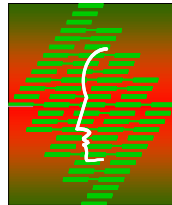


A Web-based Platform for Mass Customization



Research Engineer M. DOUKAS

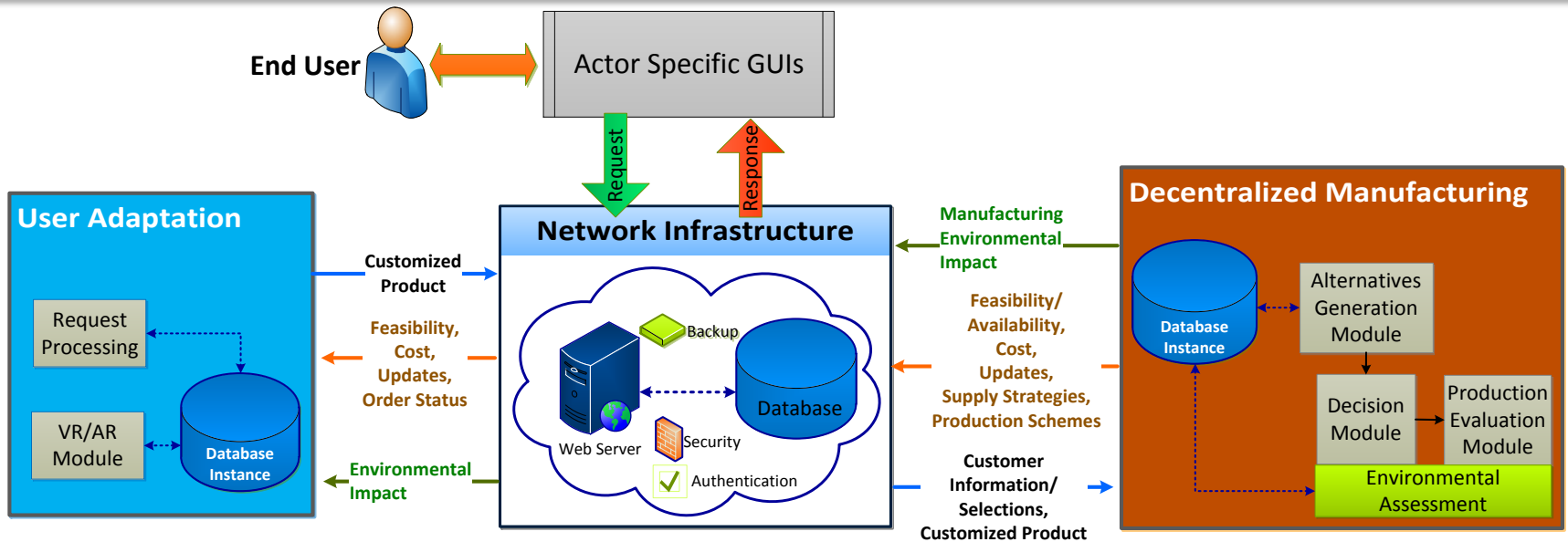
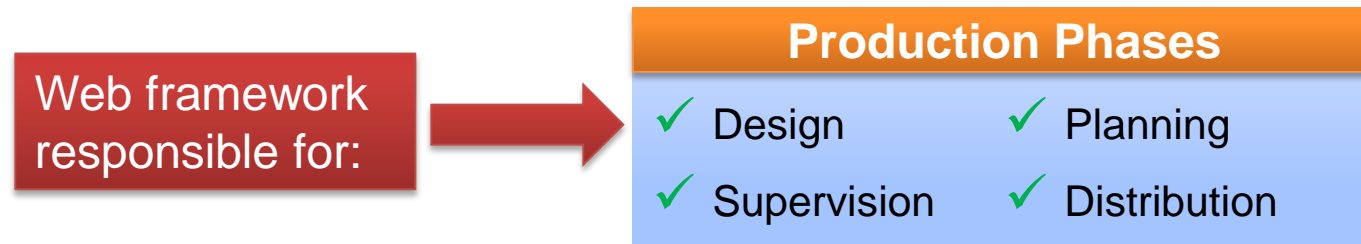
**Lab. for Manufacturing Systems & Automation (LMS)
Director: Prof. G. Chryssolouris
Dept. of Mechanical Engineering & Aeronautics
University of Patras, Greece**



Contents

- 1. Design of the e-CUSTOM Web-based Platform**
- 2. Virtual & Augmented Reality for User Adaptation**
- 3. e-CUSTOM Web-based Platform**
- 4. Implementation of the Web-based Platform**
- 5. Software Development Tools**
- 6. Software Development Status**

Design of the Web-based Platform - Architecture



(D. Mourtzis, M. Doukas, G. Michalos, F. Psarommatis, "A Web-Based Platform for Distributed Mass Product Customization: Conceptual Design", (DET 2011), ISBN 978-960-88104-2-6, 7th International Conference on Digital Enterprise Technology, Athens, Greece, pp. 604-613 (2011))

Design of the Web-based Platform - Overview

“modular architecture”

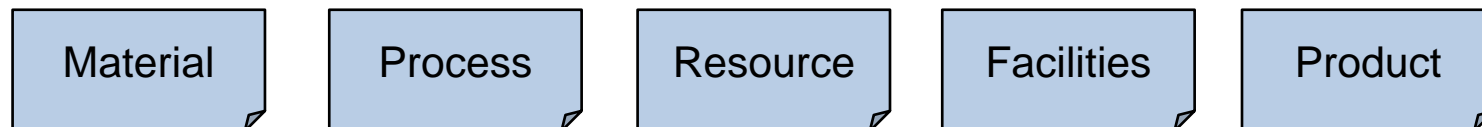
Customer, OEM, Supplier, Dealer



Graphical User Interfaces



Data Level



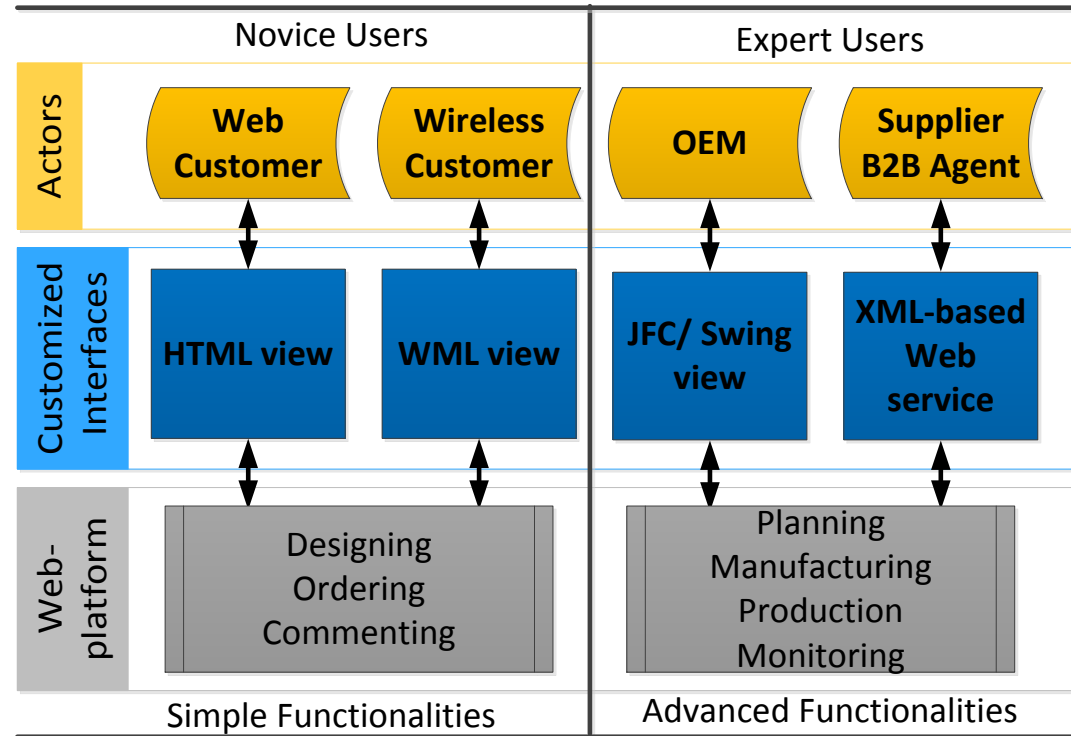
(e-CUSTOM (260067) – Description of Work)

Design of the Web-based Platform - User Involvement in Product customization

- ✓ Different **interfaces** to different actors - level of expertise
- ✓ Provision of sets of **functionalities** according to the end user's needs
- ✓ **Modularity**



- Java Programming Framework
- Model-View-Controller (MVC) Architectural Pattern
- Struts, Hibernate, Tiles etc.



(D. Mourtzis, M. Doukas, G. Michalos, F. Psarommatis, "A Web-Based Platform for Distributed Mass Product Customization: Conceptual Design", (DET 2011), ISBN 978-960-88104-2-6, 7th International Conference on Digital Enterprise Technology, Athens, Greece, pp. 604-613 (2011))

Virtual and Augmented Reality for User Adaptation

➤ The **involvement** of the customer in the design of a new product is aided by:



- ✓ Virtual Reality (VR)
- ✓ Augmented Reality (AR)

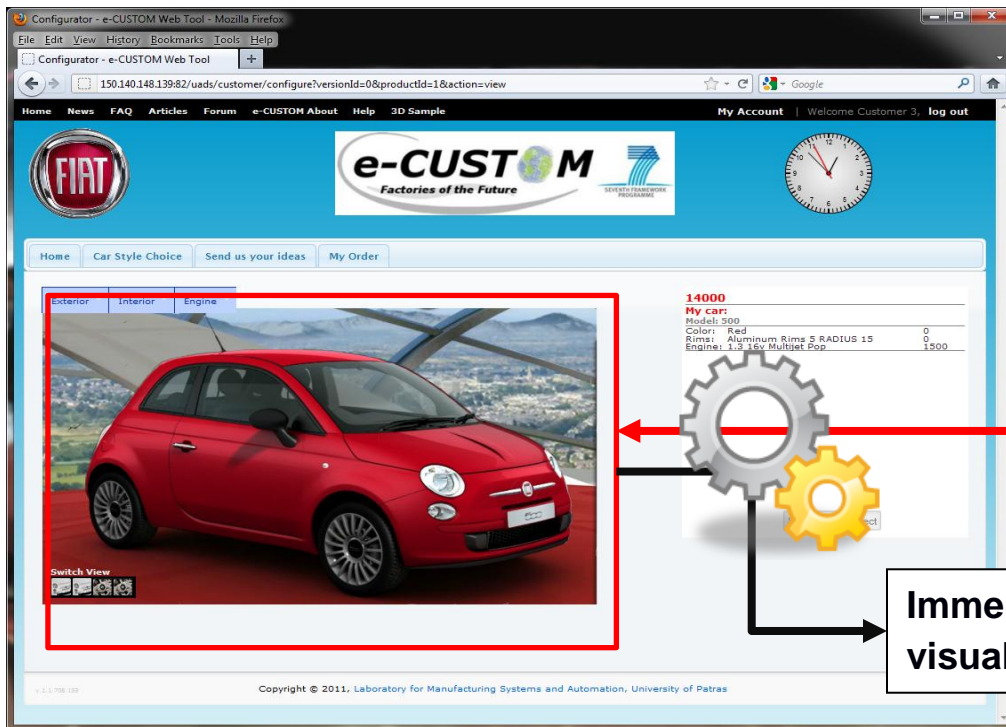
- ❑ **Immersive** Visualization at specific sites
- ❑ **AR product visualization** using a PC and a webcam
- ❑ **3D product manipulation** inside a browser, through **straightforward** commands (pan, zoom, rotate)



(e-CUSTOM (260067) – Description of Work)

Virtual Reality Features

“supporting the customer involvement
in the initial design of products”



3D editing tool embedded
inside the browser

Immersive VR
visualization

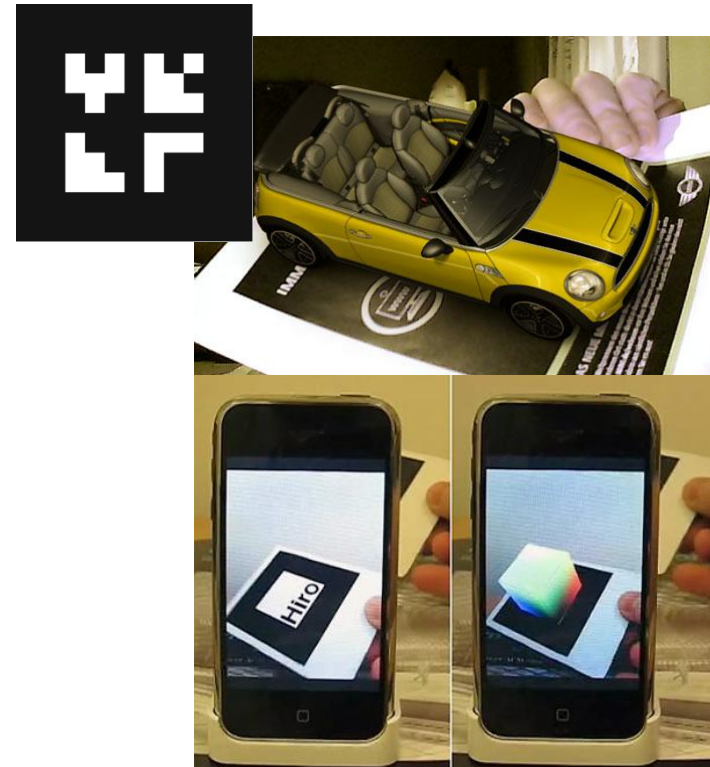


(e-CUSTOM (260067) – Description of Work)

Augmented Reality Features

“enhancing the customer perception towards the product”

- The customers have the ability to print the AR marker and **visualize the product at their computer screen**, using just a webcam.
- AR visualization through smartphones / tablets, using **free and open source** applications.



(Working paper: Mourtzis D. and Doukas M., “A web-based virtual and augmented reality platform for supporting the design of personalized products”, 45th CIRP CMS 2012)

e-CUSTOM - A Typical Scenario

1.1. OEM

- Defines **customizable options**
- Creates **new concept designs**

1.2. Customer

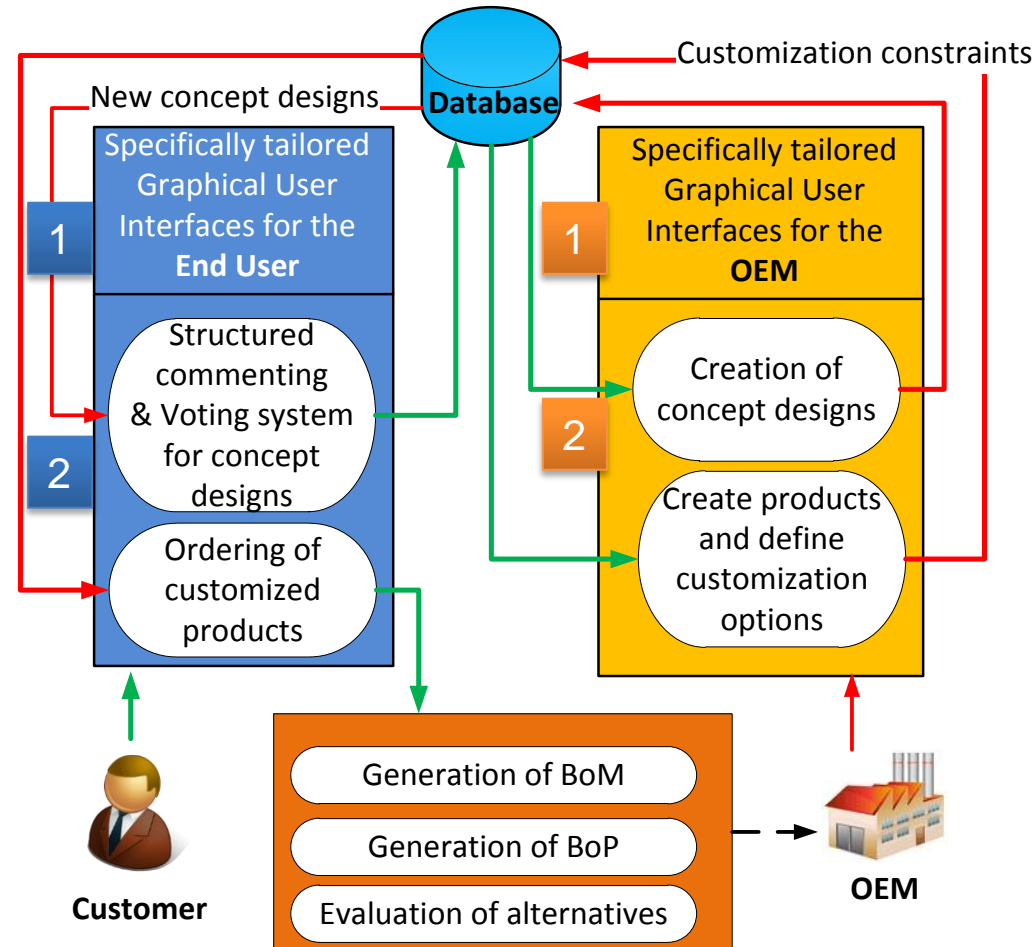
- Orders **customized product**
- Leaves **feedback about concept designs**

2. OEM

- Receives **feedback, order**
- Produces **customized product**
- Updates **concept designs**

3. Customer

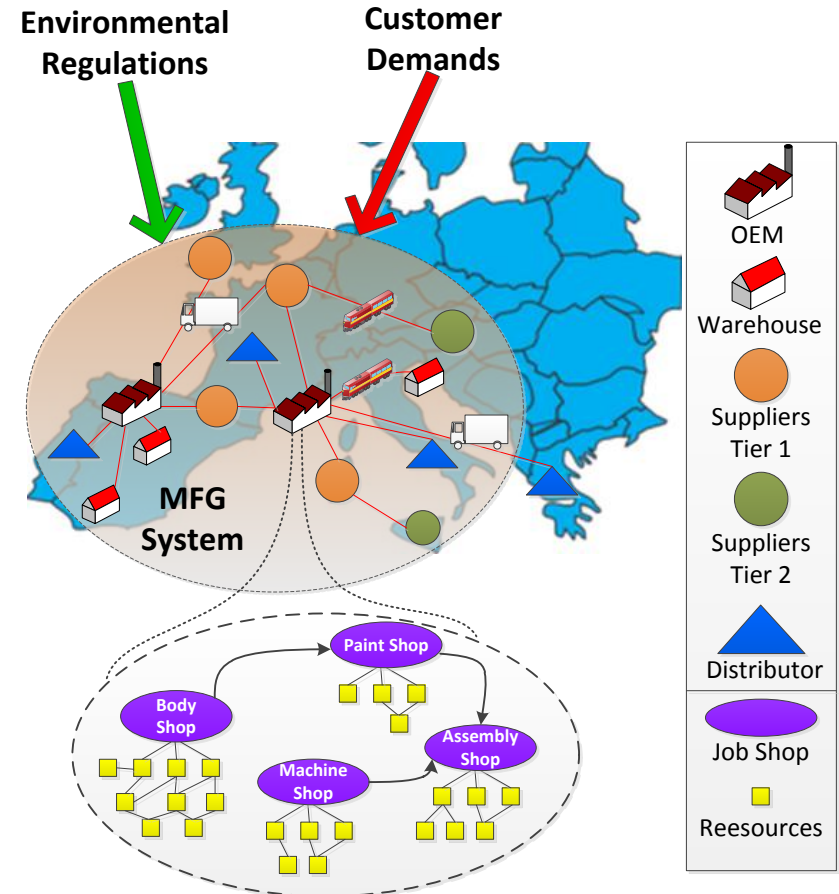
- Receives **finished product**



(e-CUSTOM (260067) – Description of Work)

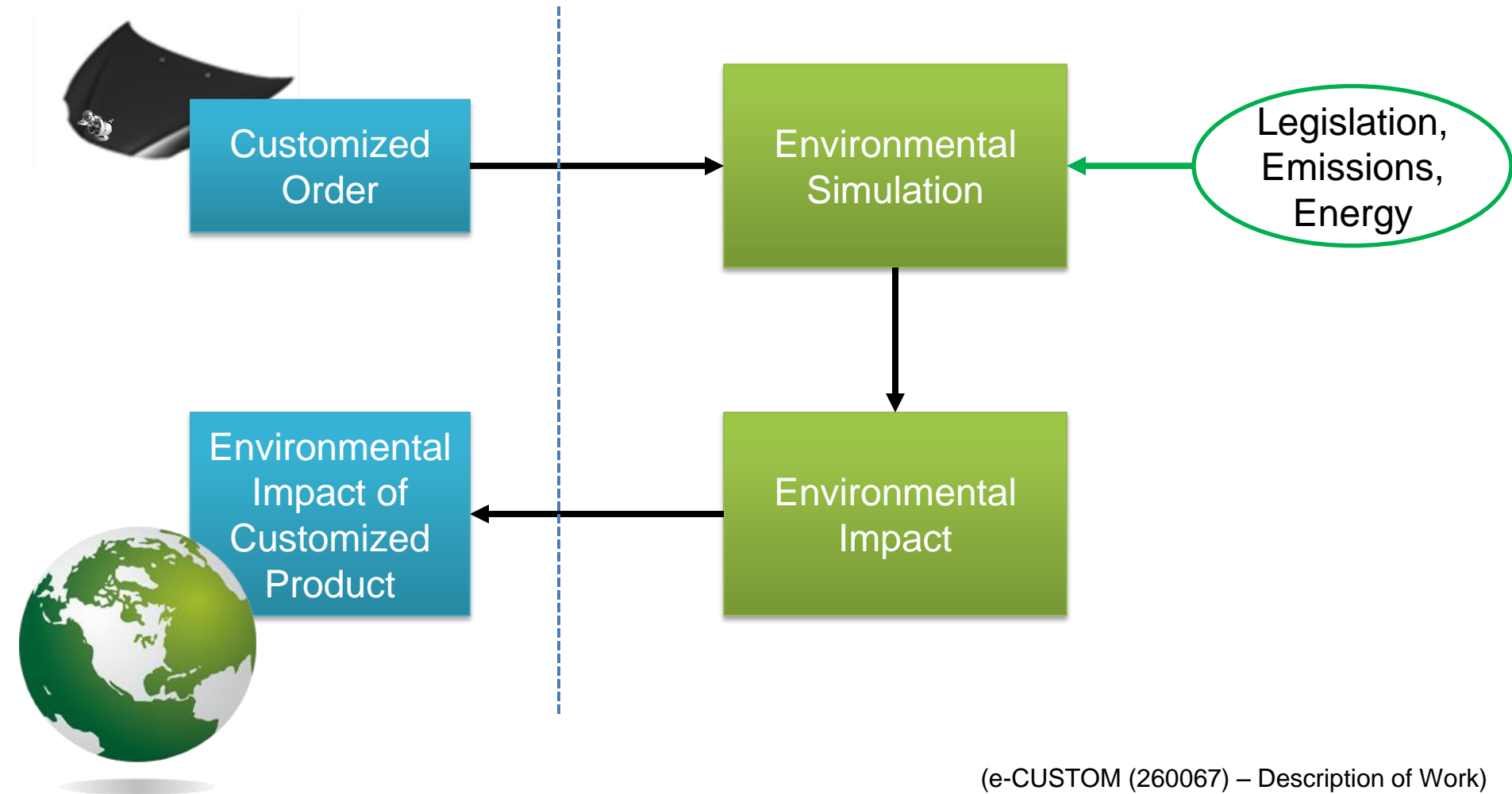
e-CUSTOM Web-based Platform - Supporting the Planning of Decentralized production networks

- Creation of **Bill of Materials** and **Bill of Processes** for customized products
- Efficient **production / supply schemes** generation
- **Dispersed** production and assembly
- **Coordination** of the supply and production network



(e-CUSTOM (260067) – Description of Work)

e-CUSTOM Web-based Platform – Environmental Assessment

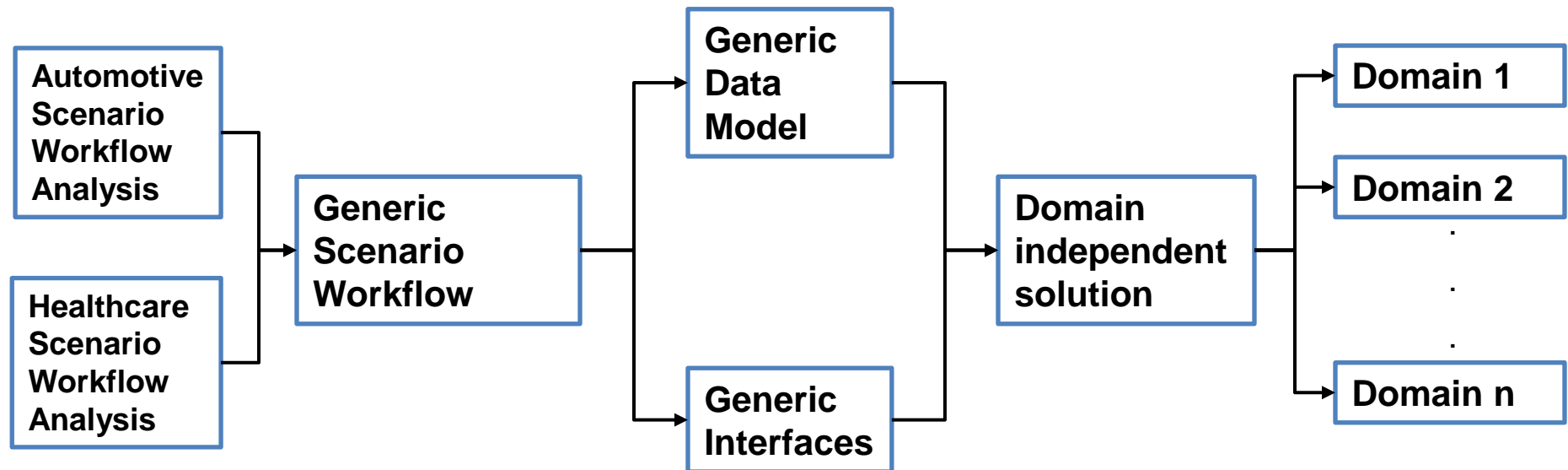


(e-CUSTOM (260067) – Description of Work)

Software Design of the Web-based Platform

Identification of Workflow Commonalities

“towards a domain independent solution”



(e-CUSTOM (260067) – Deliverable 2.1)

Software Design of the Web-based Platform

“workflow visualisation”

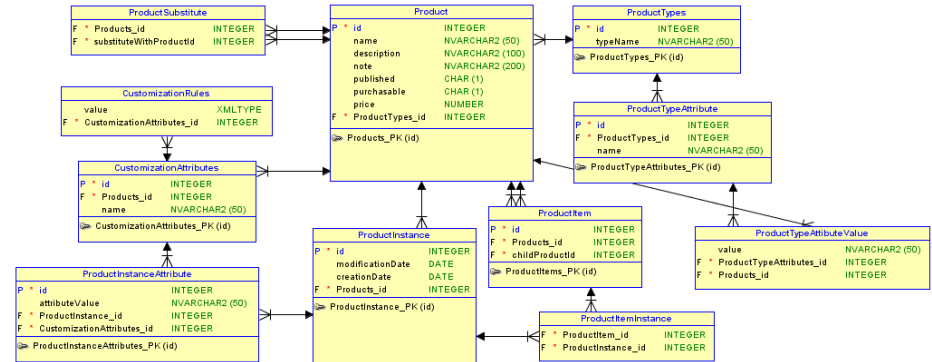
User-friendly Graphical User Interfaces (GUIs)



(e-CUSTOM (260067) - Deliverable 2.2)

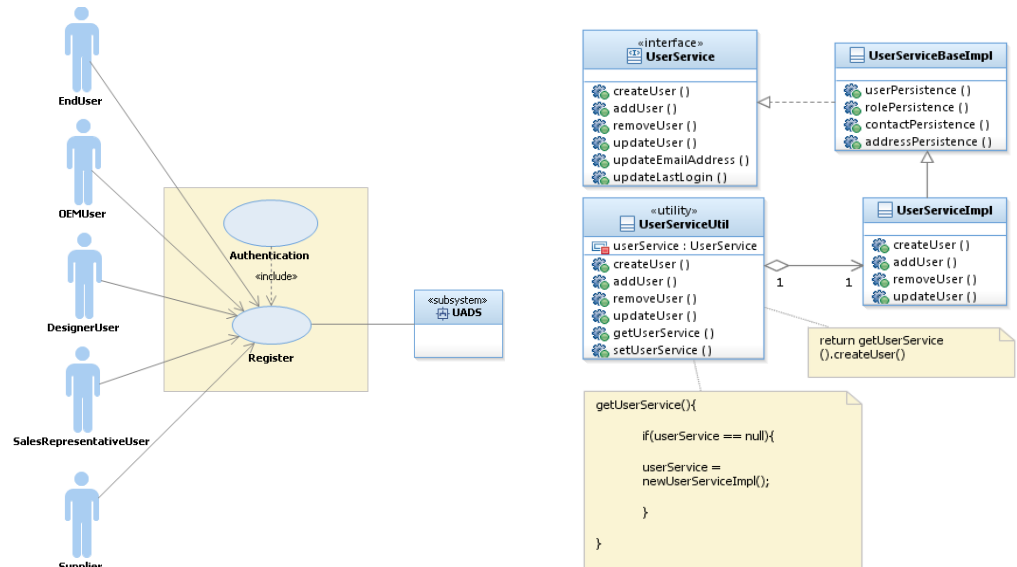
Software Design of the Web-based Platform

Entity Relationship Diagrams (ERD)



Unified Modelling Language Diagrams (UML)

- Use Case Diagrams
- Sequence Diagrams
- Class Diagrams

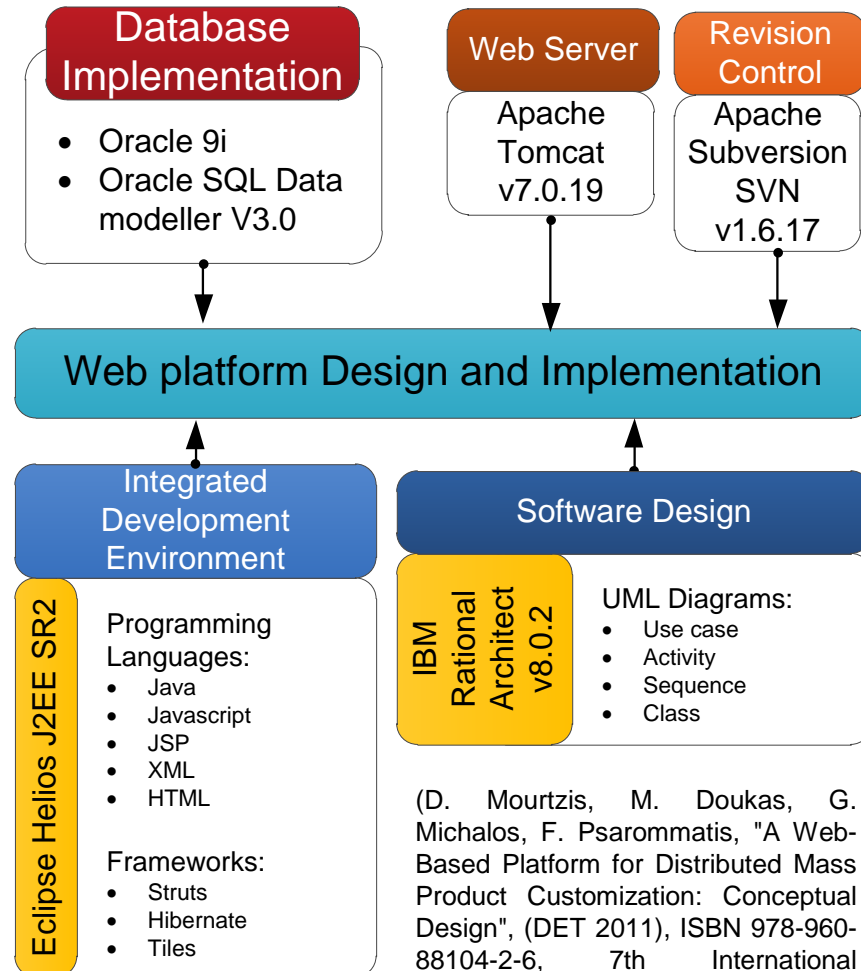
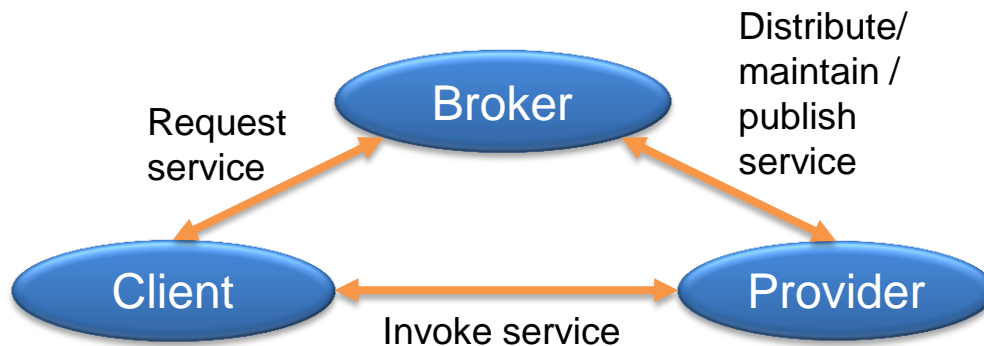


(e-CUSTOM (260067) – Deliverable 2.2)

Software Development Tools

□ Service-oriented Architecture (SoA)

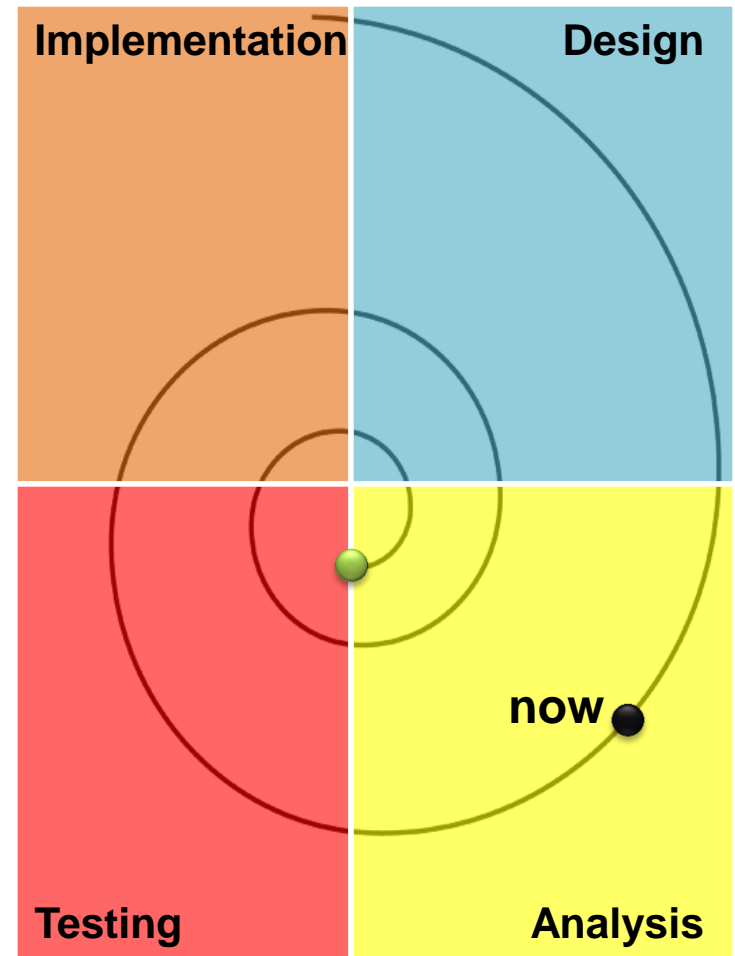
- ✓ Modular and autonomous solutions
- ✓ Interoperable services
- ✓ Platform independent applications
- ✓ Reusable



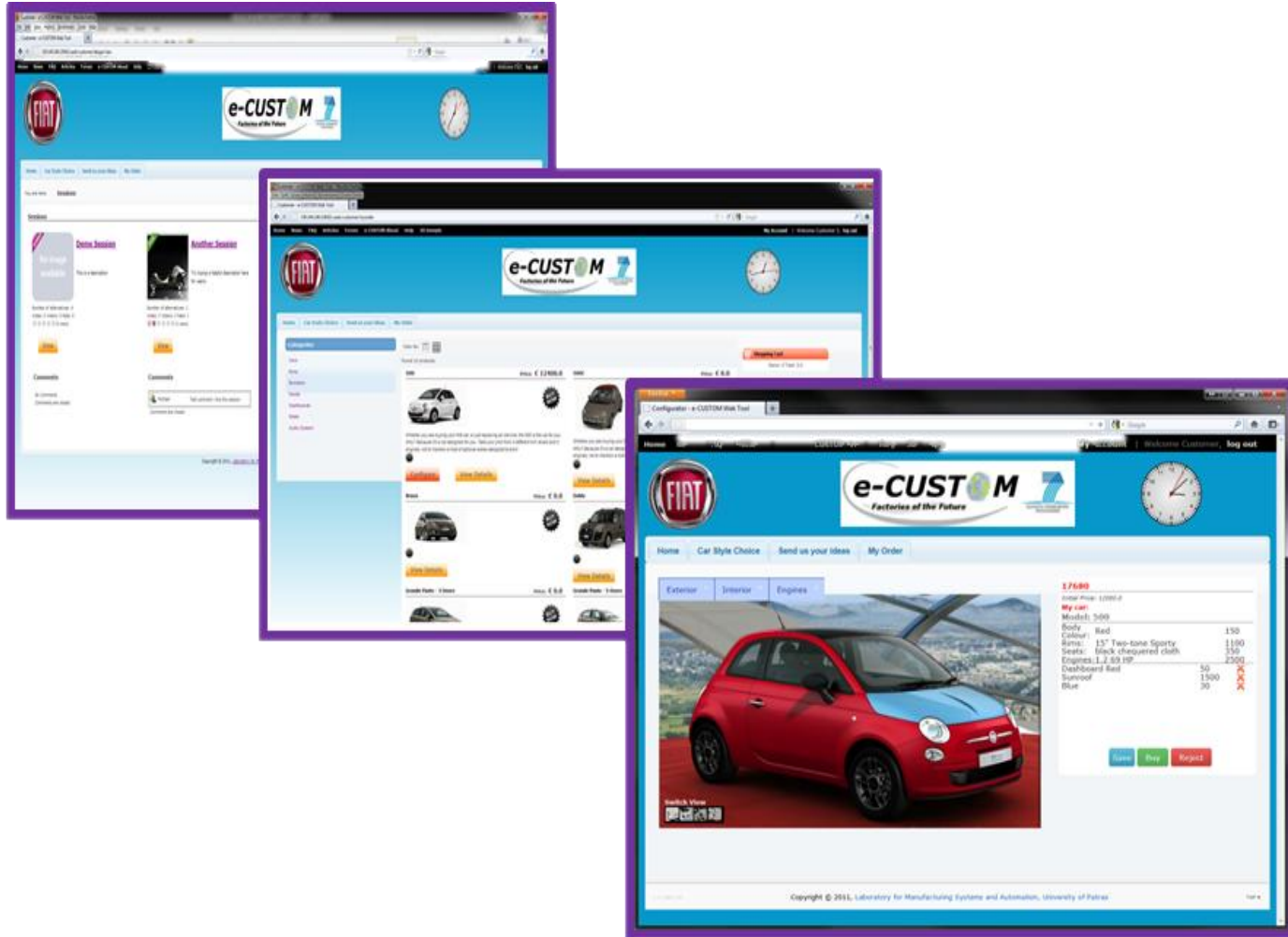
(D. Mourtzis, M. Doukas, G. Michalos, F. Psarommatis, "A Web-Based Platform for Distributed Mass Product Customization: Conceptual Design", (DET 2011), ISBN 978-960-88104-2-6, 7th International Conference on Digital Enterprise Technology, Athens, Greece, pp. 604-613 (2011))

Software Development Status

- ❖ **Current status of software development:**
 - ✓ **Requirements Extraction**
 - ✓ **Requirements Formalization**
 - ✓ **Software design** using Unified Modelling Language diagrams (UML)
 - ✓ **Software implementation**
 - First prototype
 - Testing
 - ✓ **Integration**

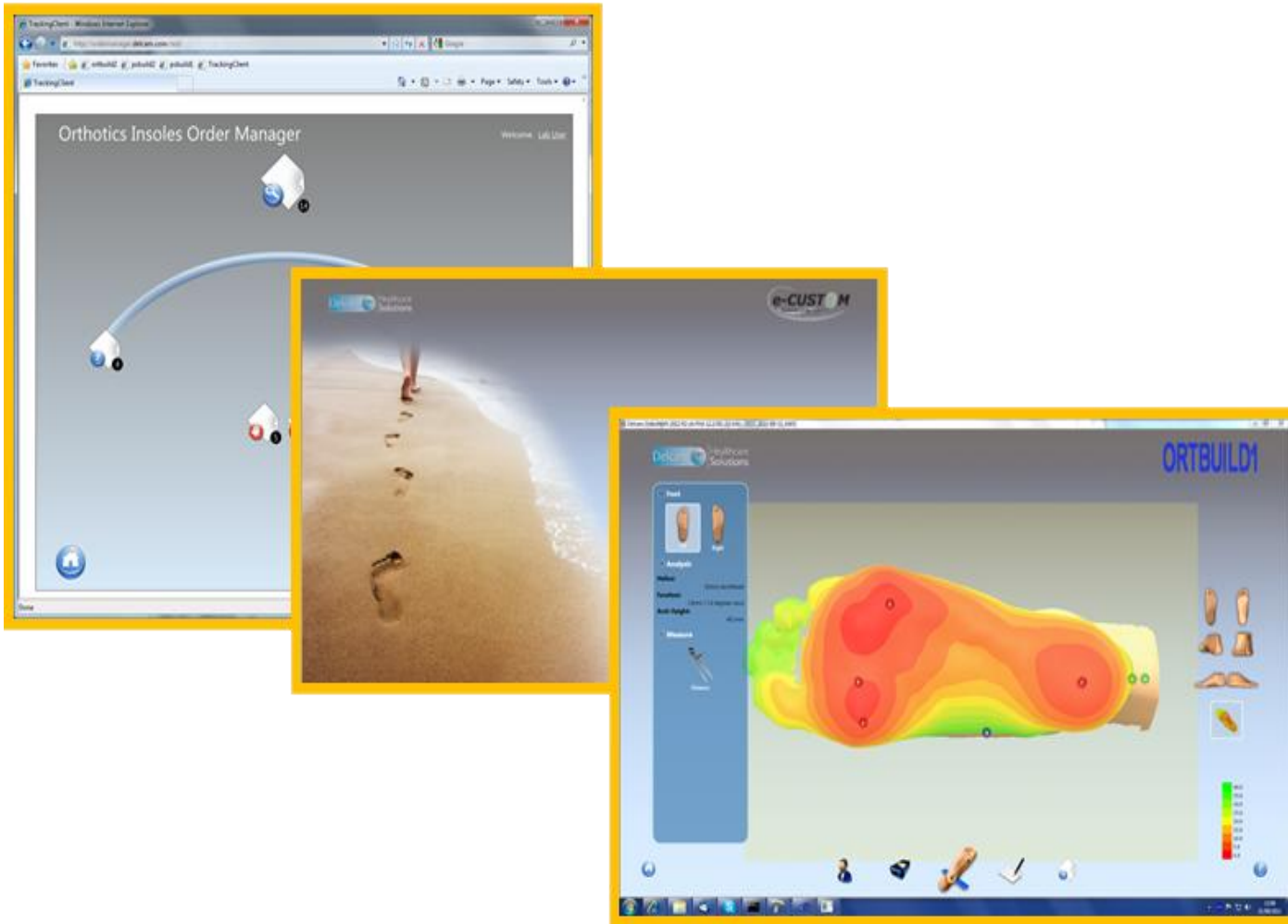


Software Development Status – Automotive Industrial Case



(e-CUSTOM (260067) – Deliverable 2.3a)

Software Development Status – Healthcare Industrial Case



(e-CUSTOM (260067) – Deliverable 2.3a)

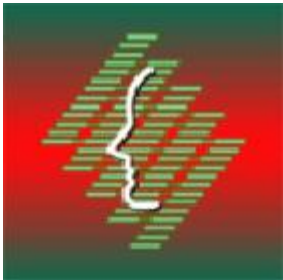
**For more information
please visit the e-CUSTOM project portal at the following
link:**

<http://www.ecustom-project.eu/>

Contact:

Prof. D. MOURTZIS: mourtzis@lms.mech.upatras.gr

Prof. G. CHRYSSOLOURIS: xrisol@lms.mech.upatras.gr



LABORATORY FOR MANUFACTURING SYSTEMS and AUTOMATION (LMS)
Department of Mechanical Engineering and Aeronautics
University of Patras, GREECE
Tel.: +302610997262
Fax: +30-2610-997744
www.lms.mech.upatras.gr