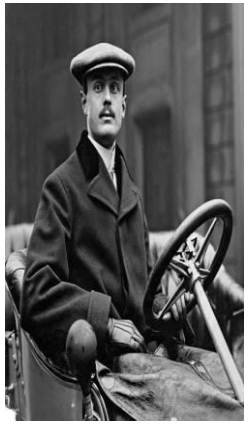
SCIENTIST OF THE MONTH:

CHARLES S.ROLLS (1877-1910):



Charles Stewart Rolls, the pioneering British motorist, aviator and co-founder (with Henry Royce) of the Rolls-Royce Ltd. luxury automobile company, is born on August 28, 1877, in London's upscale Mayfair district.His first vehicle, a Peugeot with 3.75 horsepower, was the first car to be seen at Cambridge, and enabled him to drive home to Monmouth in an astonishingly quick time of two days. In 1900, Rolls drove a 12-horsepower Panhard car in the famous British auto race the Thousand Mile Trial; he also took part in a number of other early long-distance European races. Considered the best driver in Wales, he was reportedly responsible for changing the national speed limit at the time from 4 to 12 miles per hour.

Two years later, at the Midland Hotel in Manchester, England, he met with Frederick Henry Royce, an electrical engineer of modest background who had his own engineering business, Royce Ltd., and had built several experimental cars of his own design. After that historic meeting, Rolls and Royce merged their firms in 1906 to form Rolls-Royce Ltd. The Rolls-Royce Silver Ghost, produced that year, became one of the world's most admired cars. While Royce was responsible for every aspect of car design, Rolls provided the bulk of the financing, as well as the social connections that helped make sales.

Rolls became passionate about aviation, including hot air balloons and early airplanes. In February 1910, Rolls wrote to the inventor Wilbur Wright to complain about the Wright plane he had bought in Europe.

Tragically, on July 12, 1910, Rolls was killed when the tail of his plane snapped off in mid-air during a flying exhibition in Bournemouth, England. He was 32 years old.

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DYNAMOS... THE FEW . THE PROUD

A NEWSLETTER OF MECHANICAL ENGINEERING DEPARTMENT

VOL-1 ISSUE-8 AUGUST-2016

EDITOR'S VOICE:

The popular imagination has long foreseen a world where robots take over all manner of everyday tasks. This robotic future has stubbornly refused to materialize, however, with robots still limited to factory assembly lines and other controlled tasks. Although heavily used (in the automotive industry, for instance) these robots are large and dangerous to human co-workers; they have to be separated by safety cages.

Advances in robotics technology are making human-machine collaboration an everyday reality. The new age of robotics takes these machines away from the big manufacturing assembly lines, and into a wide variety of tasks. Using GPS technology, just like smart phones, robots are beginning to be used in precision agriculture for weed control and harvesting.

Indeed, robots are ideal for tasks that are too repetitive or dangerous for humans to undertake, and can work 24 hours a day at a lower cost than human workers. In reality, new-generation robotic machines are likely to collaborate with humans rather than replace them. Even considering advances oversight will remain essential.

ROBOTS

Contents

N. Venkata Sai Ram
Assistant Professor

STUDENT ACTIVITIES:

The Department of Mechanical Engineering had a reason to celebrate after the declaration of JNTUK University Exam Results. Hearty congratulations to all the toppers of I & II Year students for putting in fabulous performance at the semester Exams. The effort and dedication of these students have drawn state level recognition not only for the Department of Mechanical Engineering but also for the KKR&KSR Institute of Technology & Sciences. Let this considered as a source of inspiration to the entire students of the department and an impetus to excellence. A big thumbs to all the faculty members who prepared the students for such a success.

I YEAR TOPPERS

S.NO	REGD.NO	NAME	%
1	15JR1A0397	Thota Siva Subrahmanyam	88.61
2	15JR1A0322	Chattala Siva Nagesh	86.18
3	15JR1A0328	Danda Anantha Sai Ram	86.18
4	15JR1A0359	Nagandlla Mohan Manikanta Sai	84.73
5	15JR1A0363	Obulapuram Pavan Kalyan	84.36

II YEAR TOPPERS

S.NO	REGD.NO	NAME	%
1	14JR1A0367	Pathan Aslam Khan	84.28
2	15JR5A0310	Kouluri Khaleed	82.62
3	14JR1A0375	Puvvada Ramanjaneyulu	81.1
4	14JR1A0368	Patibandla Kalyan Ram	80.41
5	15JR5A0306	Kakumani Dharmateja	80.28

DEPARTMENTAL ACTIVITIES:

ANSYS R17 SOFTWARE:

ANSYS, Inc. is an American Computer-aided engineering software developer headquartered south of Pittsburgh in Cecil Township, Pennsylvania, United States. Ansys publishes engineering analysis software across a range of disciplines including finite element analysis, structural analysis, computational fluid dynamics, explicit and implicit methods, and heat transfer.

ANSYS software is immensely beneficial in simulation, In order to enhance technical skills in design software's, Department of Mechanical engineering bought licensed ANSYS R17 software in the month of august, which worth 5Lakh rupees.

Specialists from ANSYS Hyderabad, addressed our college and installed the ANSYS R17 software for 55 users and later conducted 3-day training programme for the faculty members in the Department of Mechanical Engineering , with the mean of enriching the prescribed software skills.

ARTICLE OF THE MONTH:

VIRTUAL REALITY:

The **definition of virtual reality** comes, naturally, from the definitions for both 'virtual' and 'reality'. The definition of 'virtual' is near and reality is what we experience as human beings. So the term 'virtual reality' basically means 'near-reality'. This could, of course, mean anything but it usually refers to a specific type of reality emulation.

We know the world through our senses and perception systems. In school we all learned that we have five senses: taste, touch, smell, sight and hearing. These are however only our most obvious sense organs. The truth is that humans have many more senses than this, such as a sense of balance for example.

Everything that we know about our reality comes by way of our senses. In other words, our entire experience of reality is simply a combination of sensory information You would be presented with a version of reality that isn't really there, but from your perspective it would be perceived as real. Something we would refer to as a *virtual reality*.