

CLEAN IN PLACE (CIP) SYSTEM

MODEL DESCRIPTION DOCUMENT (MDD)

Version – v1.0



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DOCUMENT REVISION HISTORY

Version	Description	Date
1.0	Final Release	05/19/2017

TABLE OF CONTENTS

DOCUMENT REVISION HISTORY	i
TABLE OF FIGURES.....	iii
TABLE OF TABLES.....	iii
1 MODEL OVERVIEW	1
1.1 DESCRIPTION	1
1.2 REQUIREMENTS	1
1.3 REFERENCES.....	3
1.4 MODEL VERSION AND HISTORY	4
1.5 MODEL SUMMARY	4
2 UNITY PACKAGE.....	7
2.1 IMPORTING THE UNITY PACKAGE.....	7
3 MODEL ATTRIBUTES	8
3.1 POLYGON ALLOCATION	8
3.2 LEVEL OF DETAIL (LODS)	8
3.3 TEXTURE MAPS	8
3.4 SENSOR VIEWS.....	8
3.5 MODEL STATES.....	8
3.6 SKELETAL STRUCTURE	8
4 ANIMATIONS	9
5 VERIFICATION APPROACH.....	9
5.1 RUNTIME SYSTEMS	9
6 LIMITATIONS	9

7 CONTACT INFORMATION 9

TABLE OF FIGURES

Figure 1 CIP System Reference Image 1

Figure 2 CIP System - Back Reference Image 2

Figure 3 CIP System - Piping Reference Image 2

Figure 4 CIP System Model (Unity Render) 3

Figure 5 CIP System Origin on Cartesian X, Y, Z Coordinate System (Unity Render) 4

Figure 6 CIP System – Front View (Unity) 5

Figure 7 CIP System – Side View (Unity) 5

Figure 8 CIP System – Back View (Unity) 6

Figure 9 CIP System – Top View (Unity) 6

Figure 10 Unity Import Package 7

TABLE OF TABLES

Table 1 Model Revision History 4

Table 2 Model Summary 4

Table 3 Polygon Allocation 8

1 MODEL OVERVIEW

1.1 DESCRIPTION

- Cleans the interior surfaces of pipes, vessels, process equipment, filters and associated fittings, without disassembly

1.2 REQUIREMENTS

Requirements for each model are gathered based off of the needs of the customer. Reference images are then found and used to accurately build 3D models. The required components for this model include:

- Motive Pump
- Shell and Heater Tube
- Wash Tank
- Directional Valves
- Control Panel
- Water Fill Line
- Electrical Box



Figure 1 CIP System Reference Image



Figure 2 CIP System - Back Reference Image



Figure 3 CIP System - Piping Reference Image

1.3 REFERENCES

- 3D_Model_Development_Process.docx
 - o The 3D model development process details Dignitas Technologies' procedure for building 3D models.



Figure 4 CIP System Model (Unity Render)

1.4 MODEL VERSION AND HISTORY

Information about the model version can be found in the “Model_Version.txt” file located in the model’s directory (same directory the model’s .fbx file is located).

Table 1 Model Revision History

Version	Description	Date
1.0	Final release of the CIP_Multitank_System.fbx	05/19/2017

1.5 MODEL SUMMARY

Table 2 Model Summary

Model Name	CIP_Multitank_System.fbx
Unity Package Name	FDA_CIP_Multitank_System.unitypackage
Model Units	Meters
Coordinate System	Cartesian X, Y, Z (see Figure 2 below)
Model Origin	Origin is located at center mass. (0, 0, 0) (See figure 2 below)
Model Orientation Runtime	Forward: Positive Y Up: Positive Z
Model Orientation Maya	Forward: Positive Z Up: Positive Y



Figure 5 CIP System Origin on Cartesian X, Y, Z Coordinate System (Unity Render)

This model was imported into Unity 5.5 to verify the model (see Figure 6 below).



Figure 6 CIP System – Front View (Unity)



Figure 7 CIP System – Side View (Unity)



Figure 8 CIP System – Back View (Unity)

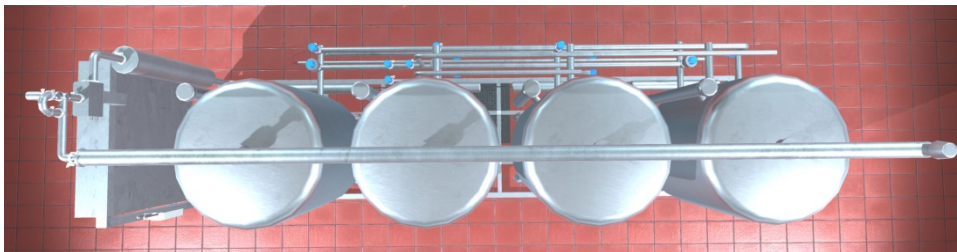


Figure 9 CIP System – Top View (Unity)

2 UNITY PACKAGE

2.1 IMPORTING THE UNITY PACKAGE

1. Download the “FDA_CIP_Multitank_System.unpackage” file from Google Drive
2. Open the “DSVT Milk Factory” Unity Project in Unity 5
3. In the top menu bar go to “Assets → Import Package → Custom Package...”
4. A window should pop up showing you the contents of the Unity Package being imported
 - a. This Unity Package should look like this:

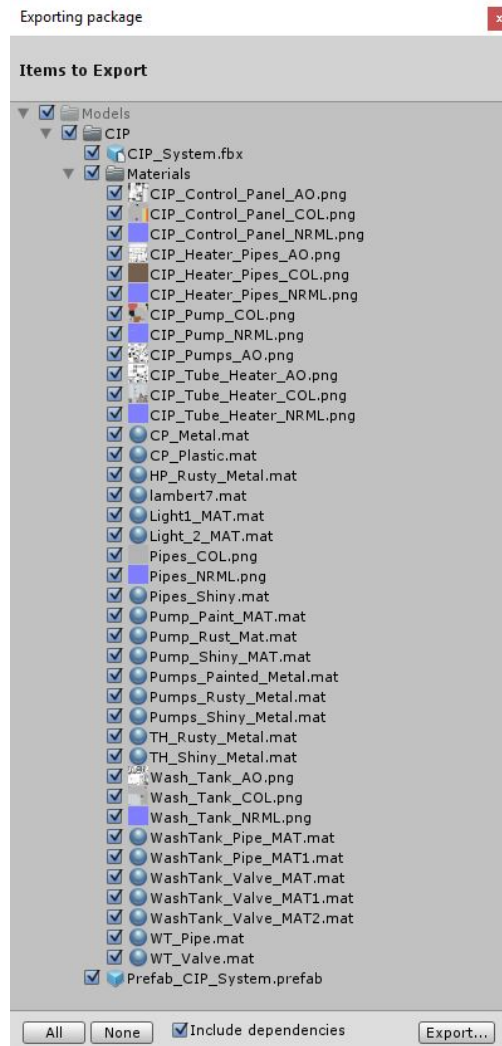


Figure 10 Unity Import Package

5. Press “Import” and the model and materials will be placed into the Assets section.
6. Make sure that when dragging the model into the scene that you select the “Prefab_***.prefab” instead of the FBX as the prefab has the materials stored on it correctly.

3 MODEL ATTRIBUTES

3.1 POLYGON ALLOCATION

Polygon allocation is the number of triangles and vertices for a given state and Level of Detail (LODs) in the model. The method for calculating the number of polygons is to gather each model state then count the polygons present in each representation. Animations are not included in the polygon allocation. The CIP System model has a single LOD which is labeled LOD0.

Table 3 Polygon Allocation

Model	# of Triangles	# of Vertices
CIP System	139630	76252

3.2 LEVEL OF DETAIL (LODS)

TBD

3.3 TEXTURE MAPS

For most models in this scene we used tileable textures, most of which comprise of diffuse, normal, metalness, and specular maps. For the materials that use specularity, the spec maps are found in the Alpha Channel of the Metalness maps.

1. Texture Map Formats – JPG, PNG, TGA
2. Texture Map Types – Diffuse, Normal, Metalness, Specularity
3. Average Texture Map Sizes – 2048 x 2048

3.4 SENSOR VIEWS

N/A

3.5 MODEL STATES

N/A

3.6 SKELETAL STRUCTURE

N/A

4 ANIMATIONS

N/A

5 VERIFICATION APPROACH

5.1 RUNTIME SYSTEMS

The 3D model was tested using the following tools:

- Unity 5.5

6 LIMITATIONS

N/A

7 CONTACT INFORMATION

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