



# WONDERMAR II Workshop Delft 20 February 2003

Dialogue on Design Future Scenario

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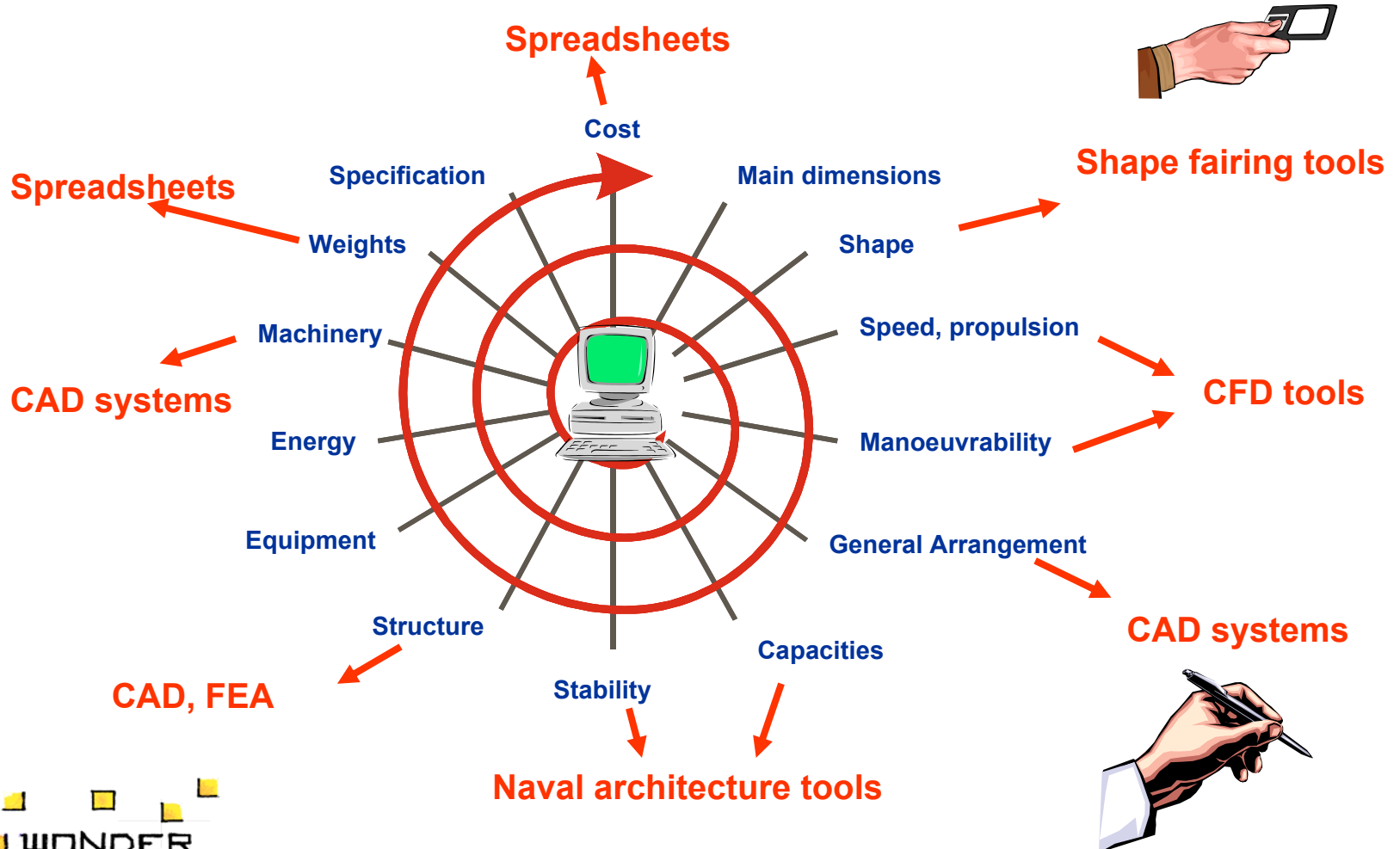
- Ship remains one of the largest industrial products
  - Related to many technical and business data
- All modern products have to be considered for the whole life-cycle
  - Design taking maintenance and repair into account
- Pressure from the market requires yards to be more reactive in
  - Increasing quality
  - Shortening design time
  - Improving co-ordination and planning
  - Preventing from wasted time in retyping or error fixing



- Shipbuilding is an intensively collaborative activity
  - Design and production
    - ▶ Many departments, other shipyards
    - ▶ Class
    - ▶ Suppliers
    - ▶ Sub-contractors
  - Maintenance and repair
    - ▶ Everywhere around the world
- Data exchange is strongly linked to the process. But
  - Paper-based exchange still exists
  - Document-based exchanges are often "computer readable, but not computer sensible"



# IT Tools for Ship Design



# *How IT specialists and software vendors may help*

- Defining compatible Product Data Models
  - Unique or collaborative data storage
  - Simplified data translation between systems
- Allowing collaborative data for the whole life-cycle
  - New building: From early to detailed design and production
  - Operation: Simulations, monitoring, survey and repair
- Providing the designer with advanced design tools
  - CAD
  - CFD
  - FEA



# *How IT specialists and software vendors may help*

- Offering tailor-made and flexible systems
- Adopting standards
  - Data exchange
    - ▶ File format
  - Data representation
    - ▶ Same meaning
    - ▶ Same structure
    - ▶ Compatible formulation
- Automating fastidious manual tasks
  - Time-consuming
  - Error-generating



# *Scenario 1 : "Collaborative design"*

## ■ Description

- Co-operation of many yard departments, sub-contractors and suppliers within a ship design stage

## ■ Requirements

- Helping concurrent engineering work
- Improving data exchange
- Allowing to share data with different needs (data filtering)

## ■ Benefits

- Just in time design
- Easy sharing of data
- Zero paper



# *Scenario 2 : "Integrated design tools & processes"*

## ■ Description

- From the design loop to detailed design the data must be kept and inherited from one stage to the subsequent ones

## ■ Requirements

- Avoiding to "break the pipe"
- Inputting common data only once
- Ensuring the overall consistency

## ■ Benefits

- To store the design alternatives history (revision control)
- To make shared data updated and available to any involved department
- To allow experts to concentrate on their own area without minding about details





# *Scenario 3 : "Integrated design & production"*

## ■ Description

- To better include production aspects within the design stage

## ■ Requirements

- To achieve production costs-driven designs
- To include strategic integrated planning from design stage
- To share data between design and production

## ■ Benefits

- Better awareness of production constraints for designers
- Design data made available within the workshops



# *Scenario 4 : "Rule-based / Rational-based designs"*

## ■ Description

- To set up design methods that allow both rule-based designs and structural optimisation under realistic phenomena

## ■ Requirements

- Software tool for rule checks independent from Class tools
- Facing innovative ships design
- Providing designers with reliable simulation tools for extreme loading conditions

## ■ Benefits

- To automate and possibly compare checks from several rule sets
- To link rule-based design to other tools (ex. FEA)
- To validate rational-based design methods with Class Societies



# *Scenario 5 : "Comfort, safety and environment friendly design tools"*

## ■ Description

- To provide tools allowing designs oriented to comfort, safety and environment friendliness

## ■ Requirements

- To estimate comfort class of the ship (ex. vibration levels)
- To ensure safety (ex. crash worthiness analyses)
- To reduce environmental impacts (for overall ship lifecycle)

## ■ Benefits

- To make analysis techniques available
  - ▶ To any size of shipyard
  - ▶ For any kind of ship



# *Scenario 6 : "New design tools"*

## ■ Description

- To bring new IT technologies within the ship design process

## ■ Requirements

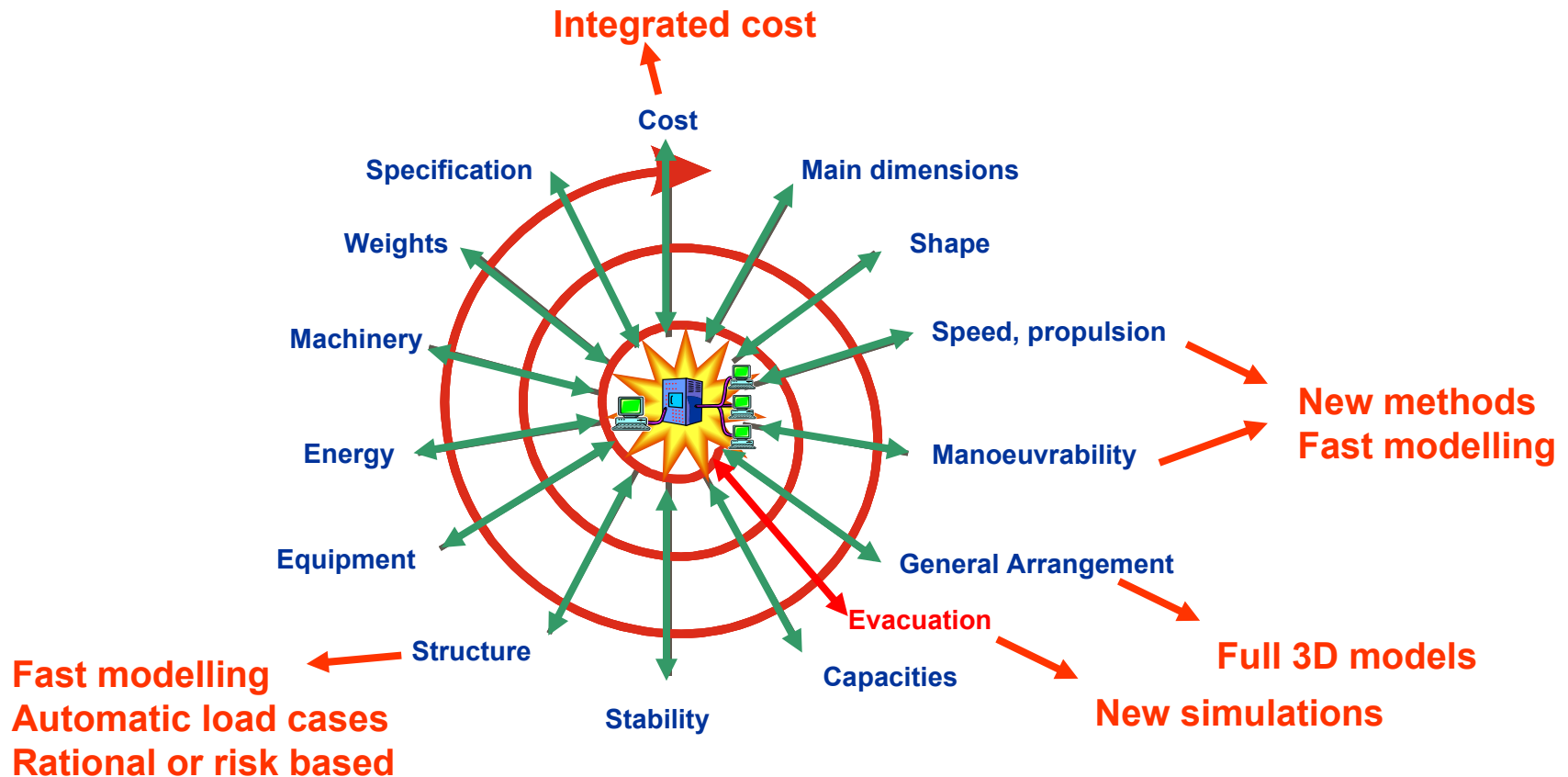
- Adding new functions to the design loop (ex. passengers evacuation)
- To benefit new IT standards
  - ▶ Faster computers
  - ▶ Networks

## ■ Benefits

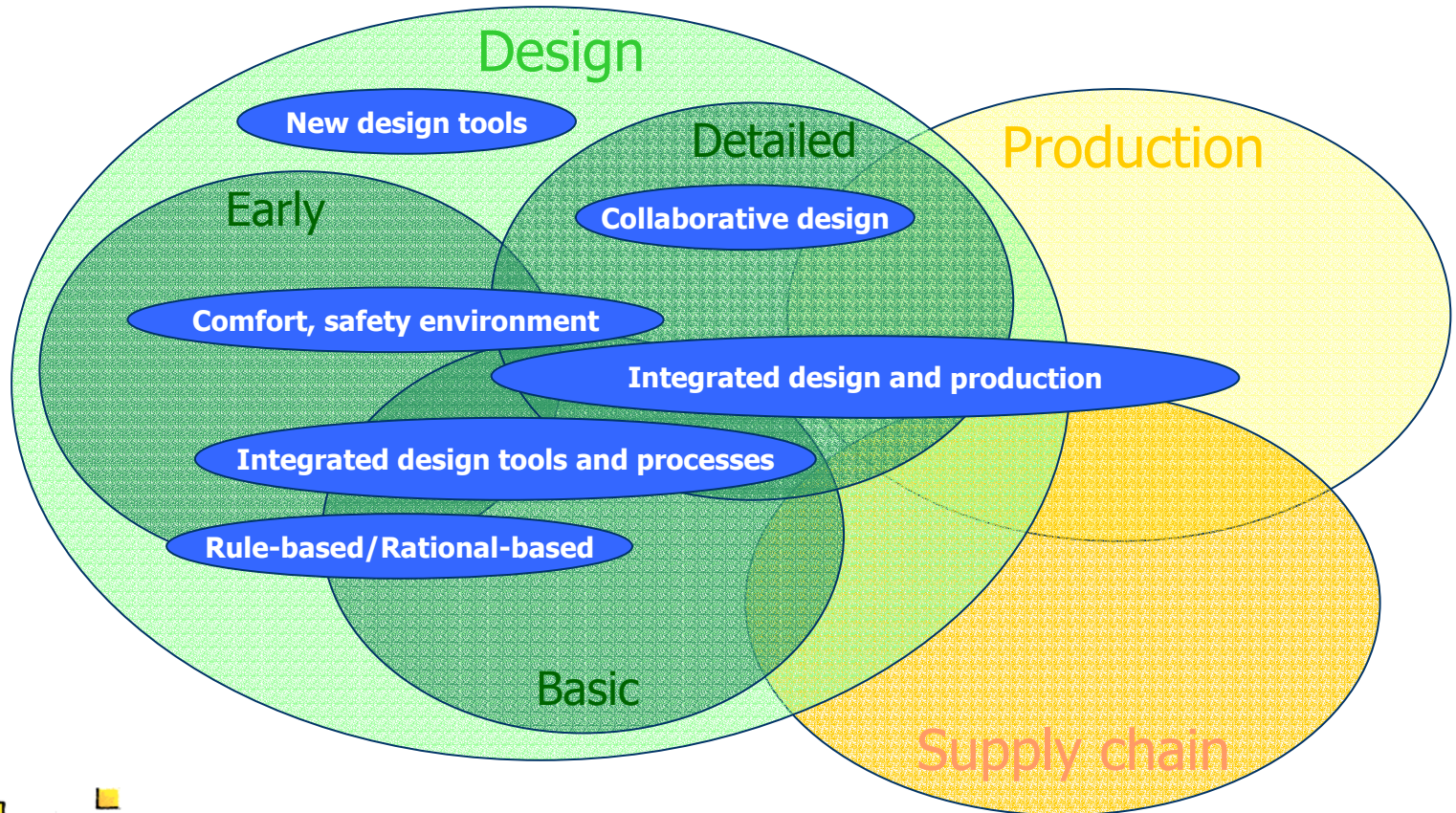
- To offer new services to owners using new simulation tools for both manufacturing and operation
- To improve the process using new techniques (ex. Virtual Reality)
- To benefit IT enhancements (ex. next generation CAD, new CFD tools)



# IT Tools Improvements



# *Where scenarios are lying within the process*



- A multi-vendor software tools environment is unavoidable
- One only CAD system can be used from early design to detailed design and then for lifecycle management
- Almost automatic meshing techniques for FEA will be available in a rather close future

Please provide us with your advice on the board



## ■ Proposed topics

- Central vs. distributed databases
- Need for neutral PDM
- Use of ISO/industrial standards
- Need for revision control
- Required CFD simulations
- Vision of the future structural analyses
- Versatile and flexible systems to face innovative projects
- Optimisation as a design tool

