

Project Description

- Opportunity to illustrate and experience virtual plant planning by using modern methods of simulation and visualisation
- Provision of up-to-date and in industry well-established simulation tools
- Installation of presentation technology and IT infrastructure for the use of 3D visualisation
- Linking virtual and physical planning within the scope of digital factory
- Preparing students for the knowledge of technology and methodology required in industry within the context of the digital factory

Virtual Experience

- Infrared scanner for capturing physical objects by generating a point cloud
- State-of-the-art modelling computers for building 3D objects and scenarios
- Installation of a 3D object library
- Digital whiteboard for collaborative planning
- Active-stereo-projection system for visualising planning results



Physical Experience

- 3D printer Ultimaker 2 for printing physical machine models and miniature layouts
- Lego® Mindstorms factory: a factory model that represents a real system relating to system engineering, organizational structure and processes.
- EUROKRAN: game-based learning of problem analysis and creative solution finding in business and logistics.

