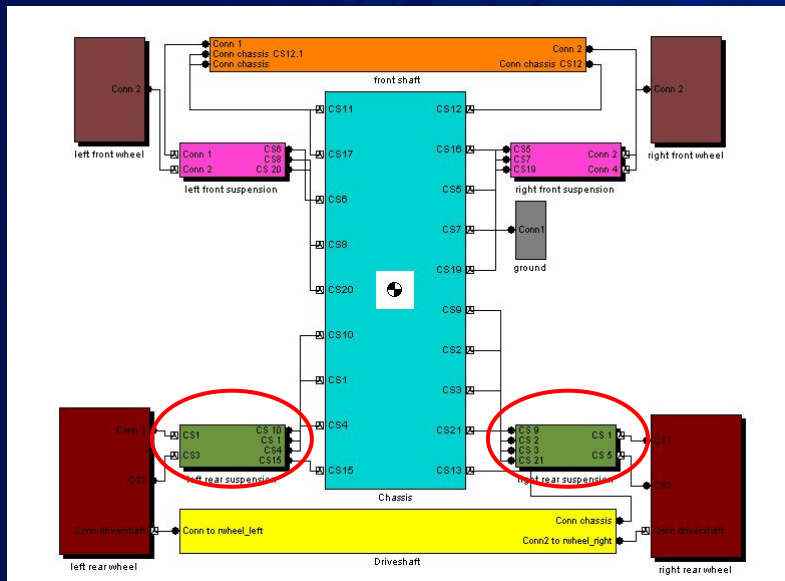
SimMechanics Model of Buggy



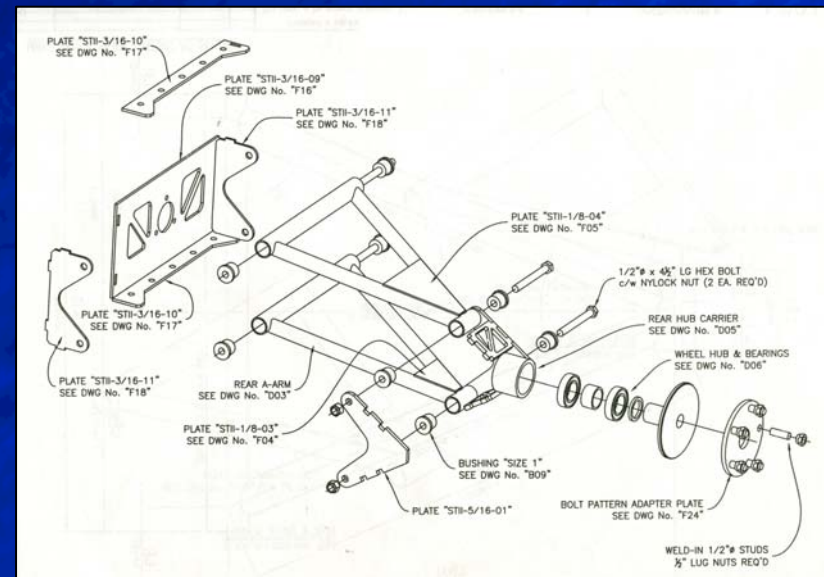
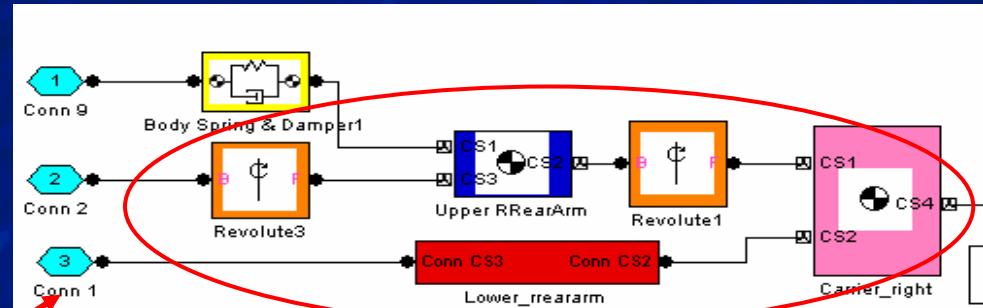
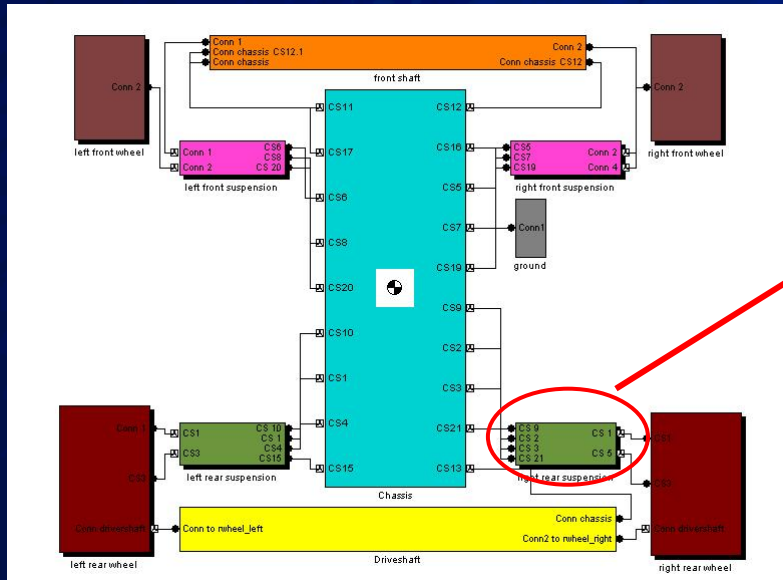
Chassis



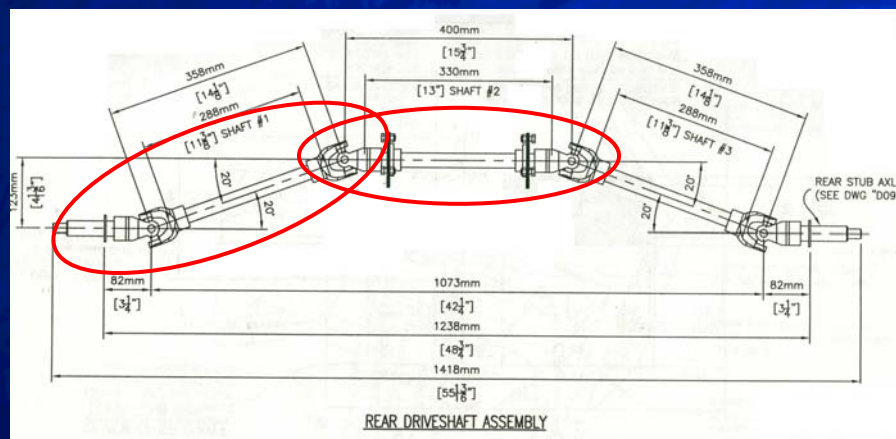
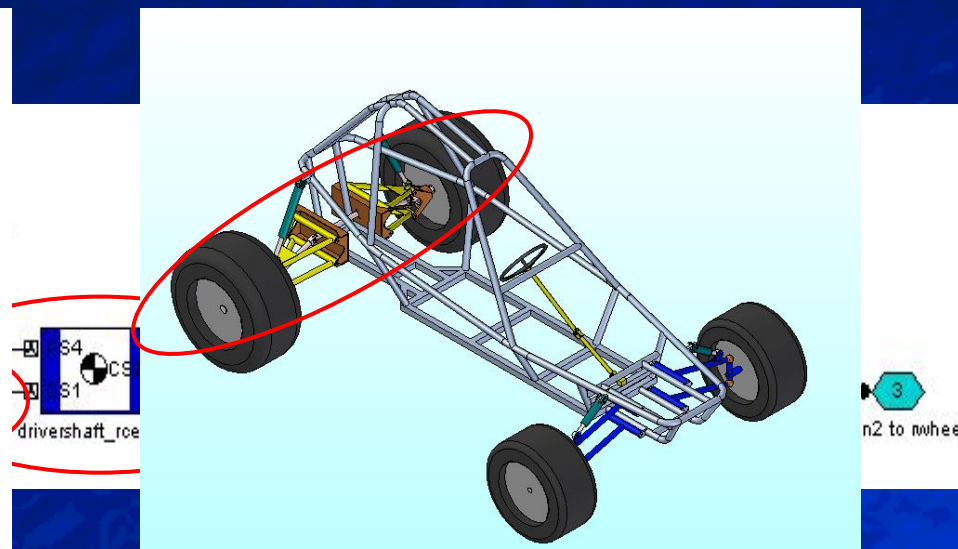
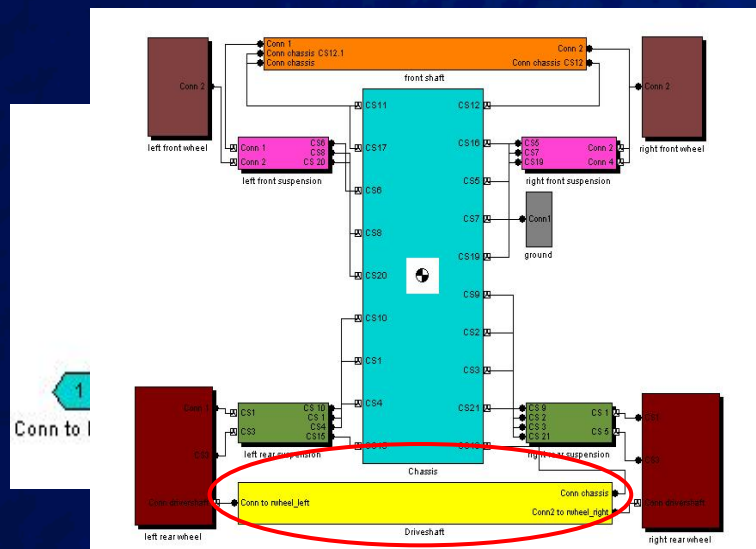
Rear Suspension



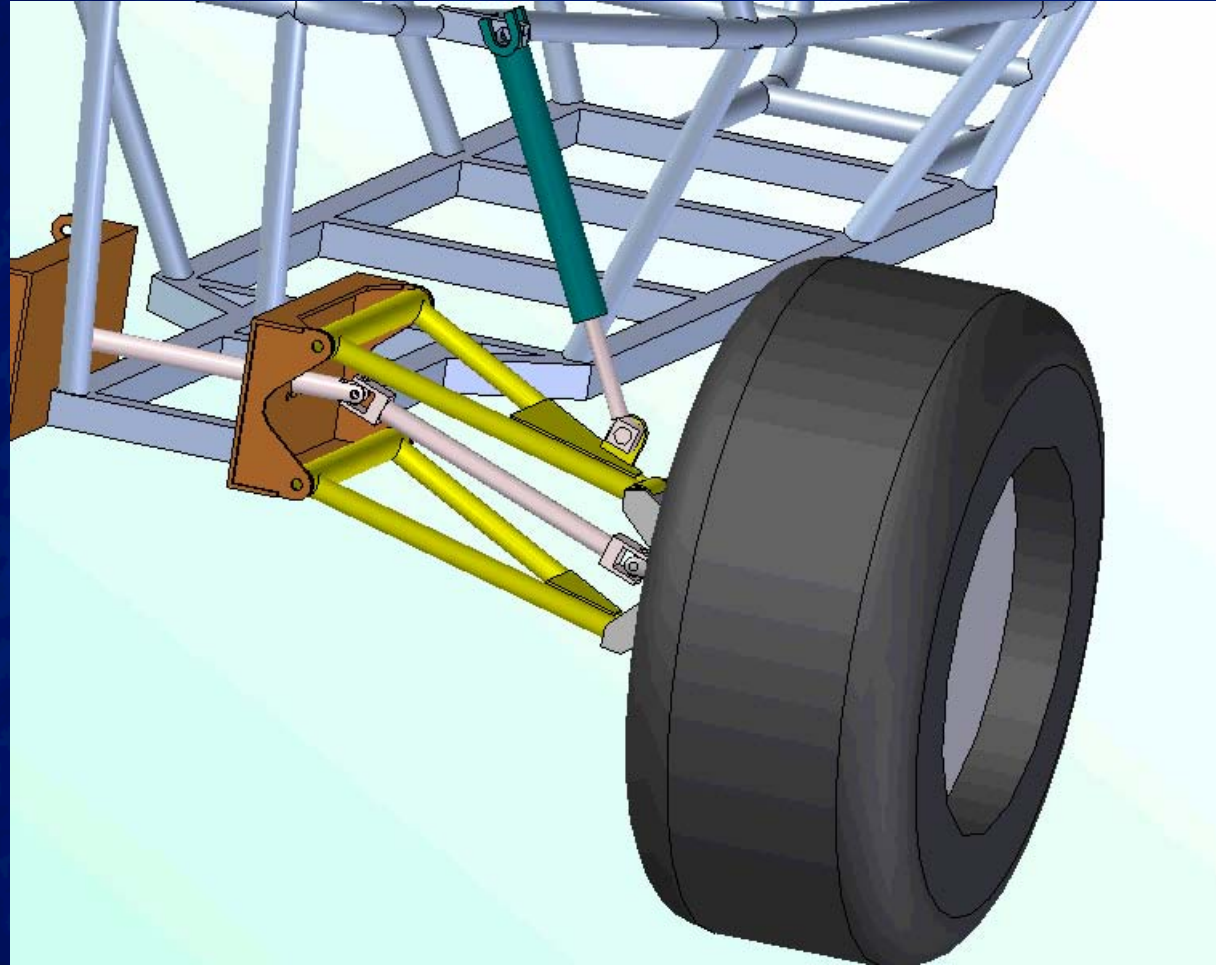
Rear Suspension



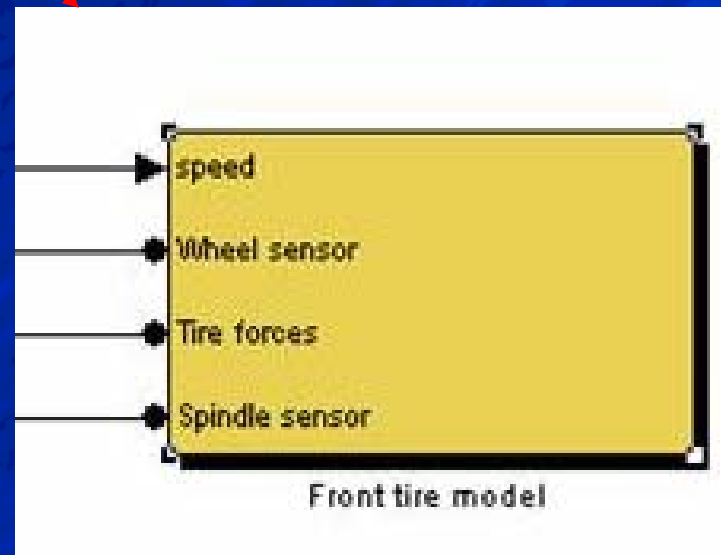
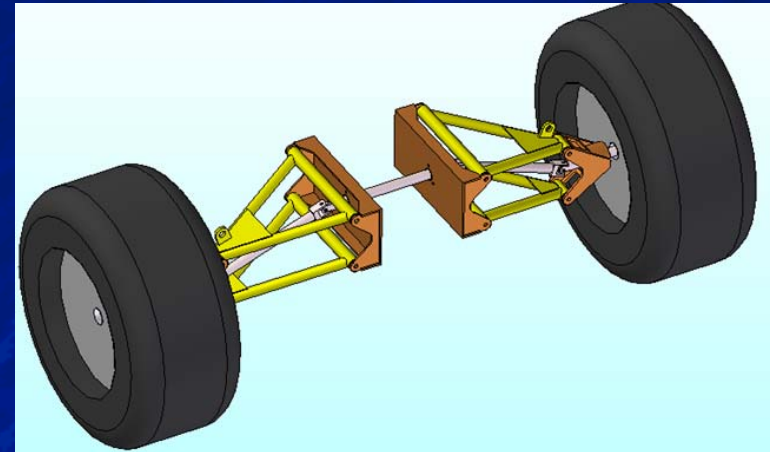
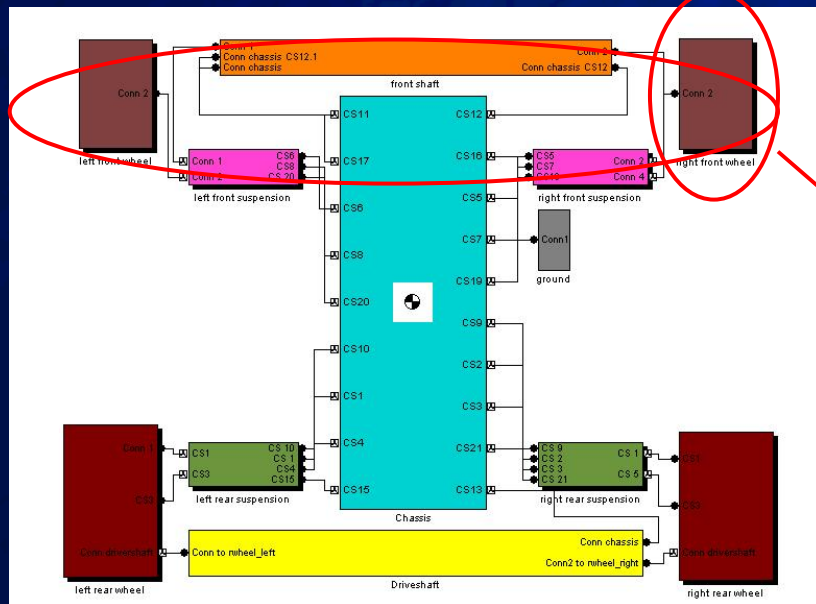
Driveshaft



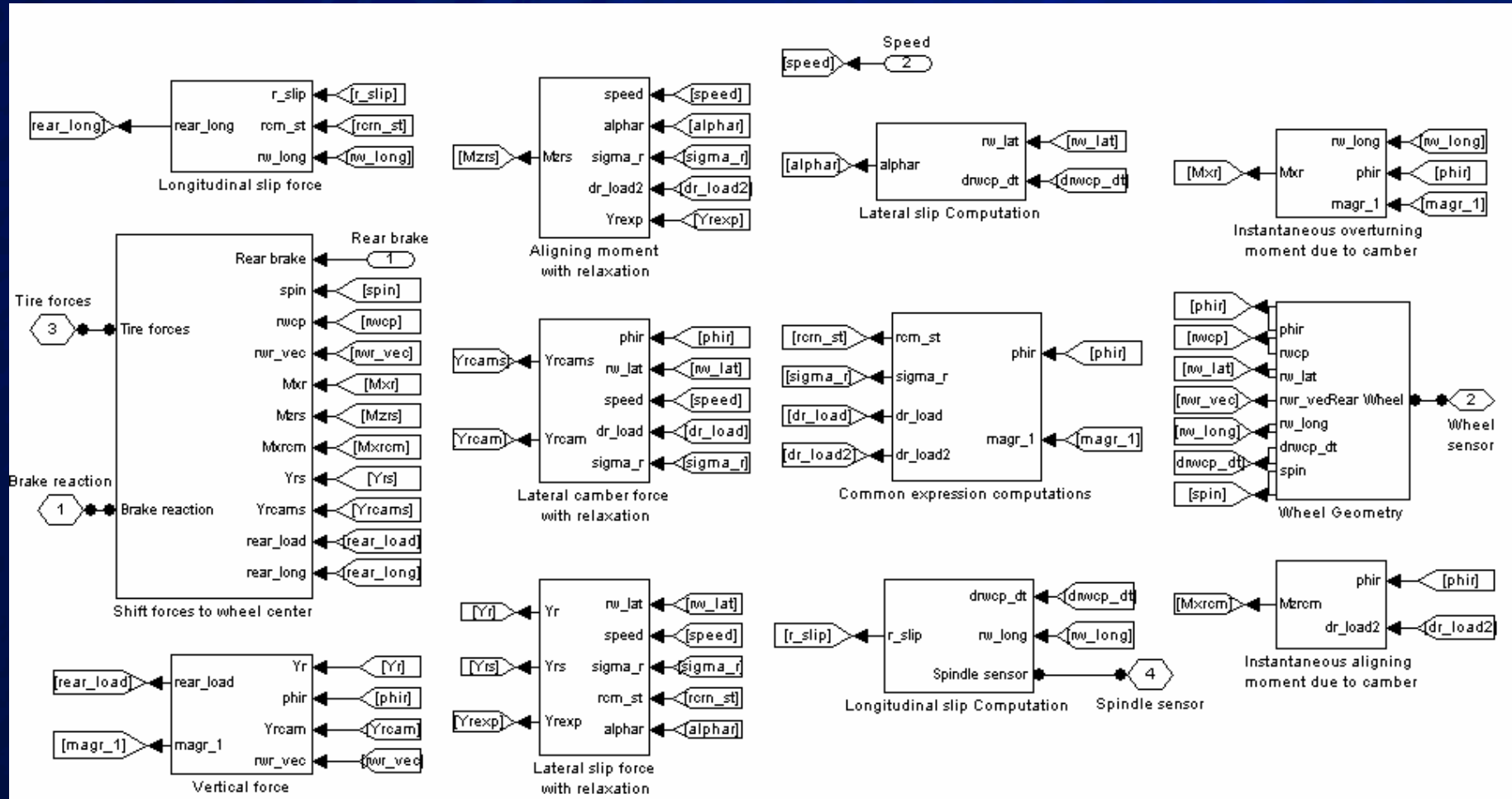
Driveshaft



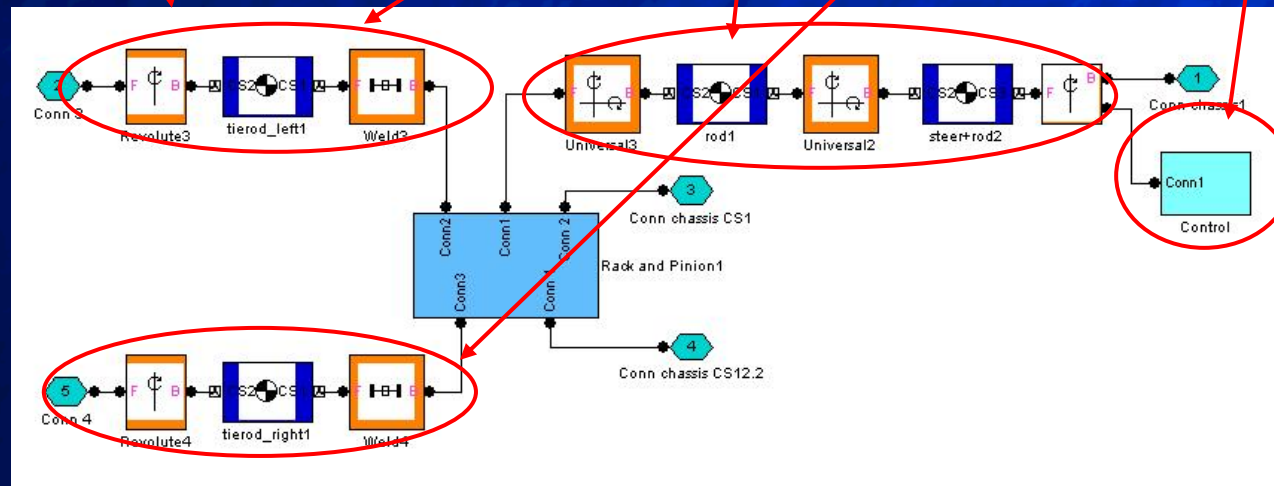
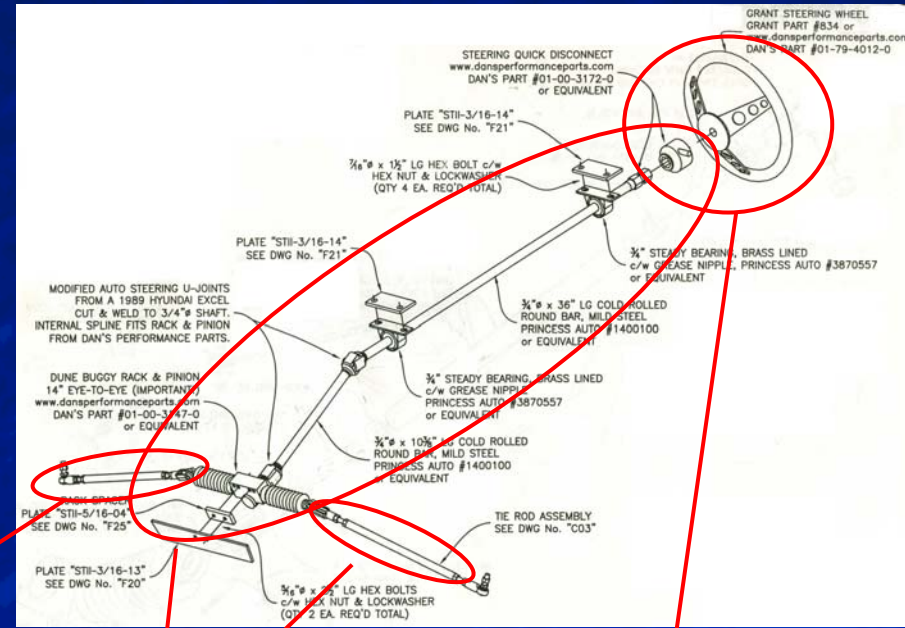
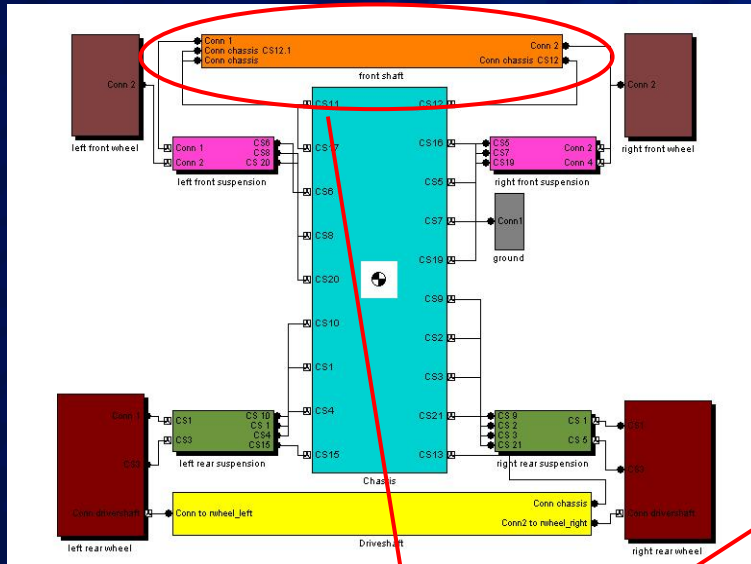
Front & Rear Wheels



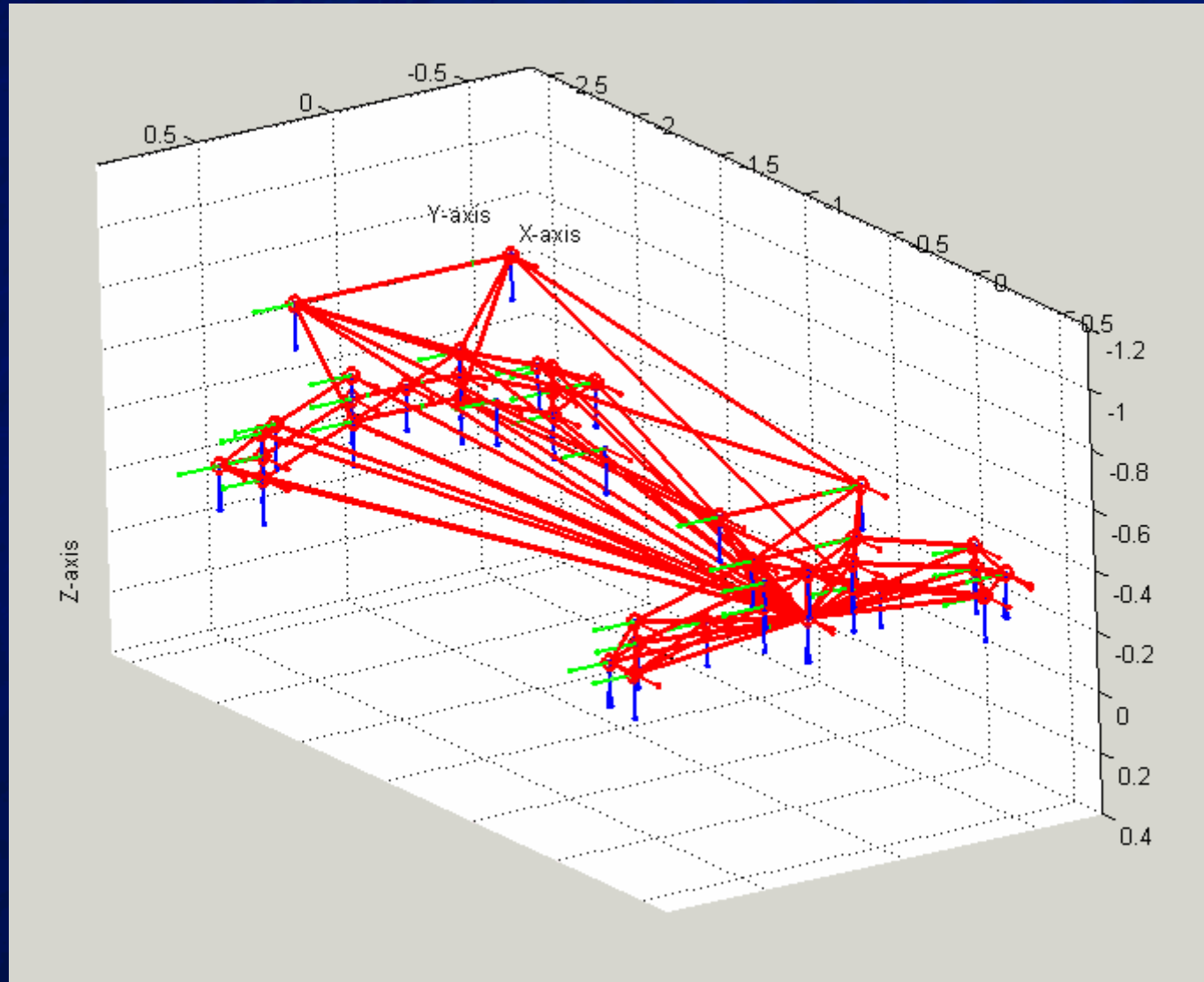
Front & Rear Wheels



Steering



Simulation



Animation

Solid Edge



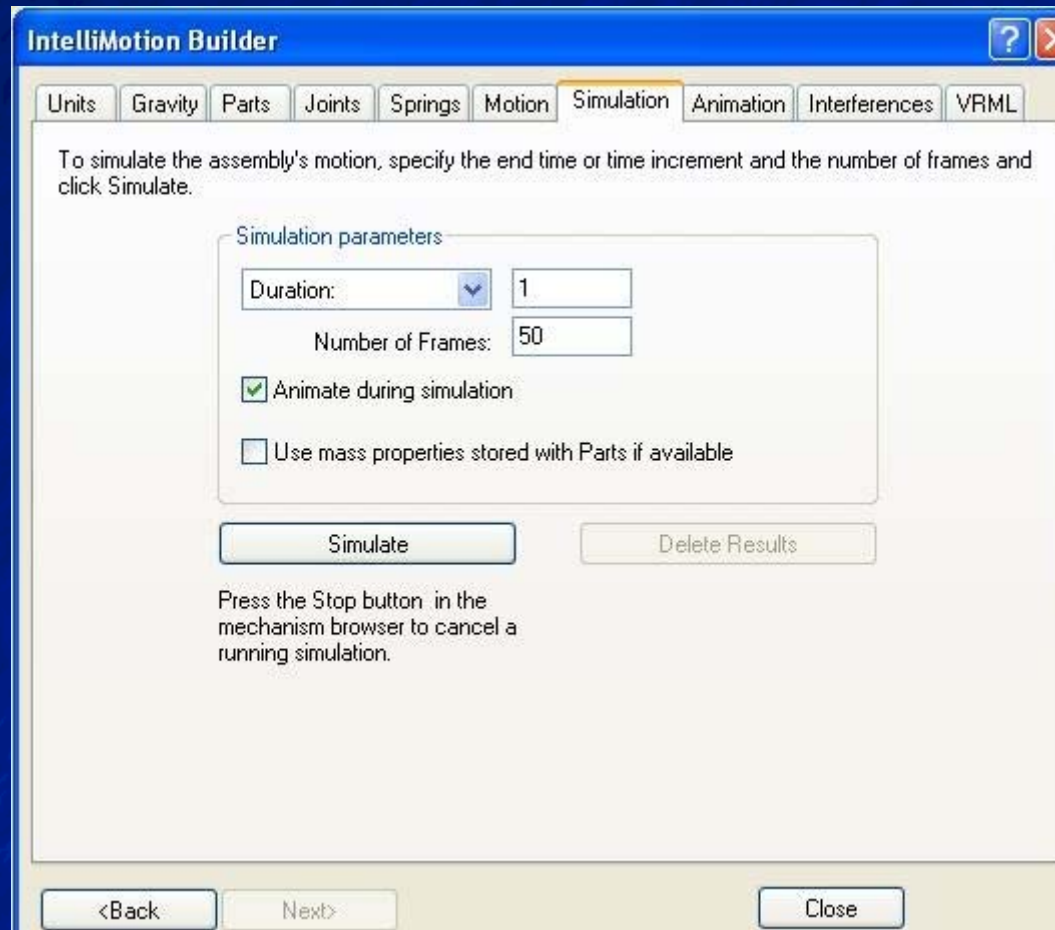
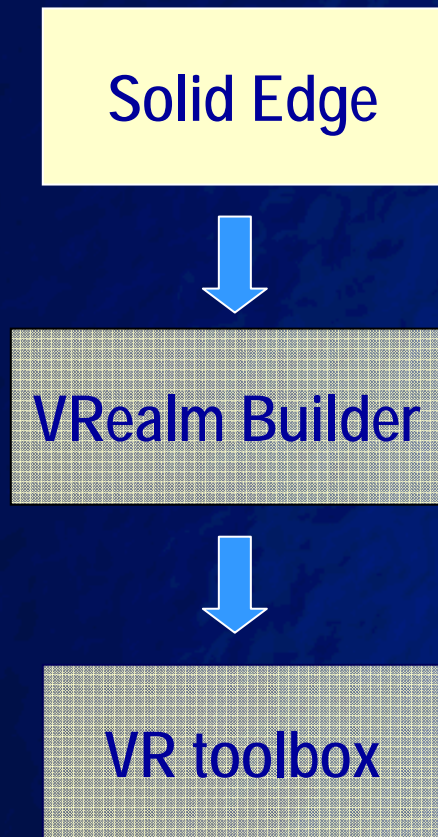
VRealm Builder



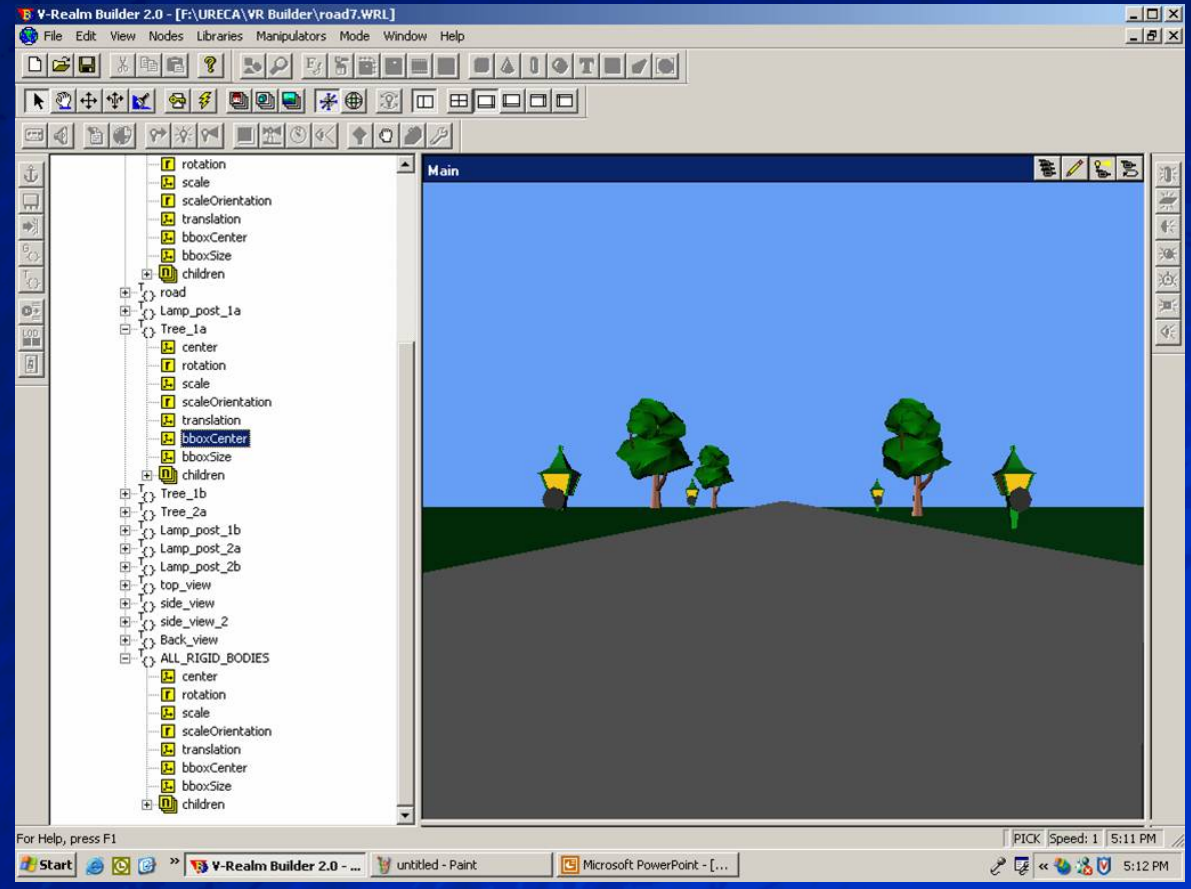
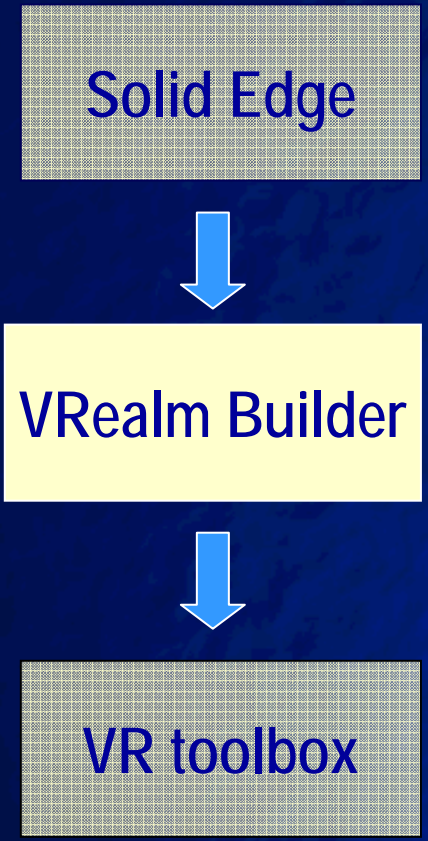
VR toolbox



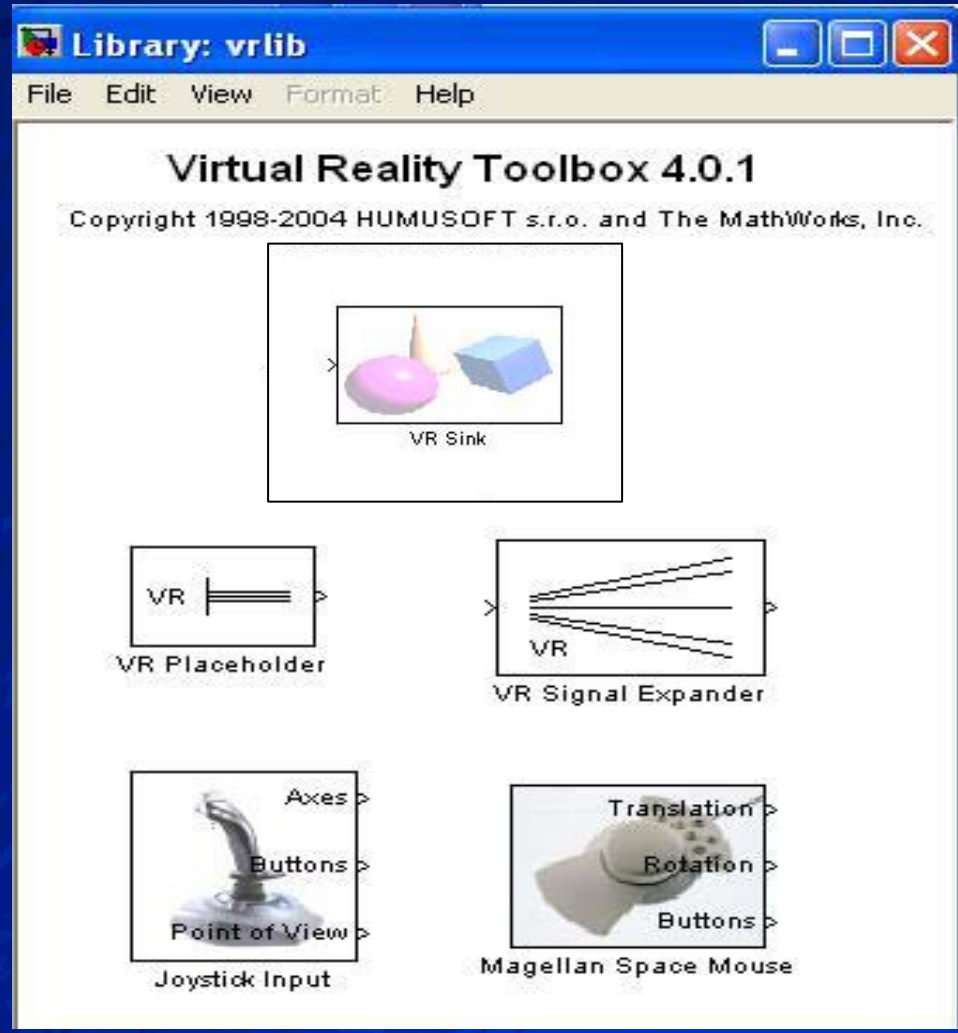
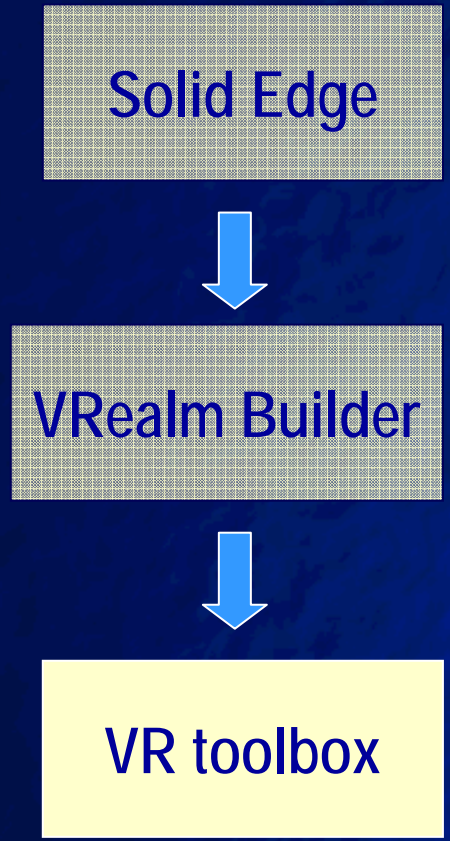
Animation



Animation

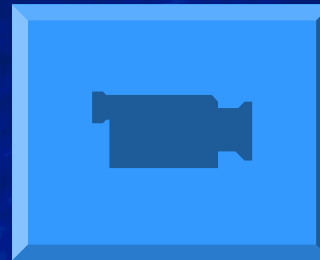


Virtual Reality Toolbox

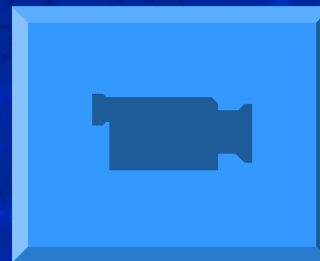


Animation in VR

Straight path



Non-linear path



Solution

- To measure the comfort level of the buggy
- Shows displacement in various directions
- Determine the appropriate spring and damper coefficients of the suspension system

Conclusion

- Virtual prototype of buggy from 2D plans created
- Evaluate performance of buggy
- Further developments

**We don't just want to build buggies...
we want to build dreams!**

- Badland Buggy

References

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