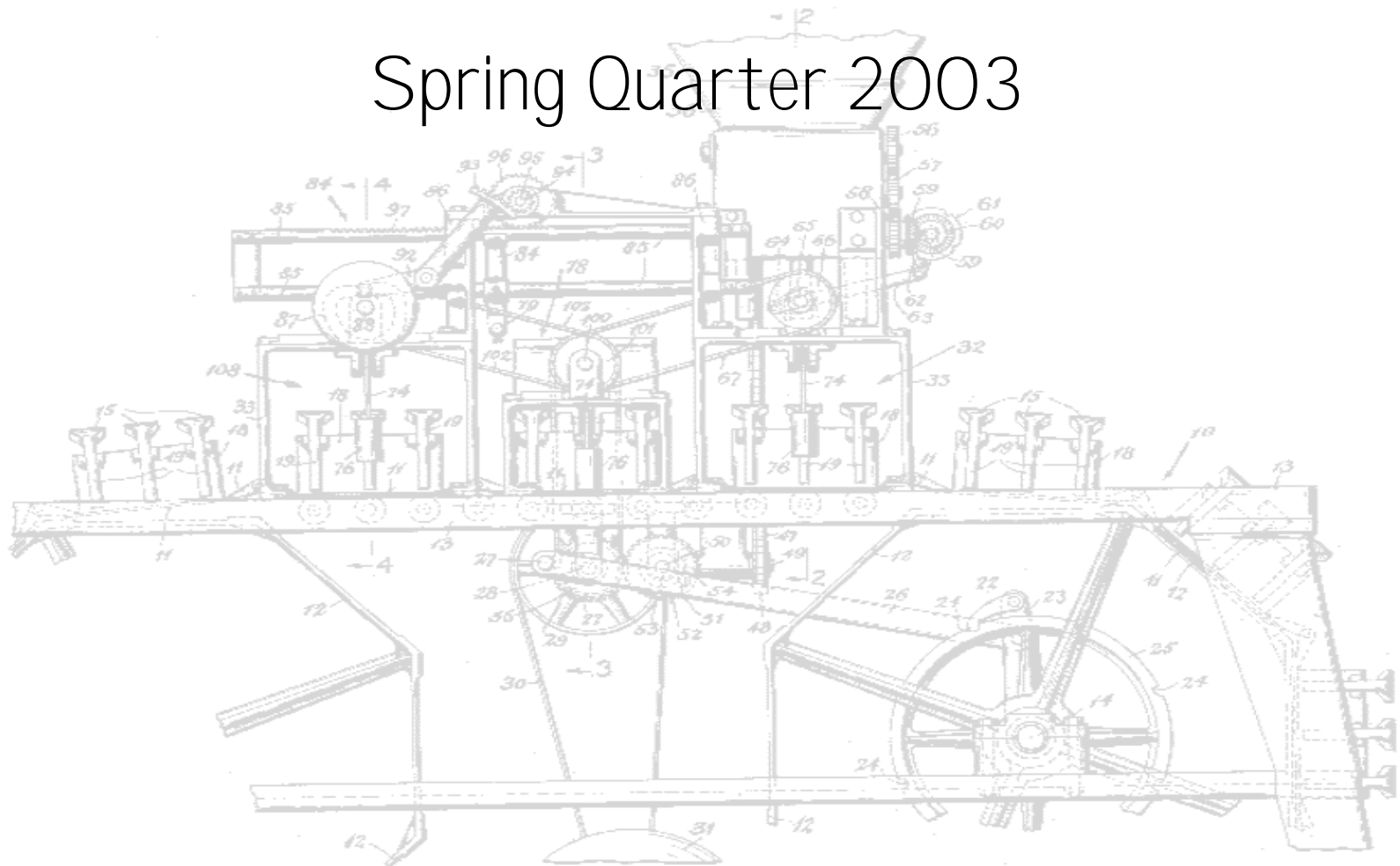


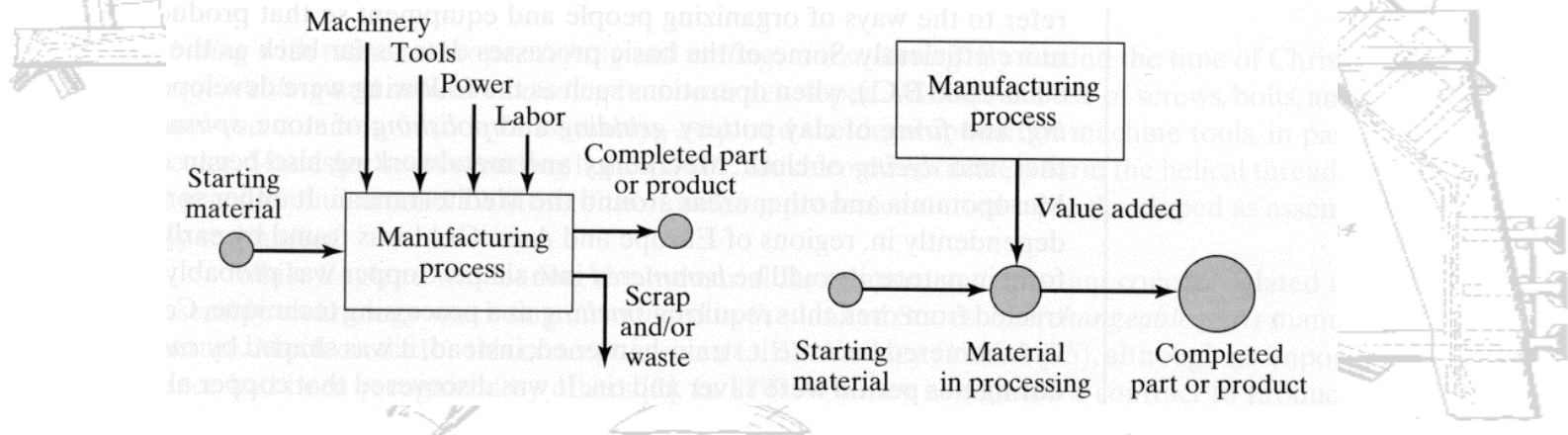
ENGR480 MANUFACTURING SYSTEMS

Spring Quarter 2003



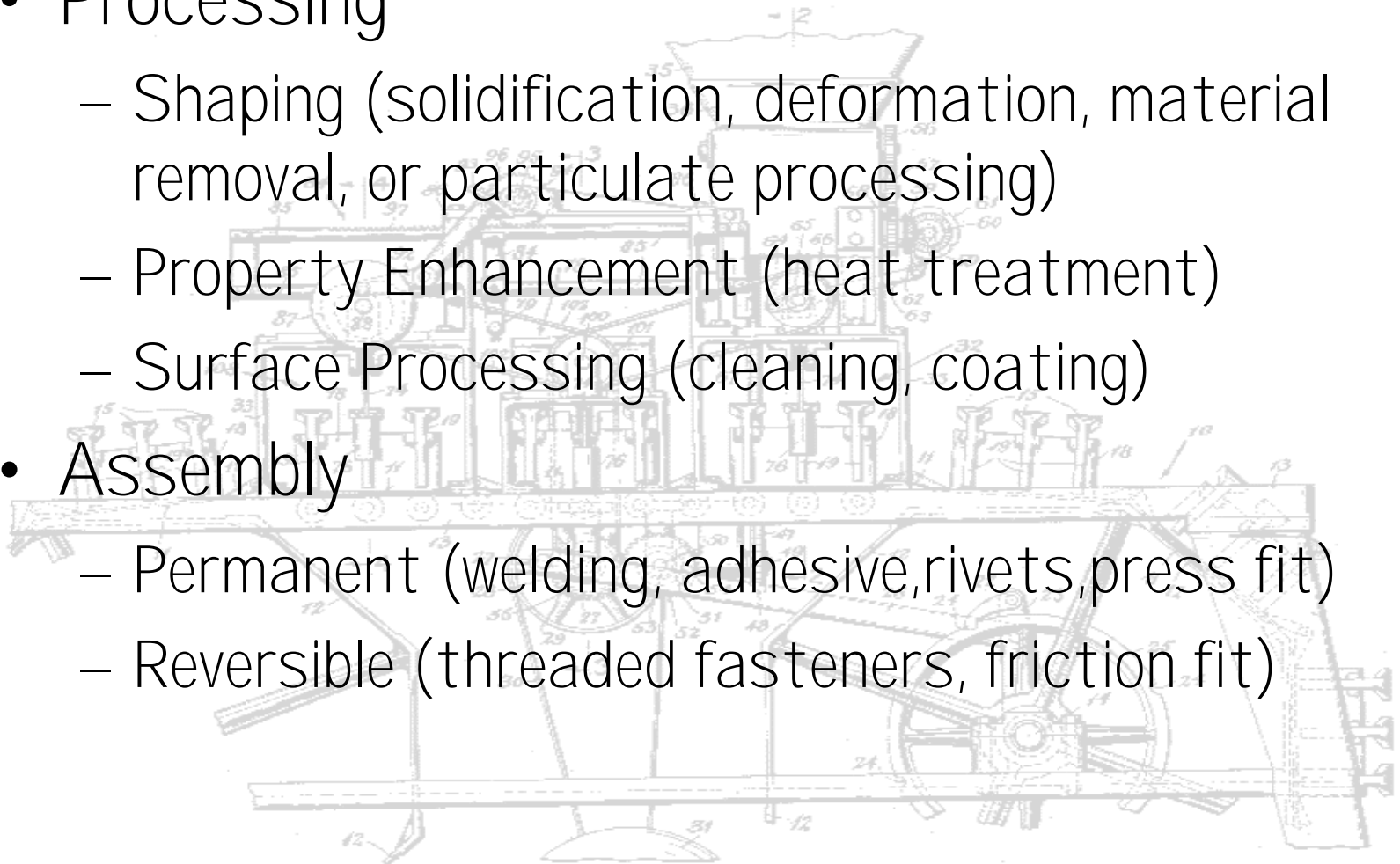
WHAT IS MANUFACTURING?

- Man-u-fac-ture: To make or process a raw material into a finished product, esp. by means of a large-scale industrial operation.
- From Latin manu + factus: by hand, to make



MANUFACTURING OPERATIONS

- Processing
 - Shaping (solidification, deformation, material removal, or particulate processing)
 - Property Enhancement (heat treatment)
 - Surface Processing (cleaning, coating)
- Assembly
 - Permanent (welding, adhesive, rivets, press fit)
 - Reversible (threaded fasteners, friction fit)

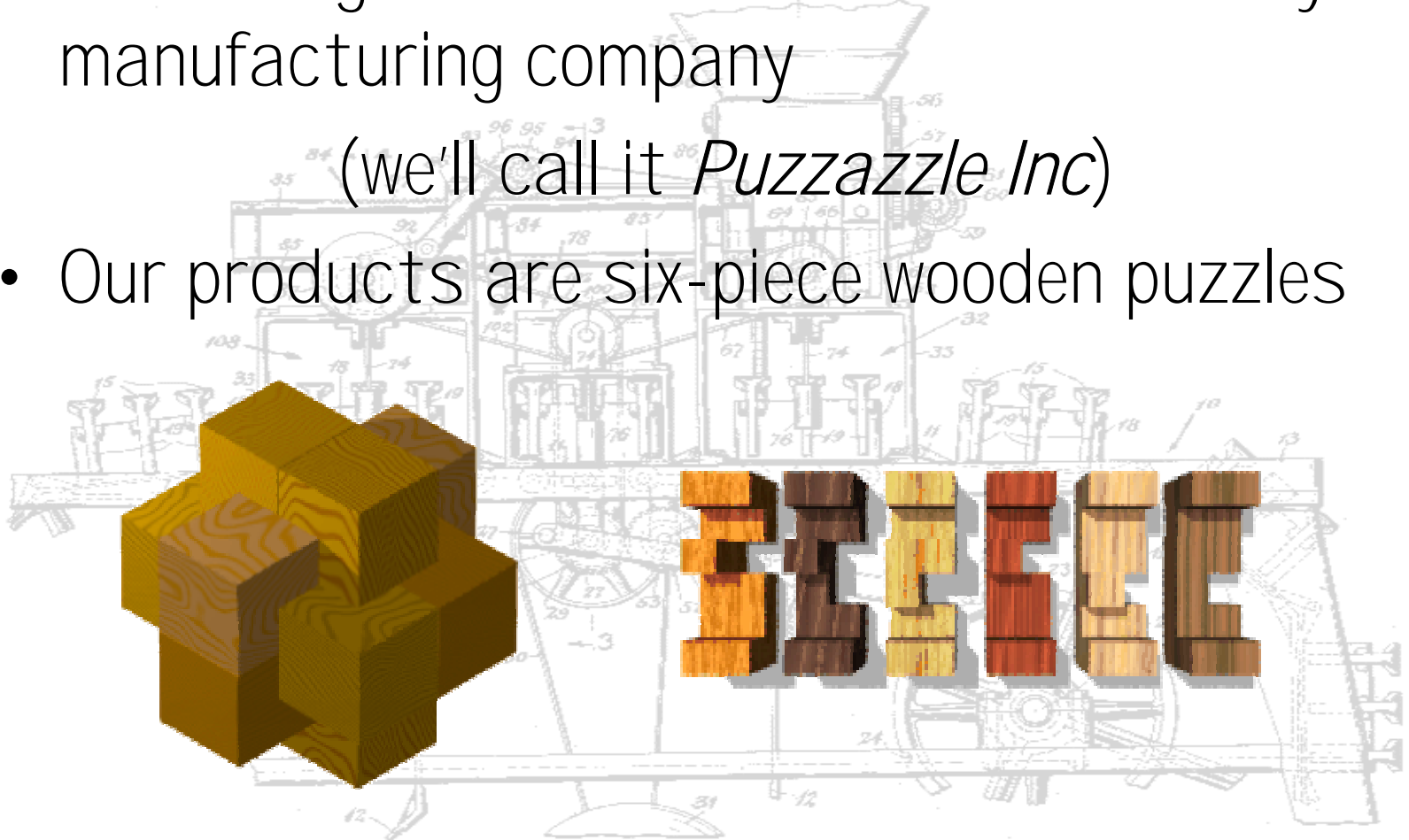


SHORT HISTORY OF MANUFACTURING

- 3000BC: Egyptian and Korean sand casting
- 1000BC: Iron age began
- 26BC: Egyptian lathe turning
- 1770AD: Steam engine, industrial revolution
- 1801: Interchangeable parts
- 1911: F.W.Taylor's "Principles of Scientific Management", Henry Ford's mass production
- 1980's: Concurrent engineering and TQM
- 2000: Virtual corporations & global commerce

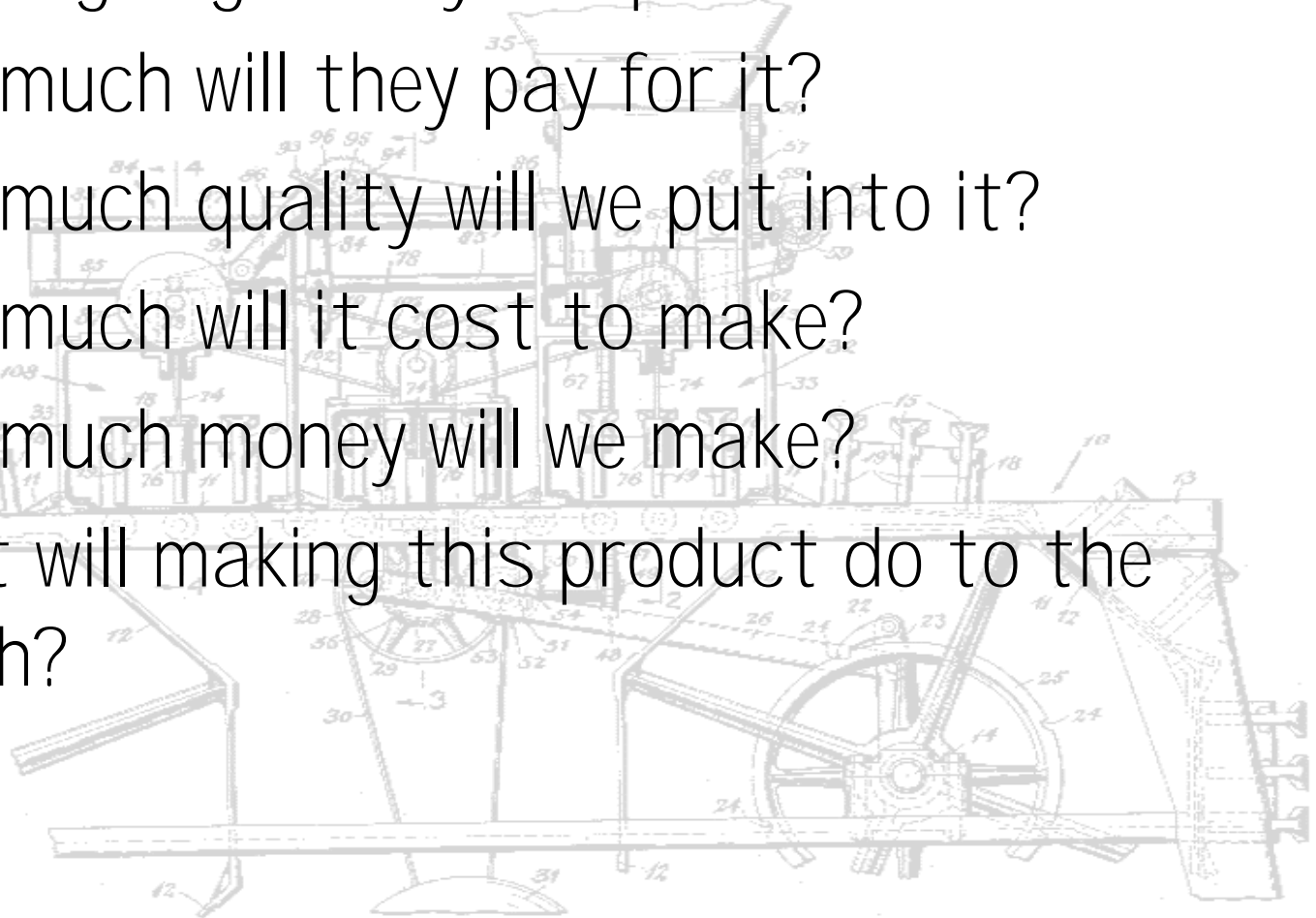
OUR MANUFACTURING COMPANY

- You thought this was a class – it is really a manufacturing company
(we'll call it *Puzzazzle Inc*)
- Our products are six-piece wooden puzzles



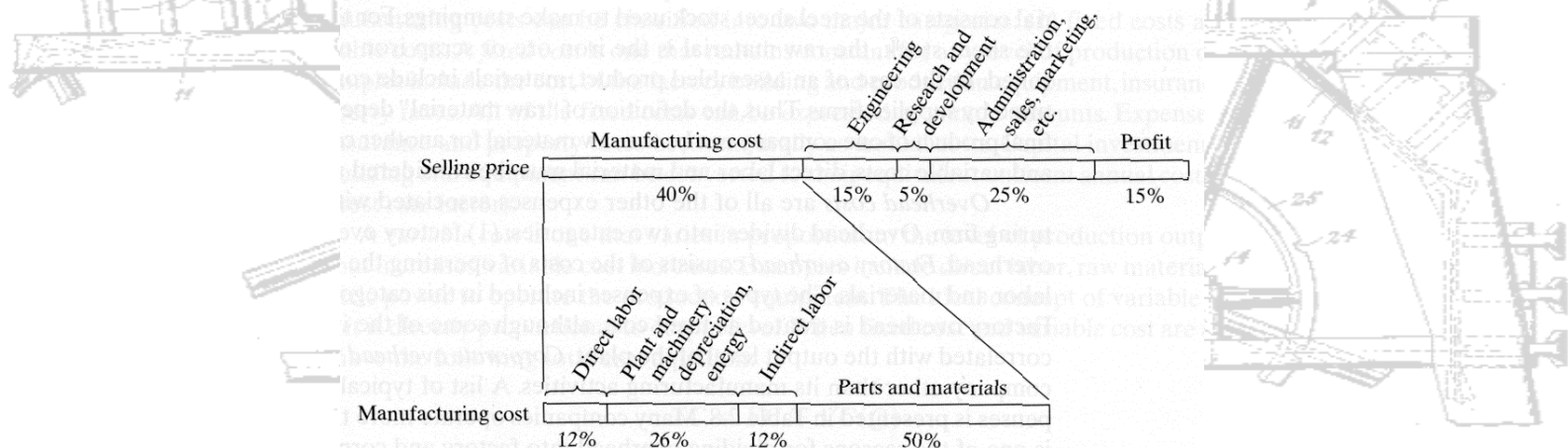
SOME QUESTIONS A MFG'R NEEDS ANSWERED

- Who is going to buy our product?
- How much will they pay for it?
- How much quality will we put into it?
- How much will it cost to make?
- How much money will we make?
- What will making this product do to the Earth?



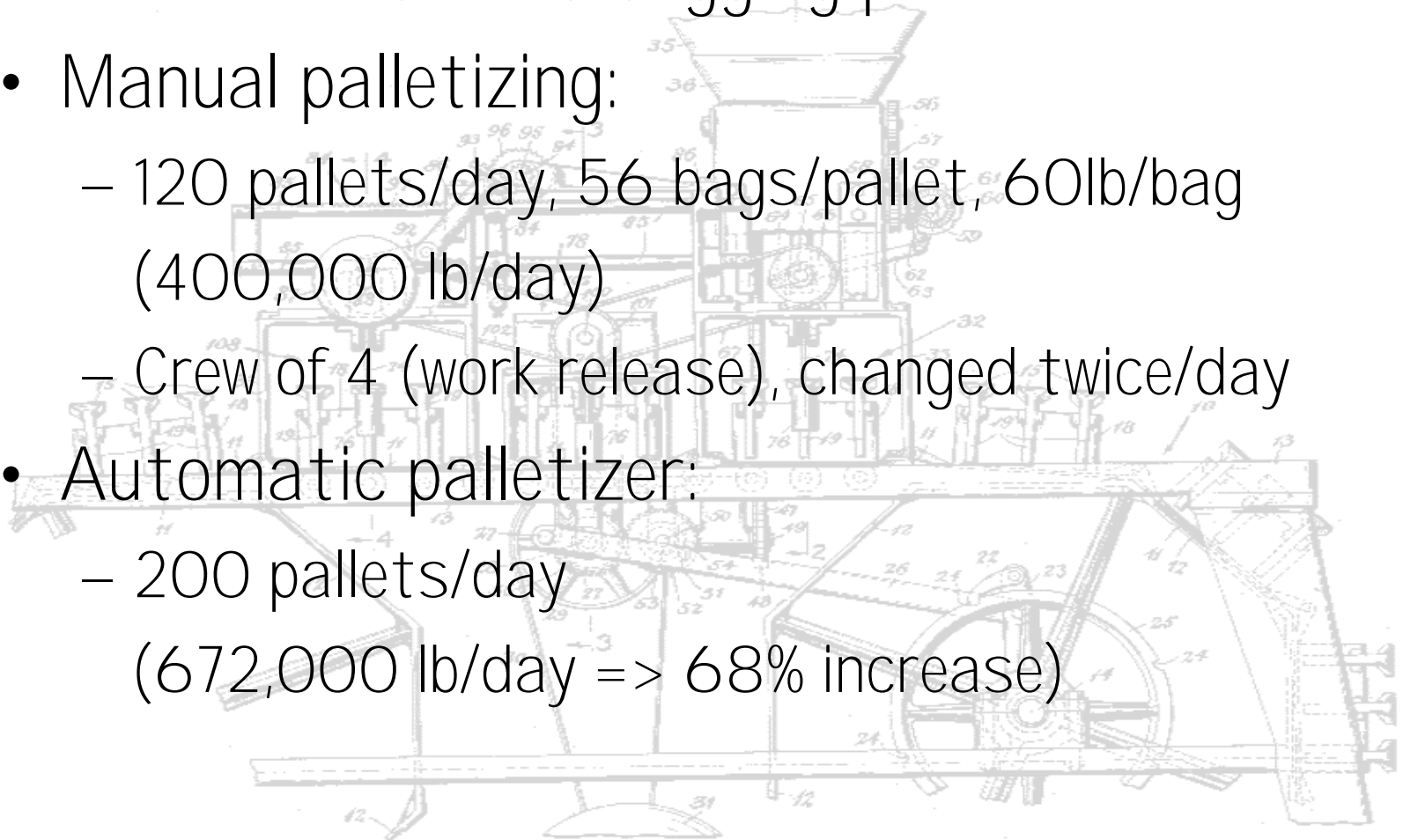
THE NEXT QUESTIONS

- Will we make 1 or 1,000,000 units?
- Is this a “consumable” or a major asset?
- How long a development time can we afford?
- How much should we invest in production efficiency for this product?



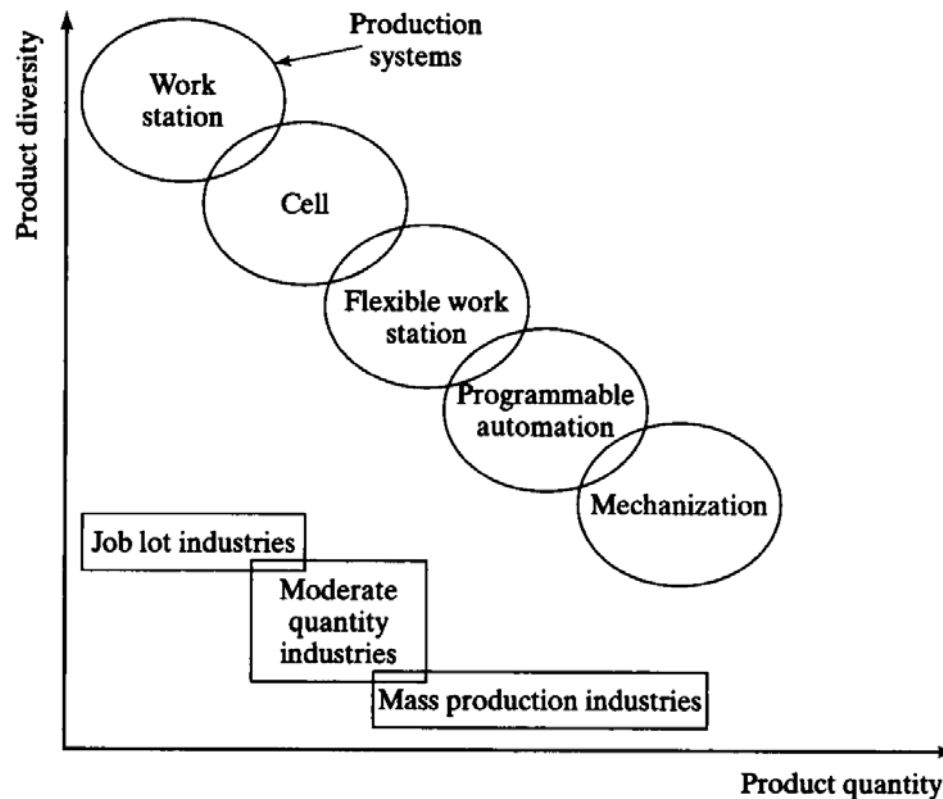
CASE HISTORY: FORGE INDUSTRIAL

- Cement and sand bagging plant
- Manual palletizing:
 - 120 pallets/day, 56 bags/pallet, 60lb/bag (400,000 lb/day)
 - Crew of 4 (work release), changed twice/day
- Automatic palletizer:
 - 200 pallets/day (672,000 lb/day => 68% increase)



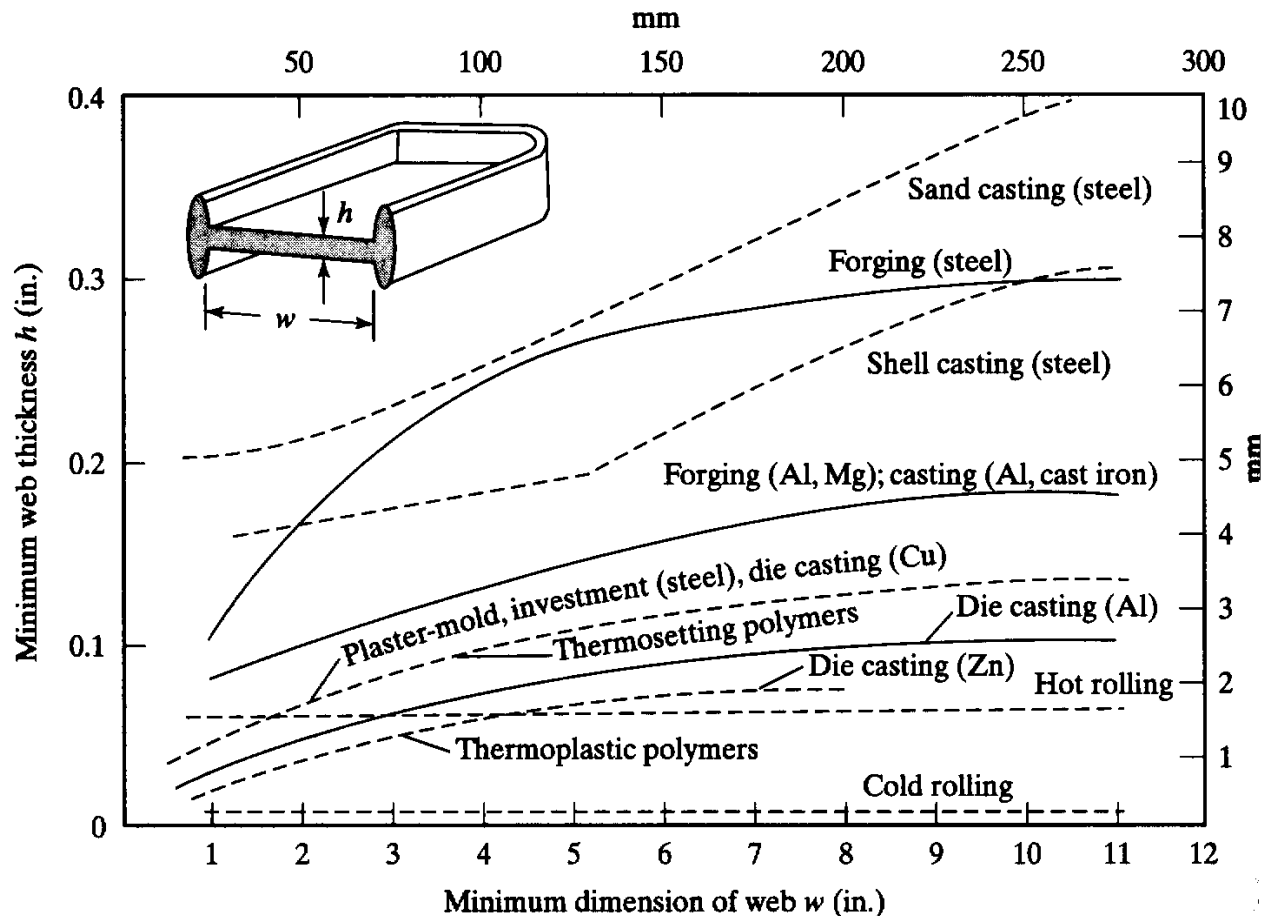
ANALYZING THE PRODUCT

- What is the required production rate?



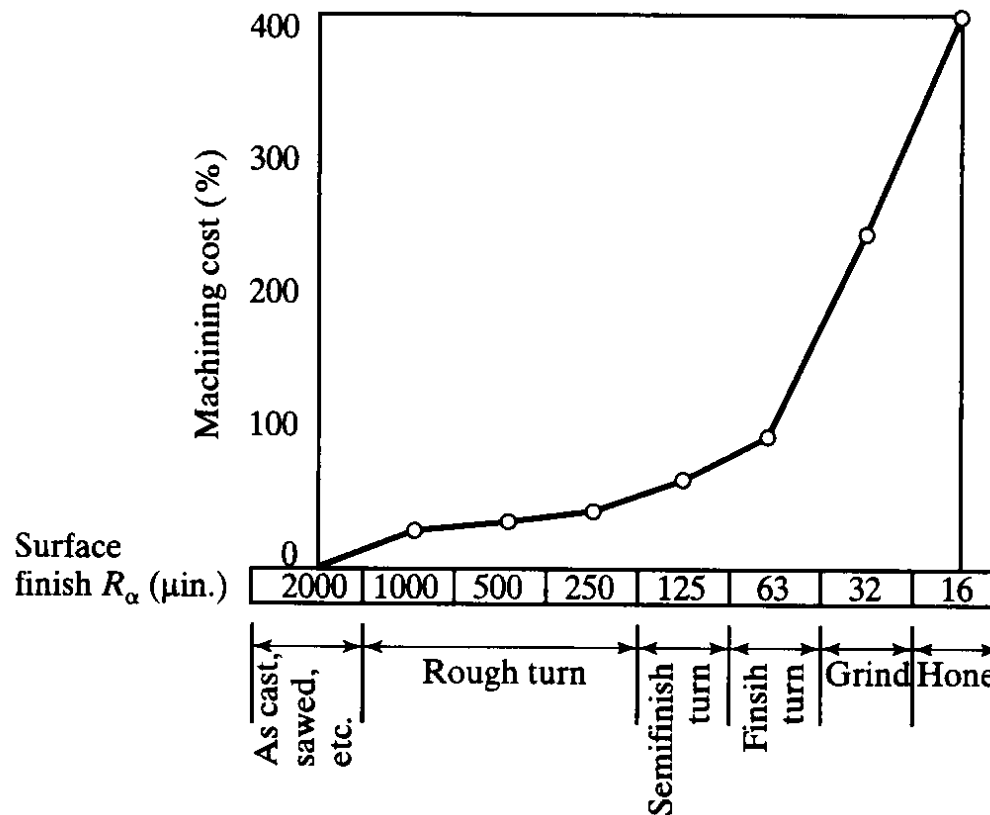
ANALYZING THE PRODUCT

- What are the materials and dimensions?

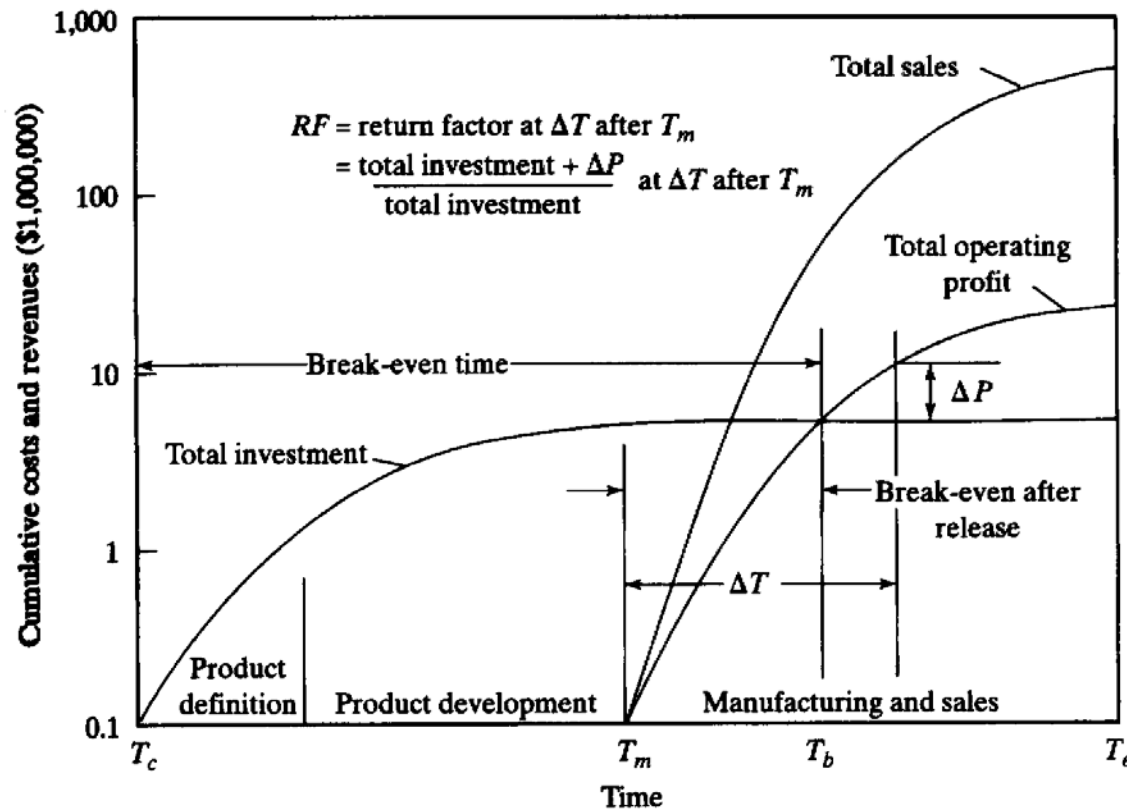


ANALYZING THE PRODUCT

- What are the required tolerances?

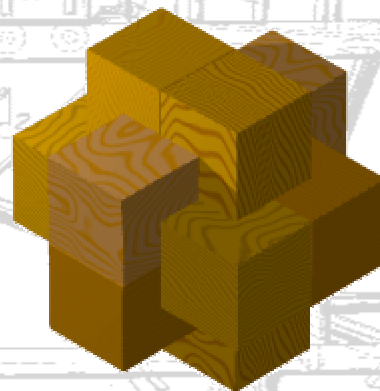


PROFIT POTENTIAL



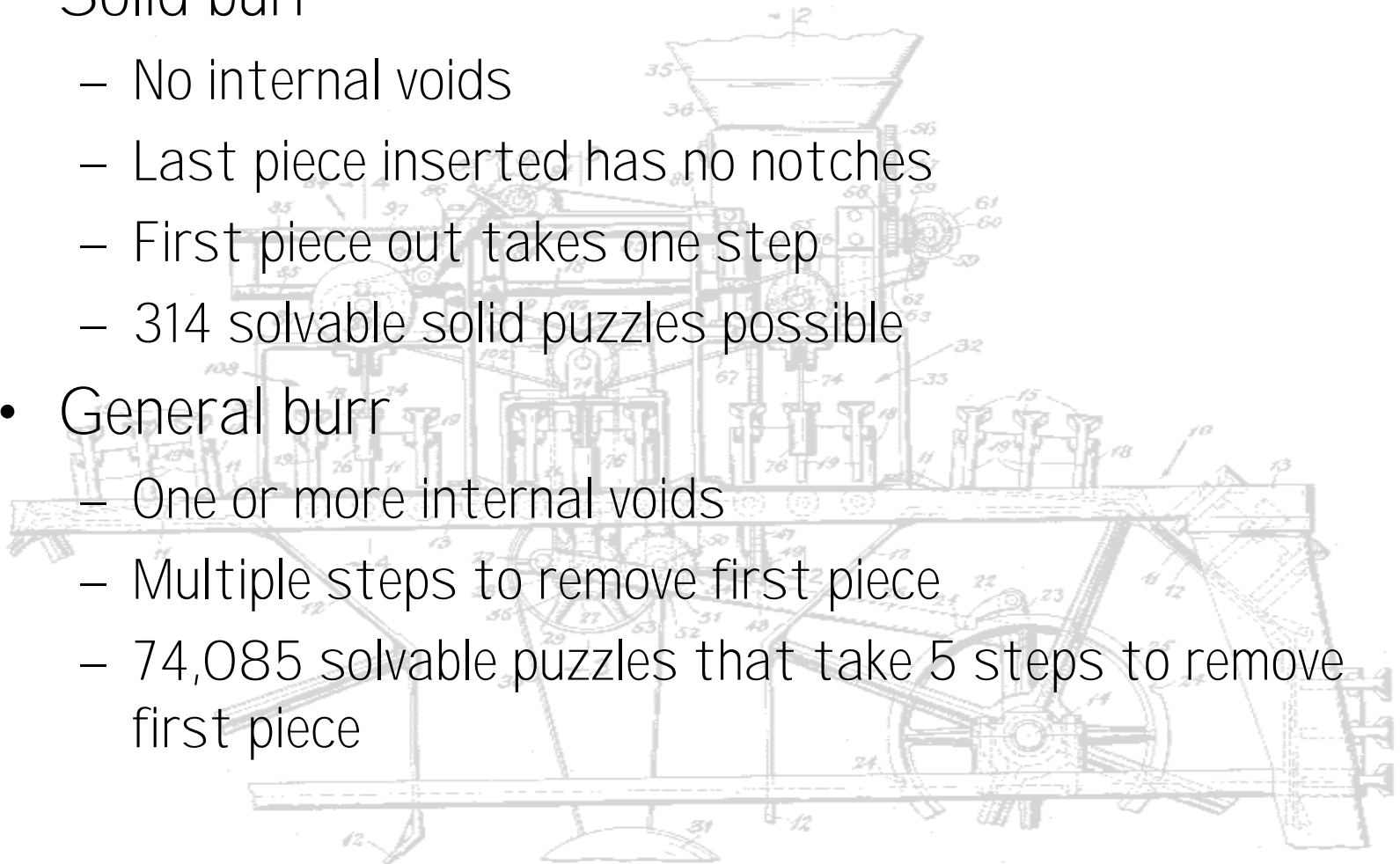
OUR PRODUCT

- Six-piece Wooden "Burr" Puzzle
- Production Rate of One Puzzle/minute
(batches of fifteen puzzles)
- Raw material is $3/4"$ x $3/4"$ hardwood strips,
lengths of 2.25", 3", 3.75", or 4.5"
(6,8,10,or 12 units)

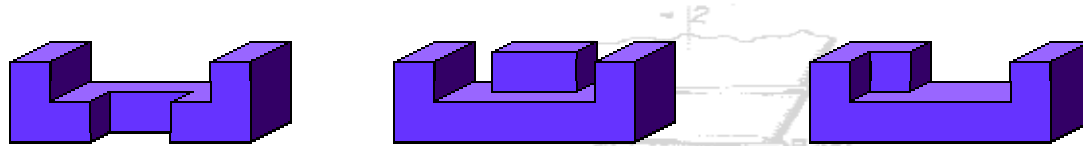


SOLID AND GENERAL BURRS

- Solid burr
 - No internal voids
 - Last piece inserted has no notches
 - First piece out takes one step
 - 314 solvable solid puzzles possible
- General burr
 - One or more internal voids
 - Multiple steps to remove first piece
 - 74,085 solvable puzzles that take 5 steps to remove first piece



NOTCHABLE, MACHINABLE, AND GENERAL PIECES



- We only need to produce notchable pieces
- There are 59 notchable pieces, of which 25 are needed to make solid burrs.
- IBM Research – Buzz Puzzles site:

<http://www.research.ibm.com/BuzzPuzzles/>

