

# ECOSISTER

## ECOSYSTEM FOR SUSTAINABLE TRANSITION IN EMILIA-ROMAGNA

PNRR M4C2 1.5 “ECOSISTEMI TERRITORIALI D’INNOVAZIONE”

### SPOKE3 - Green manufacturing for a sustainable economy

WP1 (D3.1.3 – D3.1.9)

WP3 (D3.3.5/D3.3.10 – D3.3.11/D3.3.15)

Soggetto Attuatore del Progetto “Ecosystem for Sustainable Transition in Emilia-Romagna” Codice: ECS\_00000033 - CUP: B33D21019790006  
Missione 04 Istruzione e ricerca - Componente 2 Dalla ricerca all’impresa Investimento 1.5, - NextGenerationEU

## WP1 - Development of zero-pollution products, processes and production systems that minimize the energy demand and the use of hazardous and of non-renewable materials (ENEA, UNIMORE, CENTRO CERAMICO, BIREX)

### D3.1.3 (08/24)

Release of the demonstrator of an innovative production process in the ceramic and fashion sectors.

### D3.1.9 (09/25)

Development of a tool on a 3D web platform for geometric and topological optimization using Interactive Generative Modeling aimed at minimizing the use of materials and energy.

### T.3.1.6

Configuration of the Interactive Generative Modeling tool for 3 different industrial sectors of fashion in Emilia-Romagna:  
- Generative Modeling tool for 3 sectors (fashion accessories, textiles, footwear)

### T3.1.7

Involvement of fashion companies in the different industrial sectors identified:  
- at least 6 fashion companies in the 3 different industrial sectors

# M4 WP1 D.3.1.3. Roadmap

Release of the demonstrator of an innovative production process in the ceramic and fashion sectors (08/24)



## Literature Review

CD (IGM) + AM in fashion +  
Continuous Mass  
Customization  
Tools and methodologies  
Report of 42 projects

## Mapping SOTA

- CD (IGM) + AM in fashion + CMC
- Visualize and identify involvement of 3Dp
- Technology x Sectors Matrix

## Algorithms Development

- Tools identification
- Augmenting SMEs/CCI
- Identify IGM + AM solutions for fashion products

## Case Studies

- Scouting process
- 3 industrial fashion partners
- 3 case studies



# M4 WP1 D.3.1.3. Roadmap

Release of the demonstrator of an innovative production process in the ceramic and fashion sectors (08/24)



## Current activities:

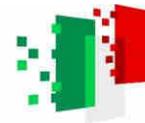
The previous activities were done by analyzing 43 case studies selected by the following criteria:

1. Process innovation through the introduction of AM (**Additive Manufacturing**) technologies
2. Possibility to customize a product and also follow made-to-order policies to apply the CMC (**Continuous Mass Customization**) concept
3. Recycled, sustainable or optimized materials

The common characteristics of each example are the manufacturability only with AM technologies and the complexity of the 3D model.

From the point of view of 3D modelling, starting from the cases studies, we have analyzed and developed the algorithms that allow the creation of CAD files using Grasshopper (GH), a visual programming language and algorithmic modelling tool:

1. Implement the **Generative Design** (GD) flexible and customizable
2. Helps designers explore a wide range of 3D solutions impossible to create with conventional CAD features
3. Provide high performance and efficiency from the point of view of materials utilized



# WP1 D.3.1.9. Roadmap

Development of a tool on a 3D web platform for geometric and topological optimization using Interactive Generative Modeling aimed at minimizing the use of materials and energy (09/25).



## Literature Review

Cloud Manufacturing  
Current state on IGM  
interactive platforms  
3D interactive platform  
proposition

## Fashion Sector

- Search of SMEs/CCIs (partnership)
- Identify 6 fashion companies
- 3 sectors

## 3D IGM Platform

- Development of a 3D IGM platform
- Application of IGM for cloud manufacturing
- 6 case studies (2 for each sector)

## Optimization Integration

- Integration of generative processing strategies for TO+LS on 3D IGM Platform
- Identify optimization opportunity in fashion products
- Interactive and explorative tool to promote sustainability by end user



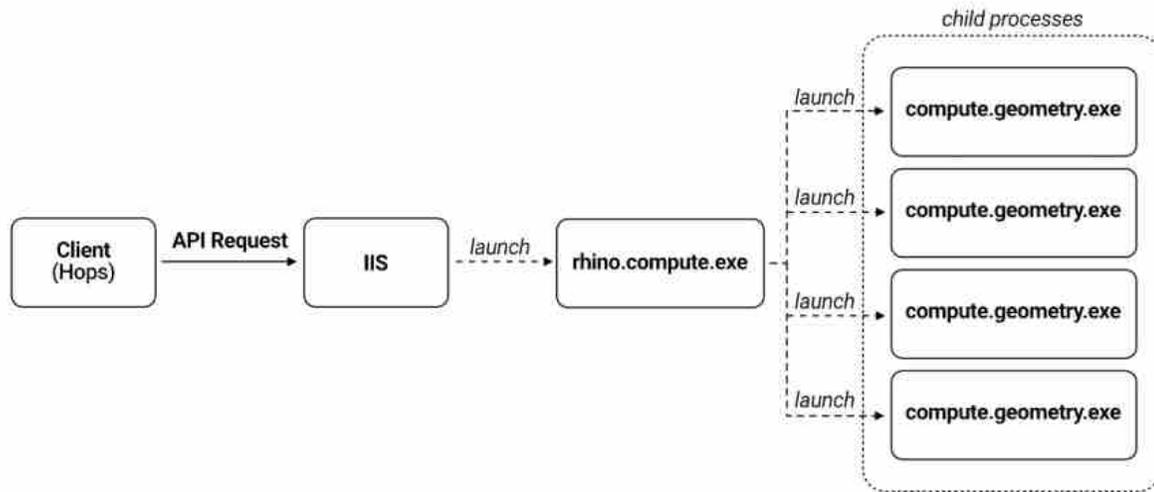
# WP1 D.3.1.9. Roadmap

Development of a tool on a 3D web platform for geometric and topological optimization using Interactive Generative Modeling aimed at minimizing the use of materials and energy (09/25).



## Platform for IGM (Interactive Generative Modeling)

Rhino.Compute → is an open-source web server that can perform geometry calculations using Rhino's 3D geometry library



1. Local Server → Local intranet on shared PC

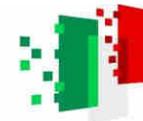
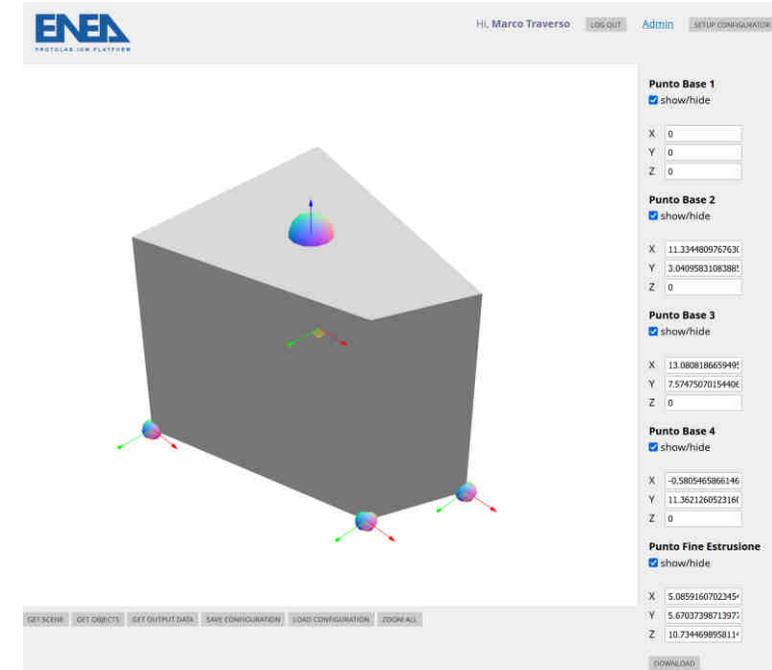


# WP1 D.3.1.9. Roadmap

Development of a tool on a 3D web platform for geometric and topological optimization using Interactive Generative Modeling aimed at minimizing the use of materials and energy (09/25).



## 2. RhinoCompute → VM on dedicated server



## WP3 - Life Cycle and Sustainability Assessment of materials, products and processes (ENEA, UNIPR, UNIMORE, CNR)

D3.3.5 (09/23) - D3.3.10 (09/24)

1. Development of generative processing strategies for the breakdown of product characteristics and possible redesign and recovery actions.

T.3.3.5

Identification of types of representative products on which to attend with recovery actions:  
- at least 5 types of representative products

D3.3.11 (09/24) - D3.3.15 (09/25)

2. Development of a model for the re-manufacturing of product components with the use of 3D printing systems.

T3.3.7

Development of processing strategies relating to the intervention sectors aimed at the recovery and redesign of the product:  
- 3 processing strategies

## Consumer Goods report cards

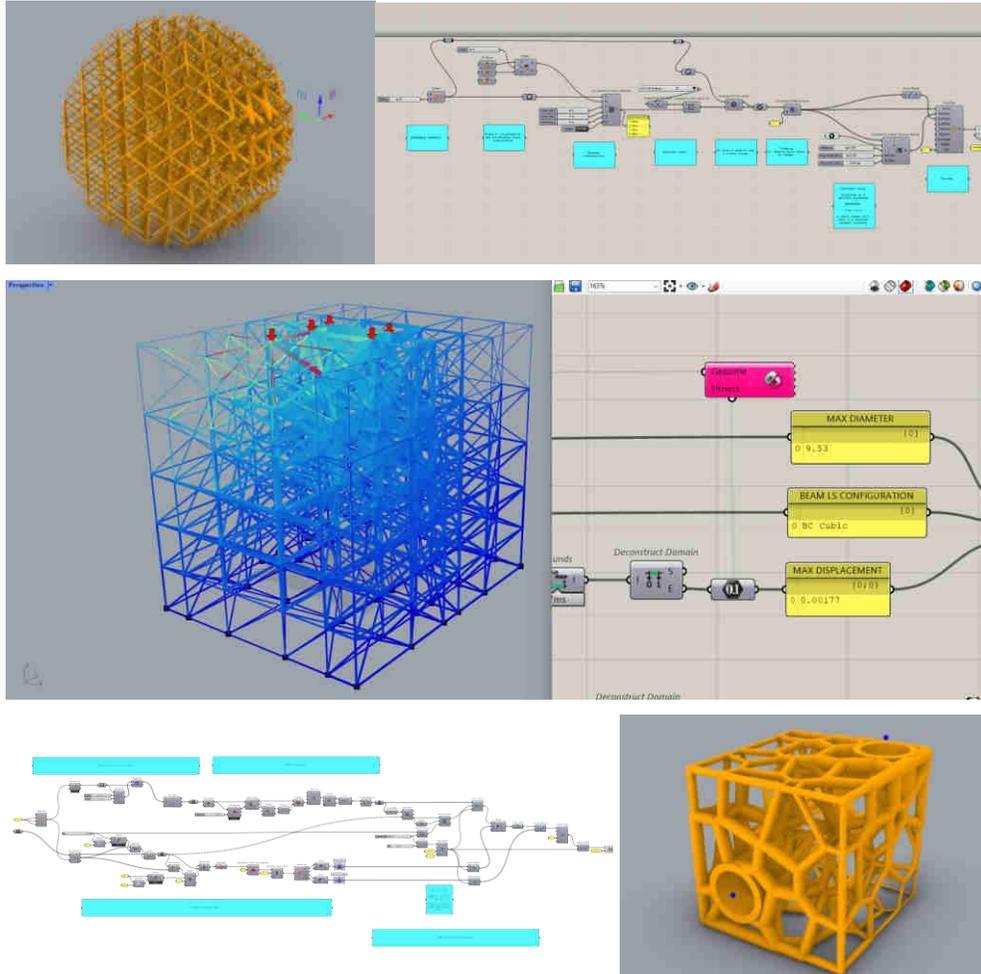
- The criteria for case studies selection was based on declared features like:
  - I. adaptation of DfAM methodologies (TO, LS, part consolidation, print-in-place);
  - II. RE for spare parts or EoL services;
  - III. customization (also with RE) with CD;
  - IV. recycled, sustainable or optimized materials.
- A total of 42 projects were examined in the Consumer Goods sector was subdivided in 6 areas: *Sports Equipment; Footwear; Eyewear; Electronics and Wearables; Music Instruments; Packaging.*
- For each project was developed a simple card reporting: brand; technology, materials, year of production and its sector in the Consumer area.

		Sports Equipment	Footwear	Eyewear	Electronics and Wearables	Music Instrument	Packaging	References*	Industry**
POLYMER	FDM	x			x	x	x	Isaac & Duddeck (2022) Prajapati et al. (2022) Ryan-Johnson et al. (2021) Arefin et al. (2021) Pan et al. (2020) Saritha (2020) Liu et al. (2018) Tang et al. (2018)	<a href="#">www.Superstrada</a> <a href="#">Vector Finest</a> <a href="#">Aestura</a> <a href="#">Zoo</a> <a href="#">Kupol</a> <a href="#">Stratasys-Panasonic</a> <a href="#">Loop3D+Ximer</a>
	SLA/DLS	x	x	x	x	x	x	Li et al. (2023) Isaac & Duddeck (2022) Arefin et al. (2021) Pan et al. (2020) Saritha (2020) Liu et al. (2018)	<a href="#">CCM+Carbon</a> <a href="#">ADIDAS 4DFWD</a> <a href="#">JIN+Carbon</a> <a href="#">Aria</a> <a href="#">Inciner+Carbon</a> <a href="#">Pavimente</a> <a href="#">Sclispas</a> <a href="#">Wilson</a> <a href="#">Minerva Heating</a> <a href="#">Sennheiser</a> <a href="#">Guardlab</a> <a href="#">MAMFHA</a> <a href="#">FI Baskets</a>
	PJ		x					Isaac & Duddeck (2022) Arefin et al. (2021) Liu et al. (2018)	<a href="#">Quantik</a>
	MJF	x	x		x	x		Isaac & Duddeck (2022) Arefin et al. (2021)	<a href="#">ODDORLE</a> <a href="#">CORBA GOLF</a> <a href="#">HP</a> <a href="#">Ular</a> <a href="#">Talleres-Fix</a> <a href="#">Sunt</a> <a href="#">Odolmusic</a>
	SLS	x	x	x		x		Isaac & Duddeck (2022) Pan et al. (2020) Liu et al. (2018) Helou et al. (2016)	<a href="#">Heat</a> <a href="#">Nike</a> <a href="#">TOU MAWO</a> <a href="#">Wilson</a> <a href="#">Stratasys-Panasonic</a> <a href="#">3DMusicInstruments</a> <a href="#">ODDGuitar (PA)</a>
METAL / CERAMIC / OTHERS	M_FDM							Gandhi & Minak (2022)	
	SLM/DMLS	x		x		x		Isaac & Duddeck (2022) Guo et al. (2022) Zhu et al. (2021) Yang et al. (2021) Wang et al. (2021) Pan et al. (2020) Saritha (2020) Meng et al. (2020) Maconachie et al. (2019) Liu et al. (2018) Donofrio (2016) Helou et al. (2016) Zeleny & Cadek (2015) Dagres (2007)	<a href="#">Beyton Cycles</a> <a href="#">Heat</a> <a href="#">Sandvik</a> <a href="#">Nisi Huber Guitar</a>
	M_BJ	x			x	x		Segonds & Zamariola (2020) Donofrio (2016) Tang et al. (2016)	<a href="#">ODDGuitar (Kupol)</a> <a href="#">CORBA GOLF</a> <a href="#">Mahnisch</a> <a href="#">Giles-Sanchaldan</a>

## Technology X Sector Matrix

- The involvement of redesign and remanufacturing in consumer goods sectors: compilation of all data and notable references from the literature review into a single matrix, to visualize of the current state of redesign and remanufacturing involvement in consumer goods sectors.
- Identifying 5 products for recovery actions:
  - Music Instrument = chin rest for violin
  - Footwear = high-heeled shoe
  - Packaging = necklaces jewelry display
  - Eyewear = pair of sunglasses
  - Sports Equipment = riser for archery

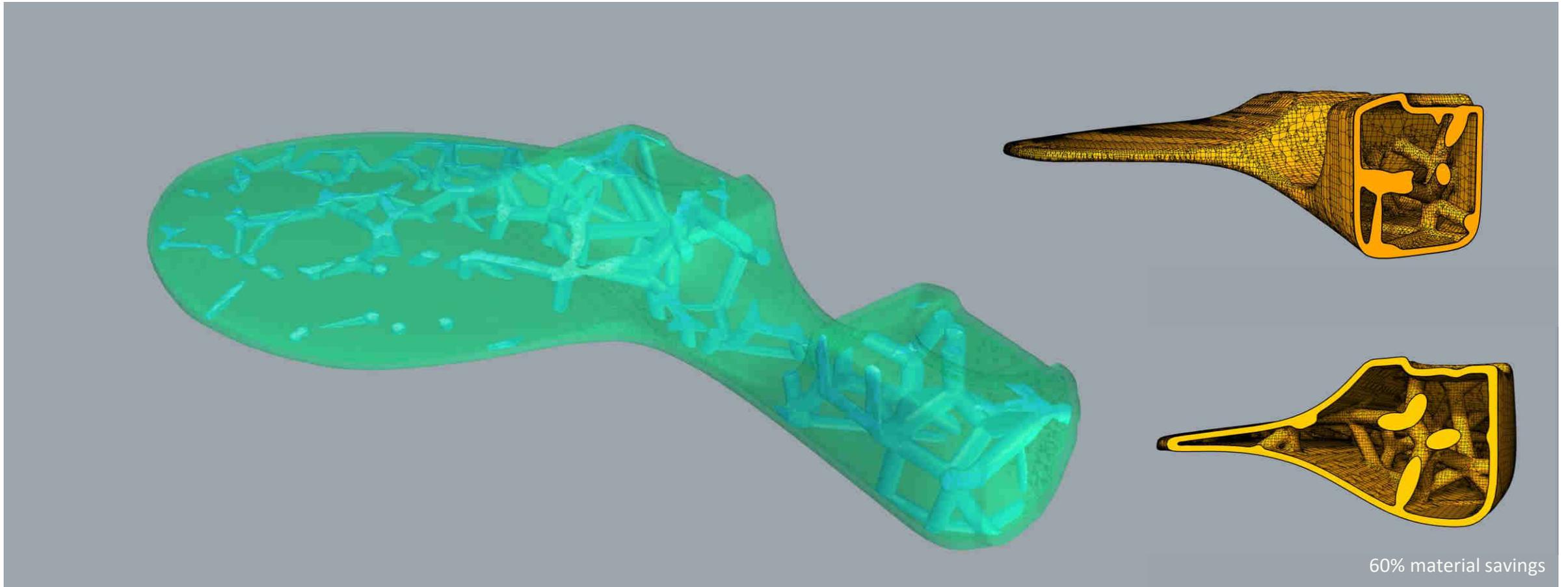
Legend: FDM = Fused Deposition Modeling; D2T = Direct To Textile (FDM); SLA = Stereolithography; DLS = Digital Light Sintering (SLA); PJ = Polyjet (by Stratasys); 3DFashion = Polyjet (PJ by Stratasys's Techstyle); MJF = Multi Jet Fusion (BJ); SLS = Select Laser Sintering (L-PBF); M\_FDM = Metal Fused Deposition Modeling (FDM); SLM = Selective Laser Melting (L-PBF); DMLS = Direct Metal Laser Sintering (L-PBF); M\_BJ = Metal Binder Jetting (BJ); L-PBF = Laser Powder Bed Fusion; BJ = Binder Jetting.



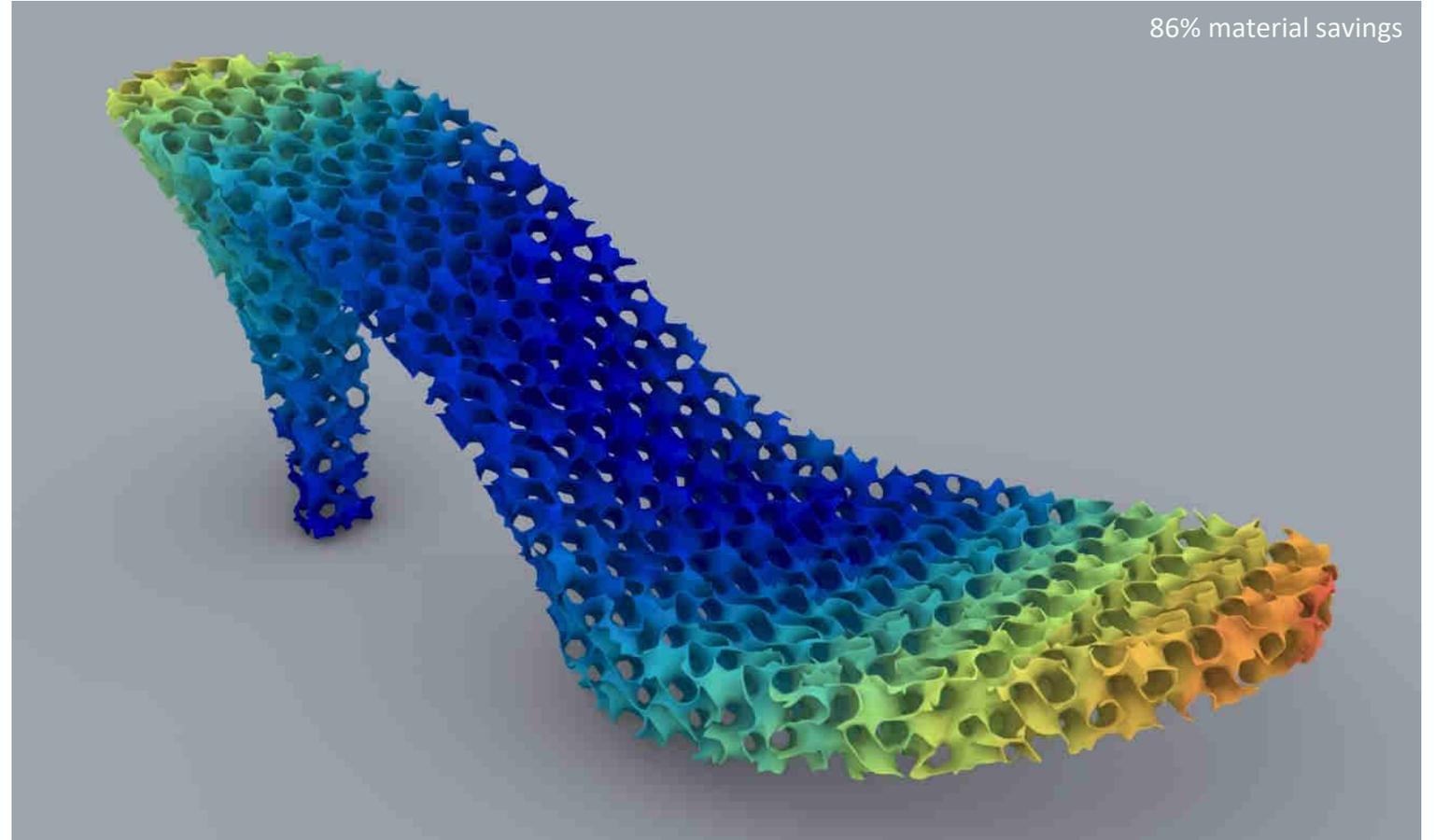
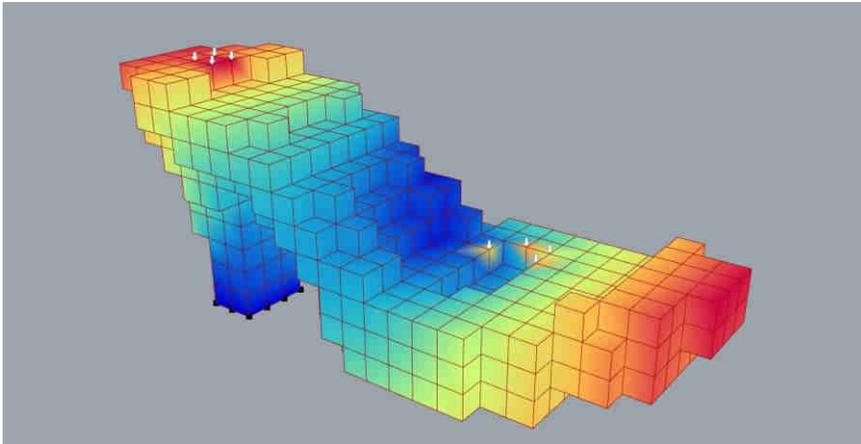
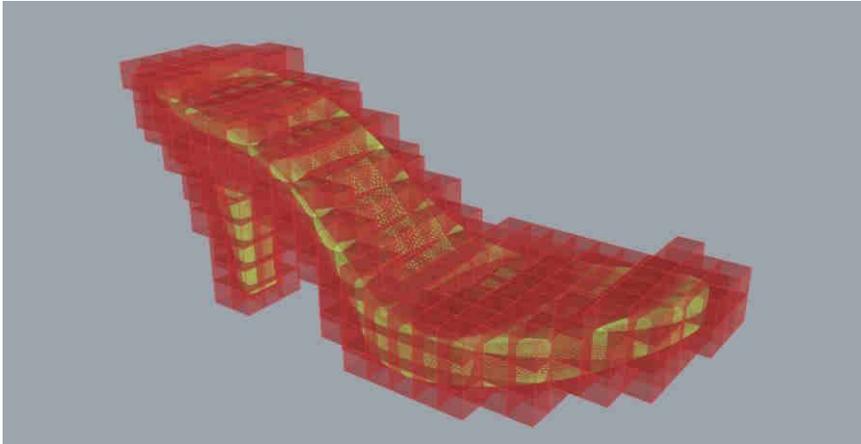
## 15 Tutorials/Templates

- 15 tutorials/templates have been developed to address various situations individually and provide solutions for each. These tutorials explore different TO and LS workflows, highlighting their advantages and making them valuable for specialized courses, mostly oriented towards SMEs and CCIs.
- Each tutorial can also be categorized according to which product characteristics is to breakdown using three key criteria:
  - I. Weight-Critical
  - II. Structural Complexity
  - III. Adaptive Performance
- To gather feedbacks and possible improvements, all the templates were posted on a popular online repository (Github) at <https://github.com/ENEA-ProtoLab>.

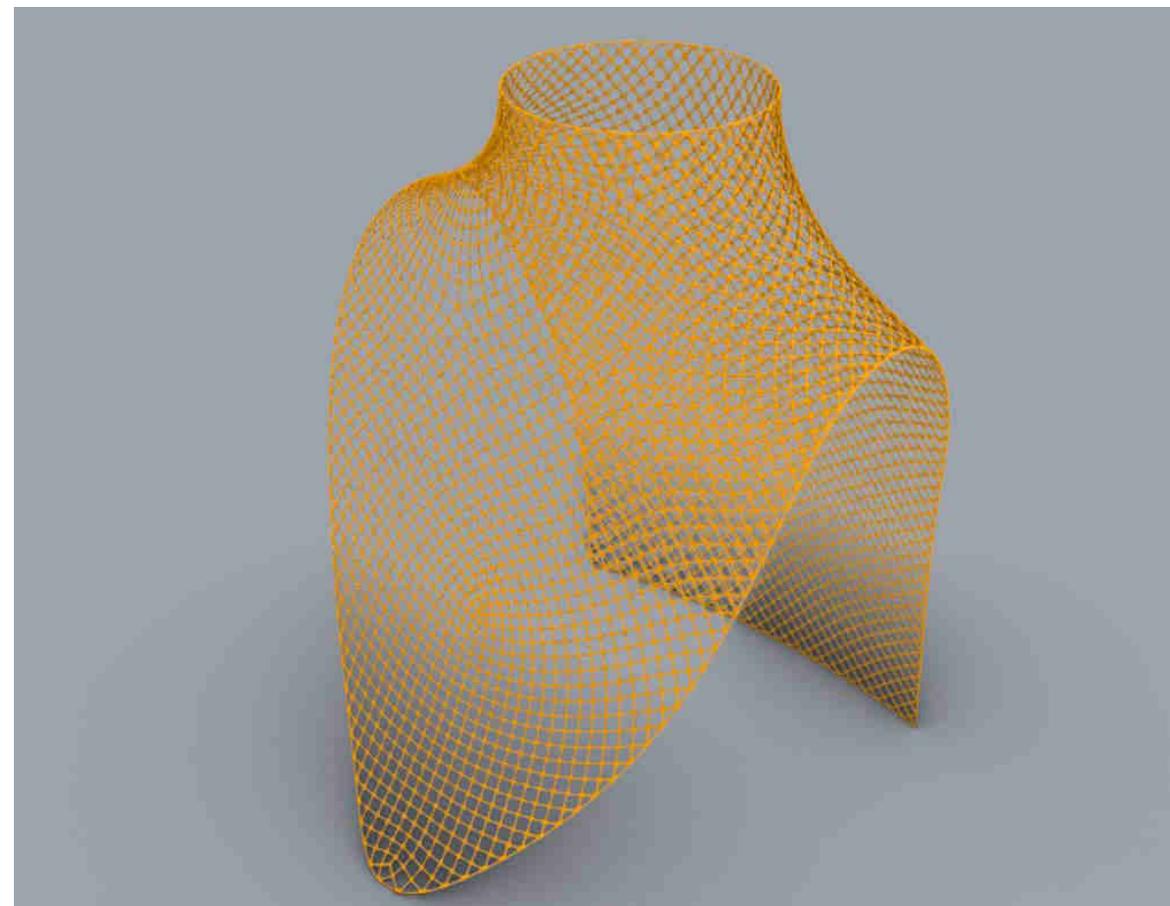
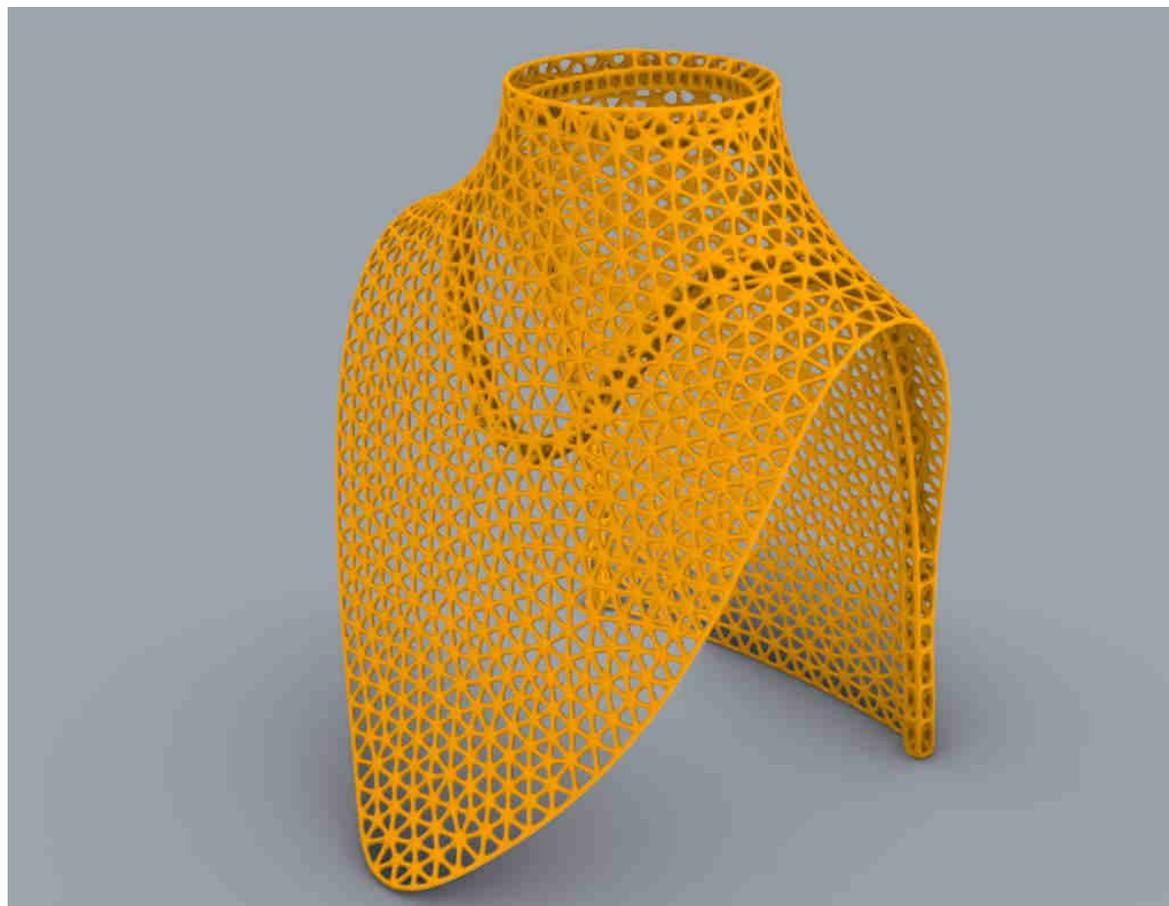
**Violin's chin rest:** Weight-Critical



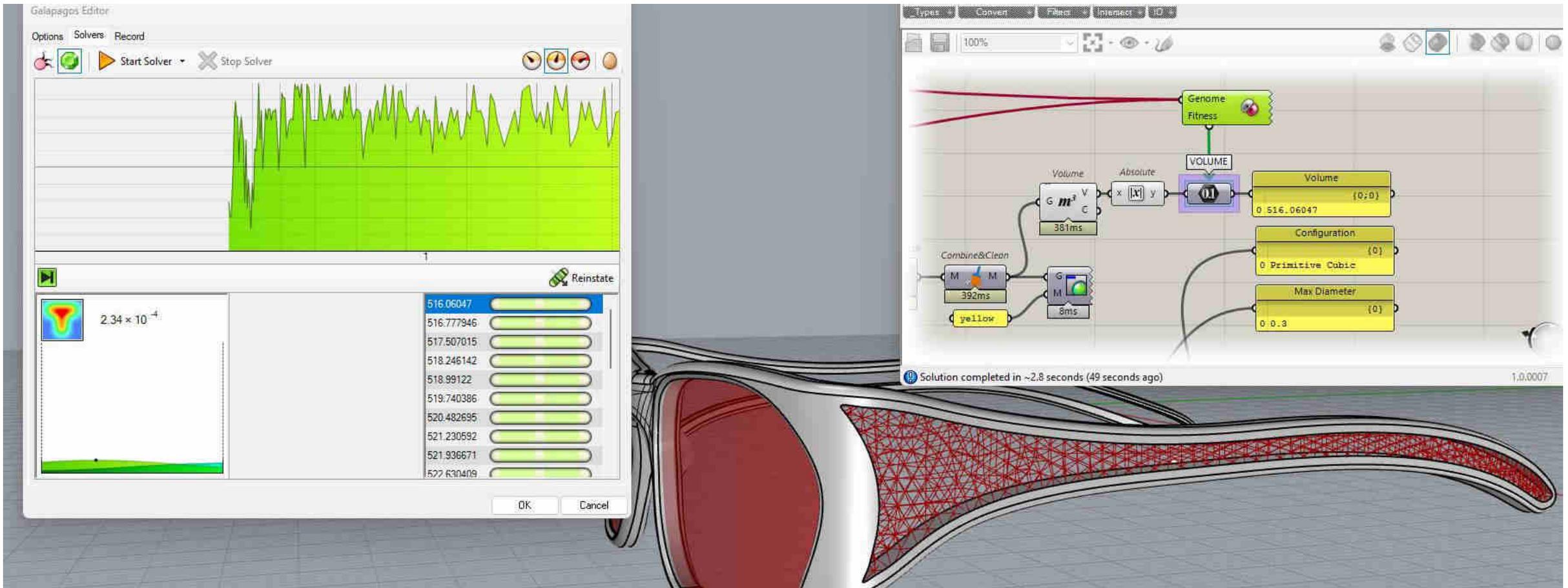
## High-heeled shoe: Structural Complexity



## Necklaces's display: Adaptive Performance



## Sunglasses: Adaptive Performance



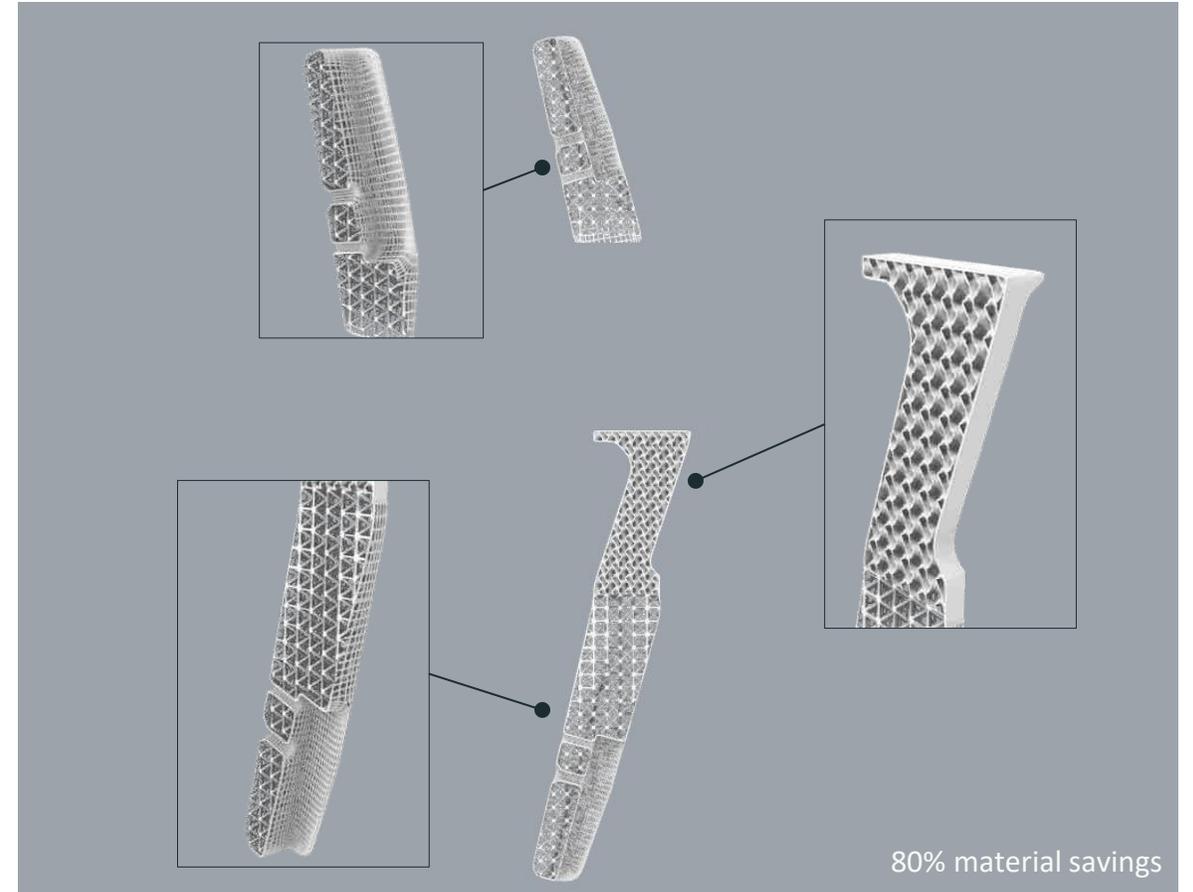
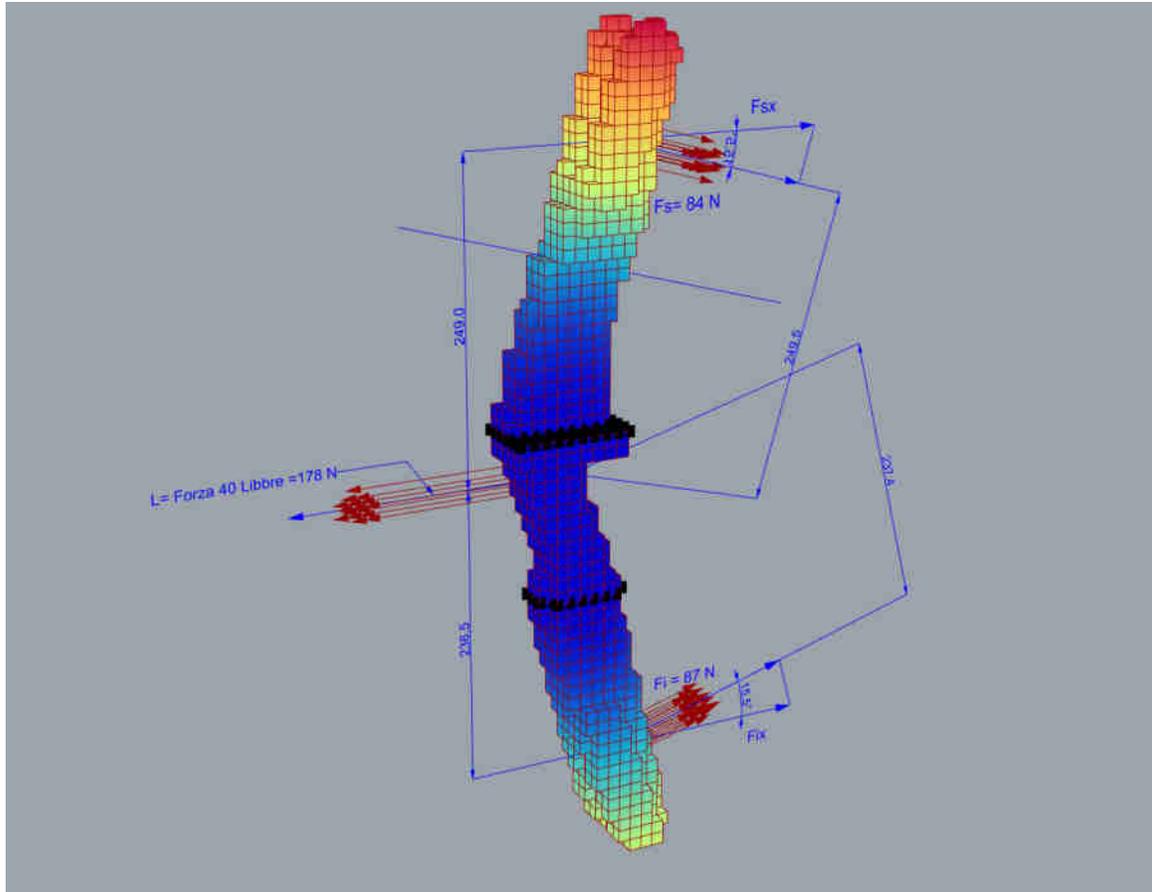
The image displays the Galapagos Editor interface for an optimization task. The top window shows a fitness graph with a green area representing the search space. Below it, a list of solutions is shown with their fitness values and progress bars. The bottom window shows a 3D model of a sunglasses temple with a red mesh overlay, indicating the current design iteration.

Fitness Value	Progress
516.06047	██████████
516.777846	██████████
517.507015	██████████
518.246142	██████████
518.99122	██████████
519.740386	██████████
520.482695	██████████
521.230592	██████████
521.936671	██████████
522.630409	██████████

Volume:  $G \frac{m^3}{C}$  (381ms)  
Absolute:  $x \frac{|x|}{y}$   
Combine&Clean:  $M \frac{M}{M}$  (392ms)  
VOLUME: 0.1  
Volume: 0 516.06047 (0;0)  
Configuration: 0 Primitive Cubic (0)  
Max Diameter: 0-0.3 (0)

Solution completed in ~2.8 seconds (49 seconds ago)

## Riser: Weight-Critical + Structural Complexity



# M4 WP3 D.3.3.10 Roadmap

1. Development of generative processing strategies for the breakdown of product characteristics and possible redesign and recovery actions (09/24).



D3.3.5

University  
Wp3 participants  
Trade Associations  
...

D3.3.5 (Algorithms  
Development)

Reverse Engineering  
TO+LS  
ReMeshing  
...

## Seminar/Workshops

- Templates disseminations and testing
- Courses for SMEs/CCIs and Univ.
- Flexibility evaluation

## Strenght Tests

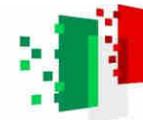
- Reproposing load condition on 3dp parts
- Identify best solutions
- Real case evaluation

## Identify 3 strategies

- Recovery and redesign of products
- Algorithm development of 3 strategies
- 3 responsive generative process strategies

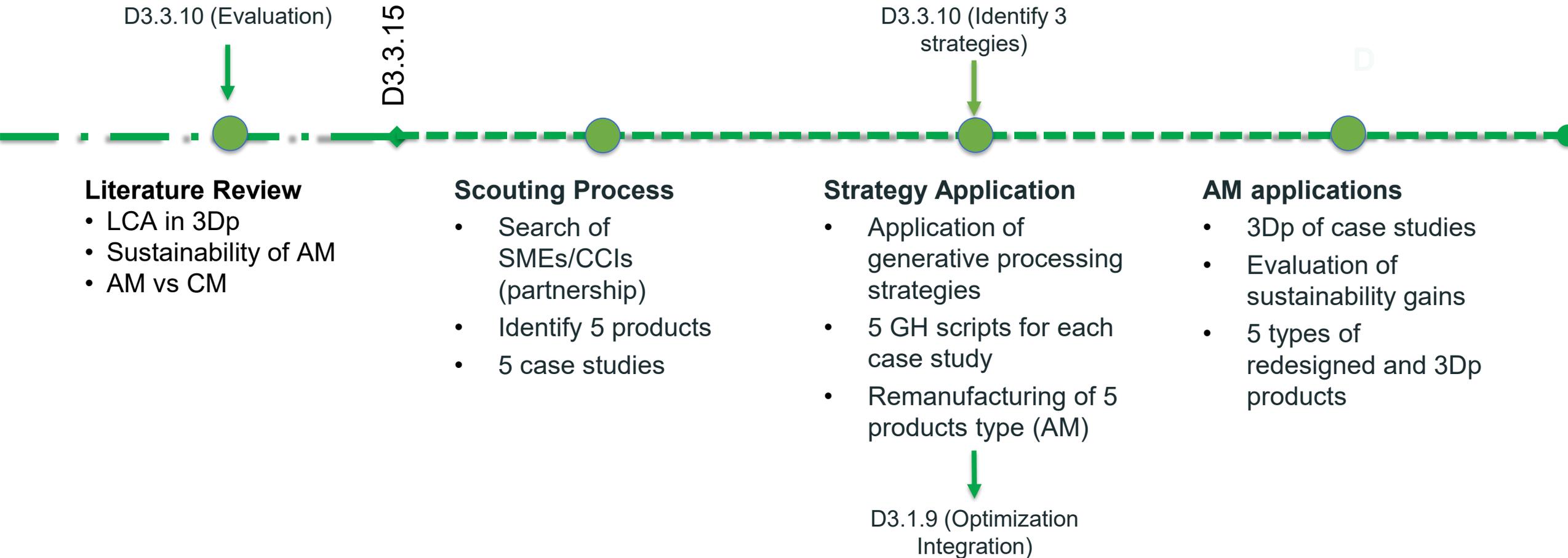
## Evaluation

- CNC vs AM
- Evaluation of recovery actions
- Energy savings; Material savings; Process time.



# M4 WP3 D.3.3.11+ D3.3.15 Roadmap

## 2. Development of a model for the re-manufacturing of product components with the use of 3D printing systems (09/24- 09/25).



Riferimenti:

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<https://www.cross-tec.enea.it/>  
<https://www.protolab.enea.it/>

