



Marine Debris Collector



Green A: Sketch Model Review

The Debris Collecting Vessel

- Pontoon boat \$525
 - Capacity 400 lbs
 - Length 9 ft, width 5 ft
 - Floats in 3" water
- Trolling motor \$300
 - Electric (no fuel spills)
 - Speed 1-2 mph



Most Critical Module:

- Mechanism for picking debris up out of the water

Mechanism Idea: Paddle Wheel

- Concept
 - Frame with screens rotates
 - Power calculations show possible to power by human
- Testing
 - Screens create large drag force
 - Debris may cling to screens



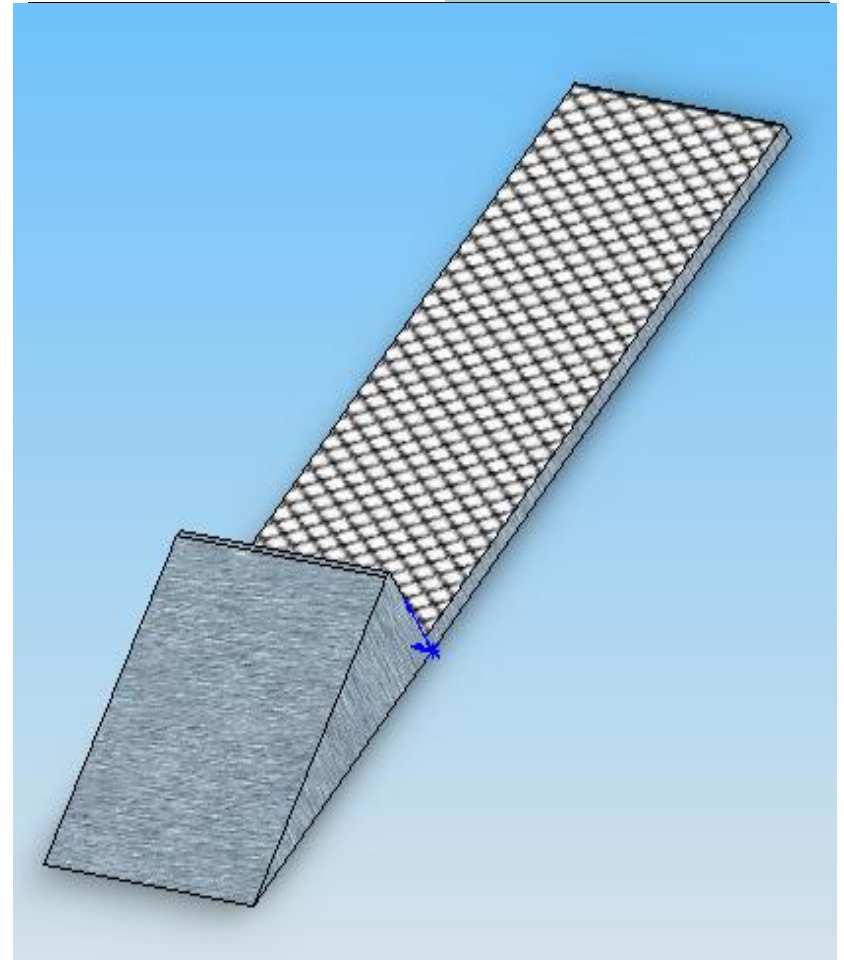
Mechanism Idea: Rake Wheel

- Concept
 - Similar to paddle wheel, but collection bin has raked front, allowing debris to be removed from wheel
- Testing
 - Successfully captured trash
- Further issue
 - Still possible to have clogging issues with seaweed



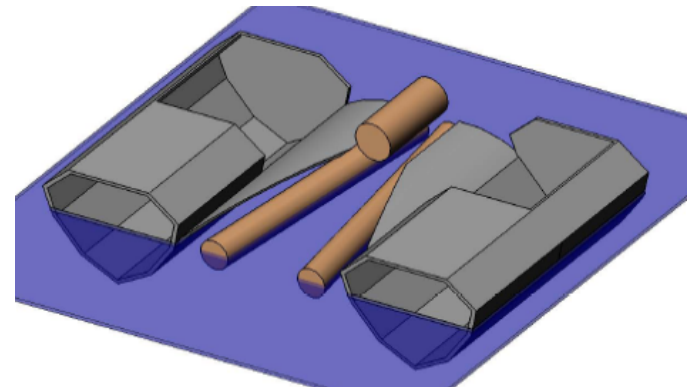
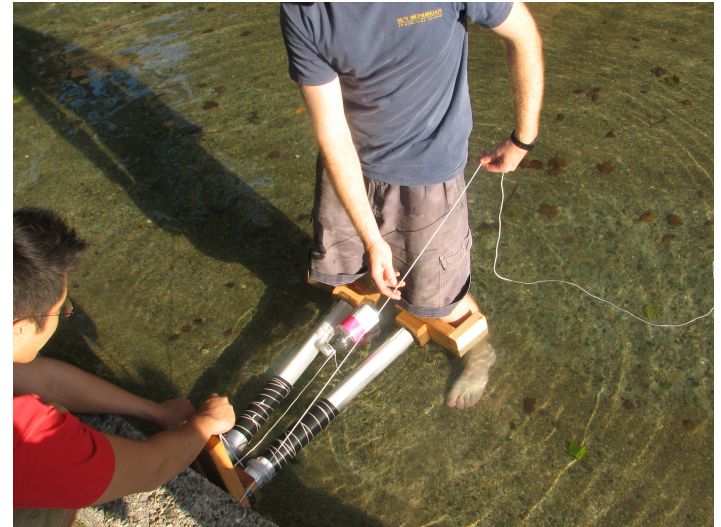
Mechanism Idea: Momentum

- Concept
 - Incline plane uses momentum to move water and debris into netted holding area
 - Force of friction must be less than inertial force, if dry motion
- Testing
 - Large force on the inclined plane
 - Force varies with shape of wedge



Mechanism Idea: Rollers

- Concept
 - Angled rollers rotate bottles, not seaweed, into bins
 - Uses water drag to push trash against rollers
- Testing
 - Bottles stay on top of rollers
- Further issues
 - Need third roller to move debris into bins
 - Spring joint to prevent jamming



The Problem

- Current Practice
 - labor and time intensive
 - use fishing nets
 - ~20 bottles per outing
 - 88% of floating debris collected in the Boston Harbor is smaller than a plastic bottle



Market and Customer Needs

- Coastal and marine waters
 - generate \$54 billion in goods and services
 - support 28.3 million jobs
 - polluted by 4,500 tons of coastal trash yearly

- Customer Needs
 - manned one-person operation vessel
 - collects more per outing than manual methods (100 pieces of debris per outing)
 - ability to collect along coasts

Future Work

- Waves and water conditions
- Seaweed
- Marine life
- Vessel maintenance
- Larger scale