		UNEV Facu								
		Study pro								
		1 ST LEVEL OF ST	EVEL OF STUDIES 4 ST YEAR							
Course title										
Department Code		t of Mechanical constructions and Engineering Design Course status Semester			ECTS					
МАФ-1-2-МС-02-2-099-8-5-2-1-1		1-1	Elective			5				
Professor		Biljana Marković, full professor								
Teaching assistant	Aleksija Đurić - te	<u> </u>		lin hours in	Coefficient of student					
Number of hours (per		week)	semester)			workload S _o				
2 L	<u>Е</u> 1	1 LE	L 2*15*S₀	E 1*15*S₀	LE 1*15*S₀	S₀ 1.4				
			2 10 00	1 10 00	1 10 00	Тт				
		ours in semester 5 = 60 hours			's workload (in ho 1*15*S₀ + 1*15*	ours in semester) S₀ = 84 hours				
				= 144 hours in ser						
		1. Introduction to the possibilities and limitations of the application of information technology in the process								
		of product development; 2. Acquiring the ability to apply the methods of geometric modeling, product modeling and programming in								
Student learning	PD.									
objectives		3. Enabling students to apply virtual product development independently and on scientific principles;								
		 Introducing students to relevant software packages used in product development; Acquiring knowledge of the principles of product design in a virtual reality environment, making virtual 								
		nd performing vari			intual rounty on the	ionnont, making virtaal				
Conditionality	Basic of constructions									
Teaching methods	Lectures,	Lectures, exercises, graphic exercises, computer exercises, laboratory exercises and team work								
Content of the course by weeks	 Introduction: Virtual product development requirements. Fundamental concepts of virtual product development. Application of CAD and Cax. Limitations and the future of virtual product development. Geometric modeling: Introduction. Types of geometric models. Parametric models. Current use of CAD. Associative modeling. Examples of geometric modeling. Product modeling: Introduction. product information modeling. Modeling product. Modelineation via feature. Application of product modeling. Examples of product modeling. Integrated, Distributed and Collaborative Systems: An Introduction. Concepts of data exchange and interoperability. Data exchange in neutral formats: SAT, STEP, IGES, VDAFS. Computer-assisted teamwork. Team and study research work. Input data and zs Seminar paper through which the student will apply the acquired knowledge on a real product. Information Systems: Product Lifecycle Management (PLM). Product Data Management (PDM). Computer-Aided Manufacturing and Rapid Prototyping: An Introduction. Classes of fast technologies. The process of rapid prototyping. Types, methods, tools for rapid prototyping; Rapid prototyping technology. The process of making tools quickly. Computer-aided manufacturing (CAM). Application of rapid prototyping and CAM. Conclusion. Rule-based systems. The life cycle of the knowledge system. Software packages for knowledge systems. Defense and discussion of a seminar paper. Results of teamwork, distributed teamwork, communication in virtual product development. Means and methods of communication in distributed virtual projects. Computer components for VR. The hardware structure of VR devices, division and principles of operation. 									
Required literature										
Authors B. Marković		Name Script – VPD	Name of the publication, publisher		2020.	Pages -				
			Additional literature			-				
Authors		Name	of the publication		Year	Pages				

					-				
Obligations, forms of knowledge check and assessment		Type of student evaluation		Points	Percentage				
				E . E	100/				
	attendance at lectures / exercises Seminar paper			<u>5+5</u> 20	10% 20%				
	Colloquium I and II + Written exam			20+20	40%				
		final exam (oral / w	ritten)	30	30%				
	Total			100	100 %				
Web page	http://www.maf.ues.rs.ba/PDF_za_sajt/MKRP2017/VirtueIni%20razvoj%20proizvoda.pdf (in Serbian language)								
Date of certification									