PLMBOK
Product Lifecycle Management Body of Knowledge

PLM 베스트 프랙티스 컨퍼런스 2008 리뷰

Key Session 분석

PLM지식연구소　조형식

목 차

서 론

Key Session 1. Key Innovation through continuous PLM Process and system Integration.

- Prof. Jiva, Ovticharova

Key Session 2. 삼성전자의 PLM구축사례와 전략
- 김세현 삼성전자상무

Key Session 3. The current status and future direction of PLM in Japan Automotive Industry.

- Toshiaki Mase, President of Dipro

The vision

- Requirements
- Specification
- Design in context
- Prototype based configuration
- Integrated virtual validation
- Customer presentation
- Product optimization

PRODUCT

- Project organization
- Line organization
- Supplier
- Dealer
- Service

PROCESS

Lifecycle Engineering Backbone

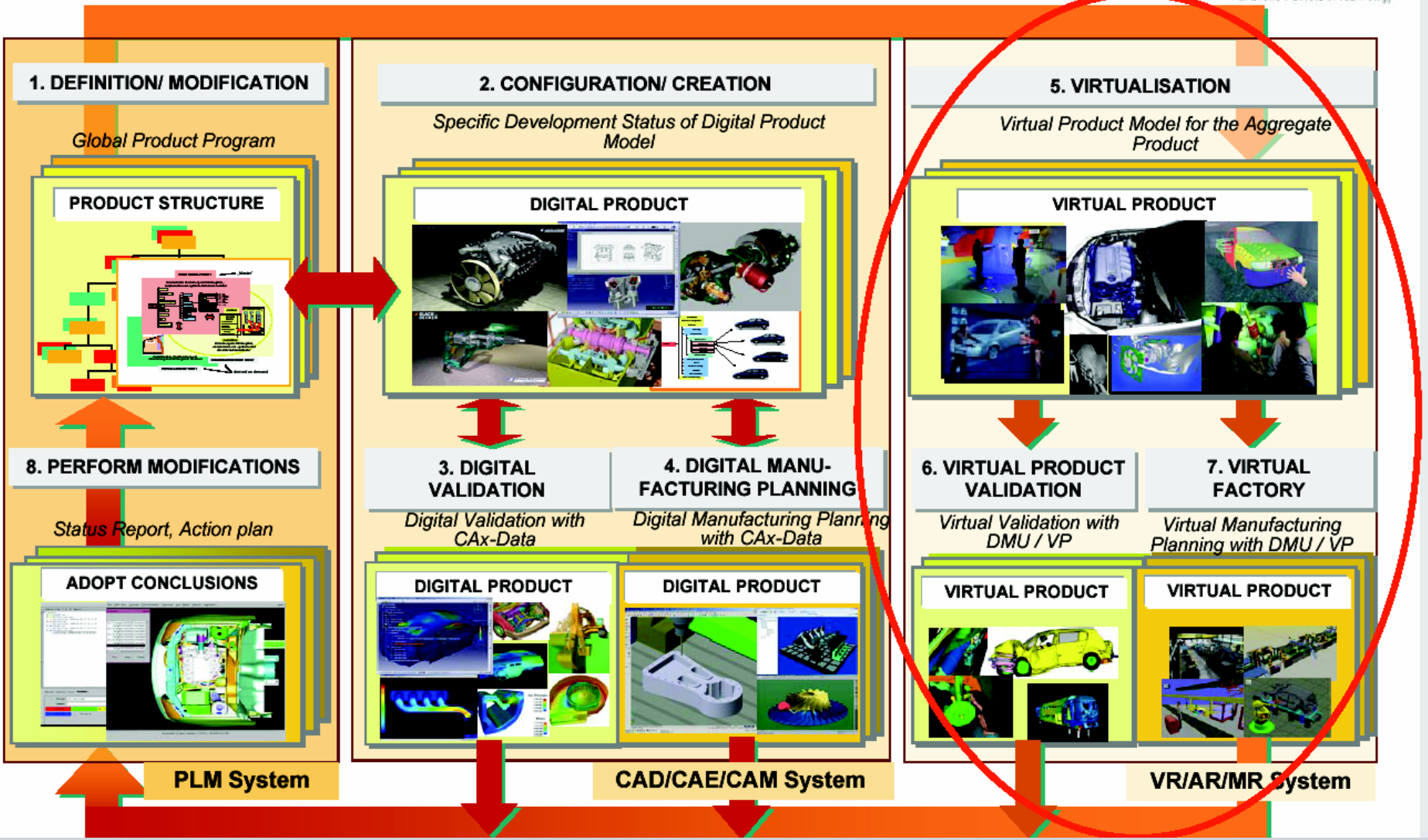
ORGANIZATION

- Development
- Test
- Production
- Sale
- Usage
- Maintenance
- Recycling

CUSTOMER

- Customer wishes
- Customer integration
- Customer feedback

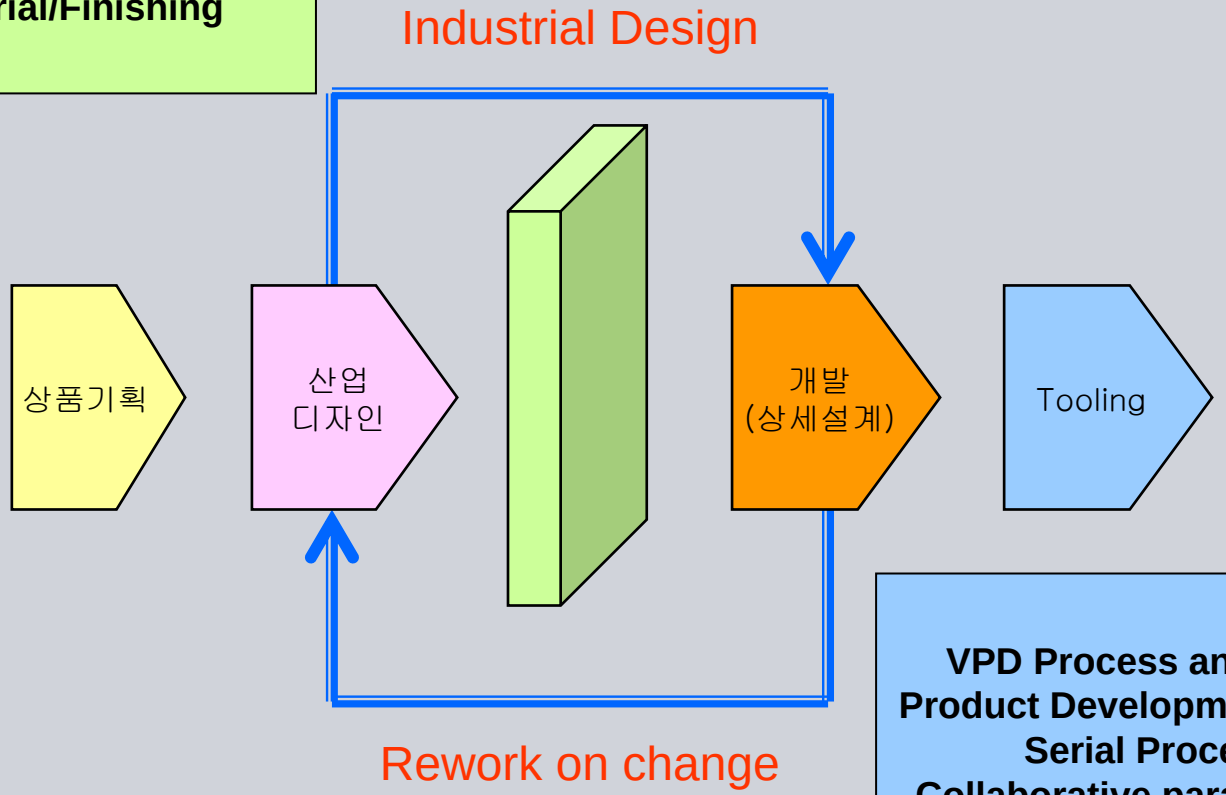
The operations



배경설명

Serial process
Product problems
(Assemblability, Mouldability)
Industrial Design <> Part layout
Incomplete specification on
Color/Material/Finishing

VPD:가상제품개발

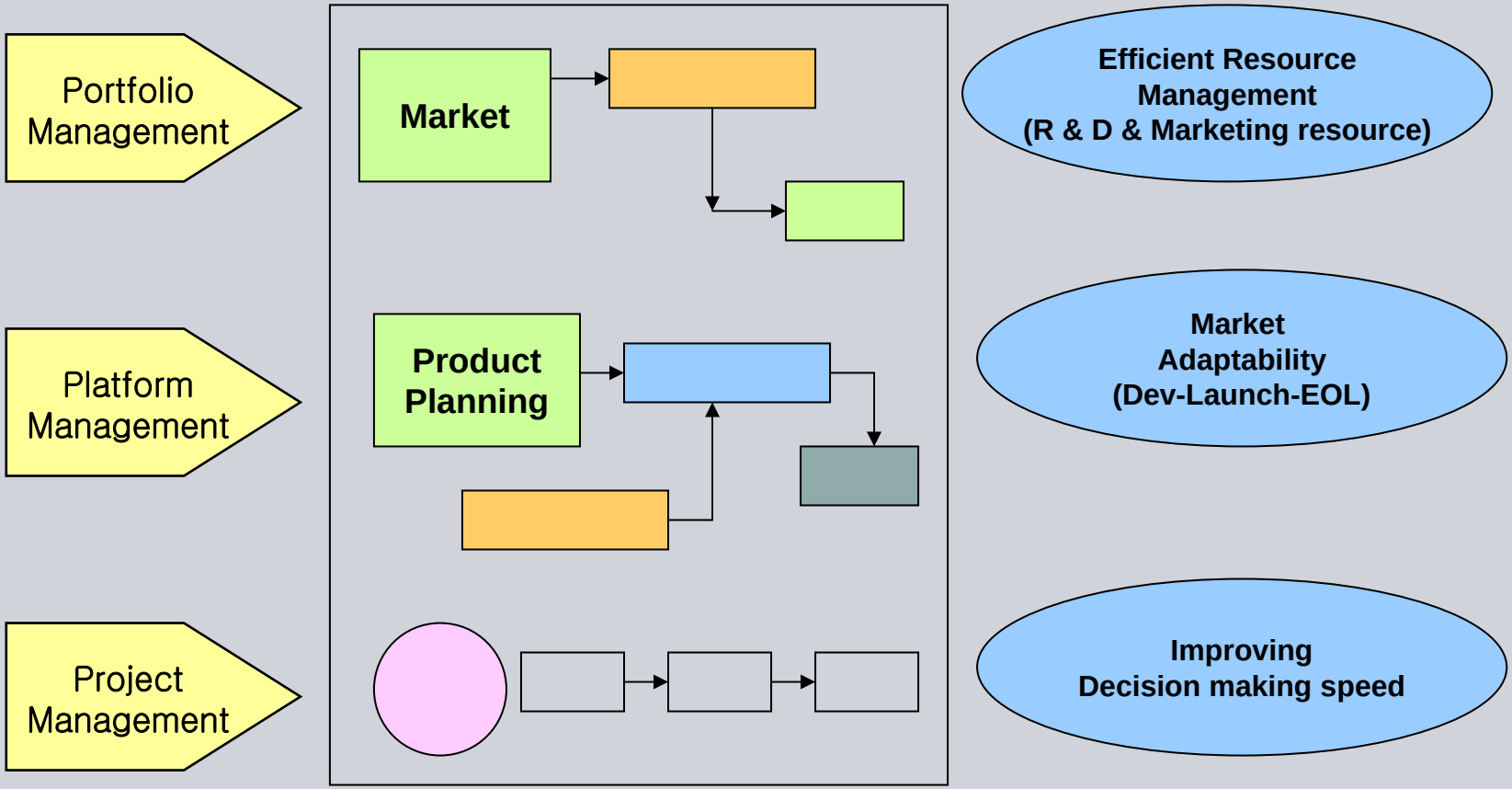


VPD Process and systems
Product Development Process:
Serial Process ->
Collaborative parallel process
Front-loading development

sPLM (Scope)

Integrated innovation of Marketing and R&D

-> Improve Product Lifecycle Management



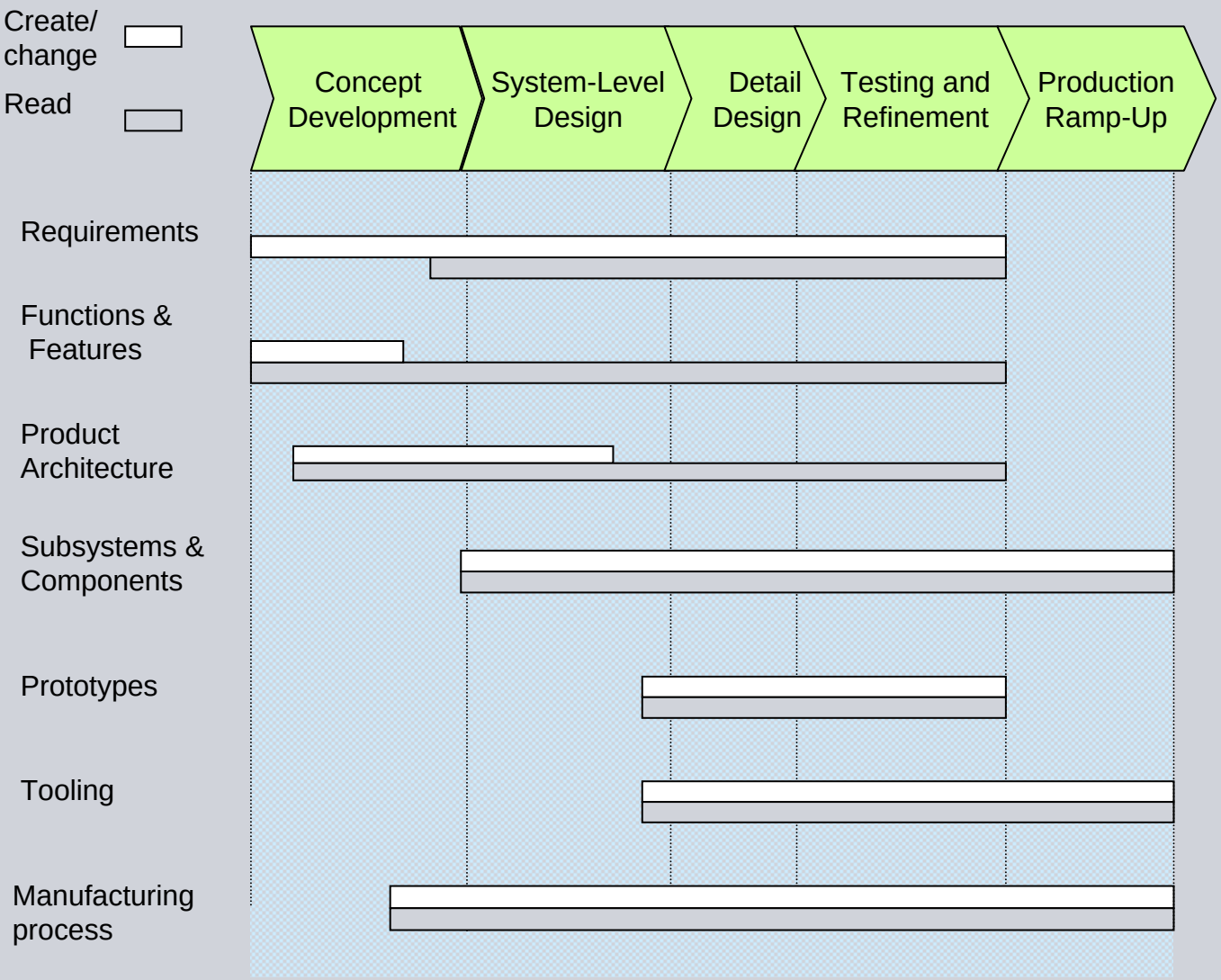


Figure : Hardware development process and information usage.

배경설명

생산문제 **(Assemblability, Mouldability 등)**

조립성, 금형가공성

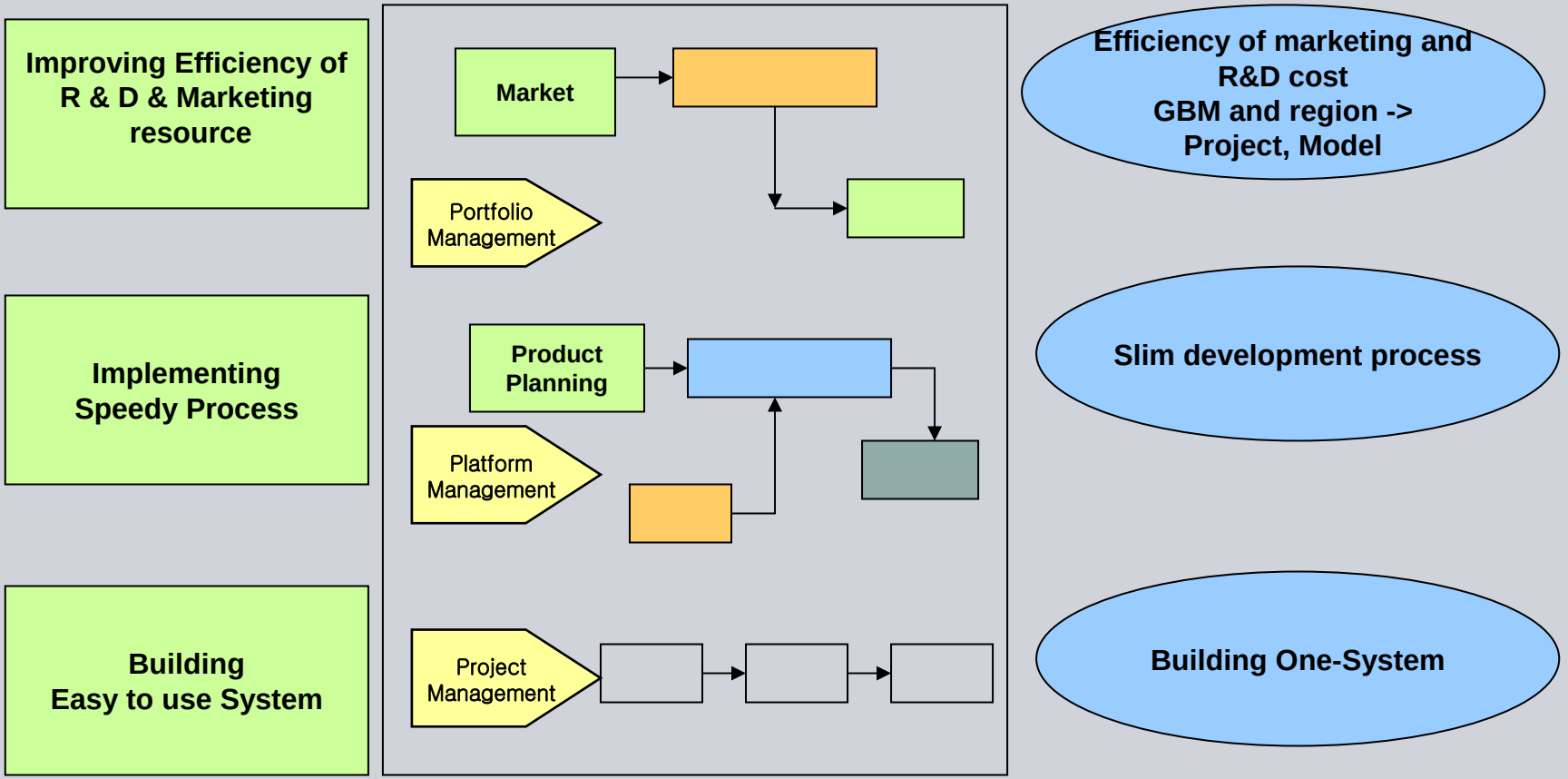
산업디자인 부분과 부품배치**(Part layout)**

색상, 재료, 마감 등의 미완성 사양서 문제

sPLM (Direction)

Integrated innovation of Marketing and R&D

-> Implement speedy process and easy to use system

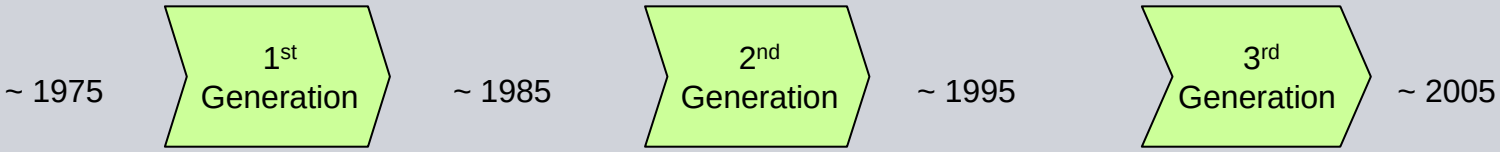


Key Session 3. Japan Automotive Industry

1. Current Status of Automotive Industry
2. Transition of Vehicle Development Process
3. What is achieved by Introduction of IT
4. Essence of 3D Digitalization Process
5. Future Challenges on R & D

Current Status of Automotive Industry

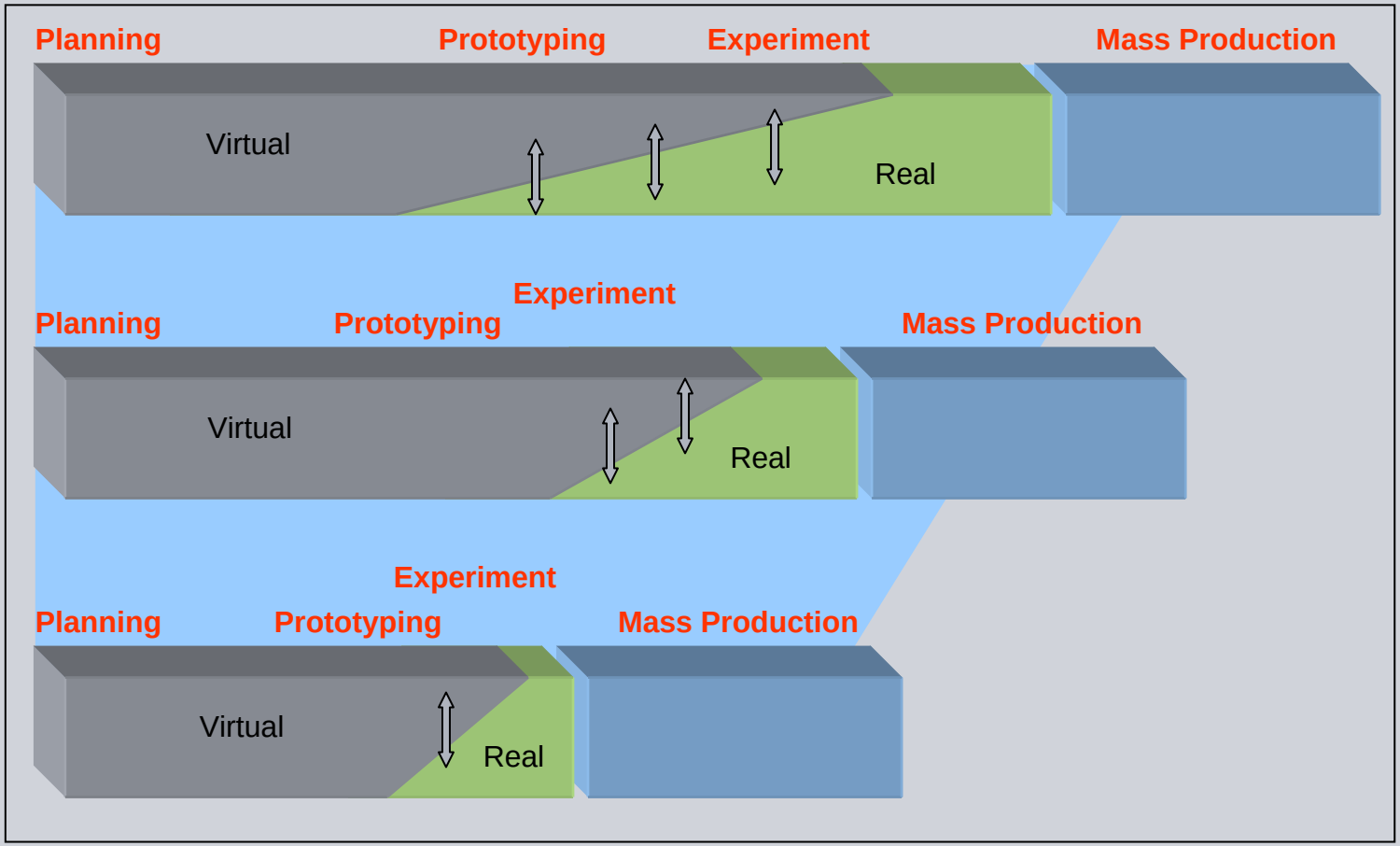
Transition of Vehicle Development Process



Feature	CAD/CAM	CAD/CAM	DMU
Main Theme	CLAY TO DIE (direct die machining)	3D realization in design	DMU-based CE and Virtual development
Result (Change)	Shorten Development time Improved die quality	Shorten Development time Expansion of analysis application	Shorten Development time Front-loading business by CE
IT	- Freeform surface creation And smoothing technology -NC milling --In-house CAD (Mainframe computer)	-Application for Vehicle design And data sharing with Suppliers -3D wire frame and surface Processing -In-house CAD (From mainframe to UNIX)	-Solid Modeller -Commercial CAD (From UNIX to PC)

Concept of Digital Process

1. **Replace the Real with the Virtual world to maximum extent**
2. **Minimize the phase Virtual-to-Real transition.**



Lead not only to shorten the period but also cut down cost and man-hour