

# **Develop Production system/Machine more efficiently**

3D Simulator MELSOFT Gemini

## Before start-up, why not confirm "results"??

### **Production capacity cannot be confirmed without** Issue actual equipments

#### **Confirm productivity for each layout/operation in digital** Measure

- Verifying multiple production layouts before investment.
- Utilizing as a tool to improve KAIZEN process.

#### Hard to convince best placement of workers, Issue robots and AGVs

#### Calculate the layout that minimizes investment and Measure **improves ROI**

- Verifying the number of workers, placement, and division of the work.
- Verifying the minimum required number of equipment such as robot/AGV.

#### When starting up, design rework inevitably occurs Issue

#### **Detect potential design bugs in advance and reduce** Measure rework

- Front-loading program debugging by combination with simulator.
- Preventing communication errors between designers by checking 3D models.



Verification contents		Before	After
<ul> <li>Target production volume is achieved or not.</li> <li>The number and location of work-in- progress, storage areas.</li> <li>Operating rate of equipment and workers.</li> </ul>	Cycle Time	128 min/unit	93 min/unit
	Line efficiency	83.1%	88.9%

Benefits

①Achieved target cycle time: **103 min/unit ②Increased profit** by approximately **12 million yen/year**. **3Reduced loss cost** by approximately **600,000 yen/year**.

### **Automating the World**