

Your best buy in cutting solutions

YIELD MANAGEMENT SYSTEM FOR CHEESE PORTIONING

From whole cheese wheels to fixed-weight portions ready for packaging

Maximize Sellable Yield • Minimize Giveaway • Ready for Packaging

Throughput up to 60 -120 cuts per minute depending on product format.

Video machine link :

<https://www.sodeva.com/en/industrial-cheese-slicer/>

3D Scanning + Intelligent Optimization + Dual Cutting Stations = Maximum Sellable Yield

The Challenge

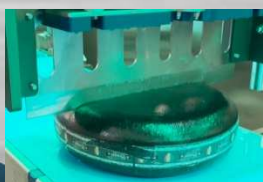
- ✓ Cheese wheels vary in weight, volume and density.
- ✓ Retailers demand accurate fixed-weight portions, while cheese manufacturers seek maximum yield and minimum giveaway.

Smart Yield Optimization

- ✓ The system isolates the residual volume that cannot form an additional target-weight portion and optimizes the remaining cheese to maximize saleable output.

Customer Benefits

- ✓ Maximize Sellable Yield
- ✓ Produce the highest possible number of saleable portions from every cheese wheel.
- ✓ Reduce Giveaway
- ✓ Fixed-Weight Accuracy
- ✓ Consistent portion weights throughout production.
- ✓ Automated Production Flow
- ✓ From loading to packaging with minimal operator intervention.
- ✓ Premium Product Presentation
- ✓ High-quality ultrasonic cuts preserve product appearance.
- ✓ Rapid Return on Investment
- ✓ Yield improvement and giveaway reduction generate significant savings.



The Sodeva Solution combines:

- ✓ weighing;
- ✓ 3D scanning and density calculation;
- ✓ intelligent cutting optimization;
- ✓ fixed-weight ultrasonic portioning.
- ✓ Every cheese wheel is individually analyzed before cutting.
- ✓ The cutting strategy is automatically optimized according to the actual characteristics of each cheese.



Typical Applications

- ✓ Hard cheeses
- ✓ Semi-hard cheeses, soft cheeses available as an option
- ✓ Round cheese wheels
- ✓ Large diameter cheeses
- ✓ Retail fixed-weight portions
- ✓ High-volume industrial production

Intelligent Yield Optimization

- ✓ Proprietary software automatically determines the optimal cutting strategy for every cheese wheel.

Key Message

- ✓ Sodeva analyzes every cheese wheel individually, optimizes the cutting strategy in real time and delivers accurate fixed-weight portions with maximum yield and minimum giveaway.

Process Overview

Whole cheese wheels are fed into the system manually or automatically.

✓ Weighing & 3D Scanning

Each cheese is:

- ✓ weighed;
- ✓ scanned in 3D.
- ✓ The system determines: actual volume; actual density;
- ✓ exact geometry.

In-Line Weight Control

- ✓ Each portion passes through an integrated checkweigher.
- ✓ Continuous weight verification ensures production consistency.

Automatic Packaging Integration

- ✓ Accepted portions are transferred directly to the packaging equipment.
- ✓ The complete process forms a continuous automated production line.

Fixed-Weight Portioning with Dual 3D Scanning & Weighing

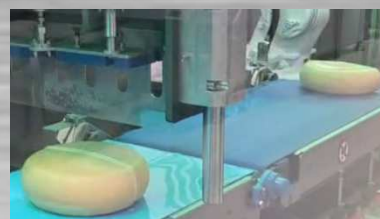
- ✓ The optimized cheese sections are portioned using ultrasonic cutting technology.
- ✓ Benefits of dual-stage 3D scanning and weighing include:

First optimization cut creates:

- one section containing an exact number of target-weight portions
- one residual section containing the unavoidable excess volume

Both sections are automatically portioned into fixed-weight wedges and transferred directly in-line to packaging, maximizing yield and minimizing losses.

The second cutting station produces fixed-weight wedges exiting continuously in-line and ready for packaging.
 optimized yield; accurate fixed-weight portions; reduced giveaway; continuous flow to packaging.



Demonstration
 at our
 Connecticut
 showroom

Why Sodeva is Different

- ✓ Most systems cut first and sort afterwards.
- ✓ Sodeva measures, models and optimizes each cheese wheel before cutting, maximizing sellable yield and minimizing giveaway.

Developed in partnership with leading international food manufacturers and proven in demanding production environments worldwide.

Upgradeable architecture designed to integrate future innovations and protect long-term investments.