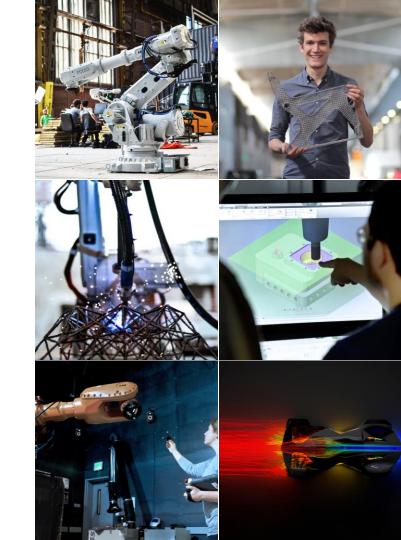


THE FUTURE OF MAKING IS HERE, BRINGING WITH IT RADICAL CHANGES IN THE WAY THINGS ARE DESIGNED, MADE, AND USED.



CONSUMER DEMAND





MEANS OF PRODUCTION





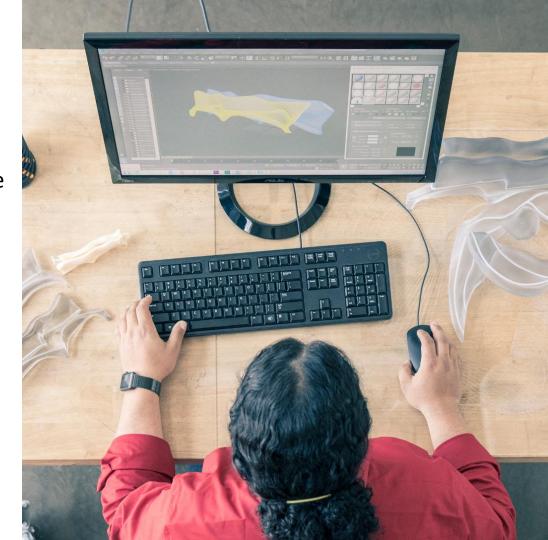
THE FUTURE IS NOW!

GENERATIVE DESIGN
TECHNOLOGY NOW
AVAILABLE WITHIN
FUSION 360



EXISTING BARRIERS TO INNOVATION, PRODUCTIVITY & PROCESS

- Limited time to ideate/conceptualize
- Teams are constrained by engineering expertise
- 3. Downstream processes not considered during design
- Late-stage changes are cost prohibitive



AUTODESK GENERATIVE DESIGN

Autodesk generative design is a design exploration technology. Simultaneously generate multiple CAD-ready solutions based on real-world manufacturing constraints and product performance requirements.

































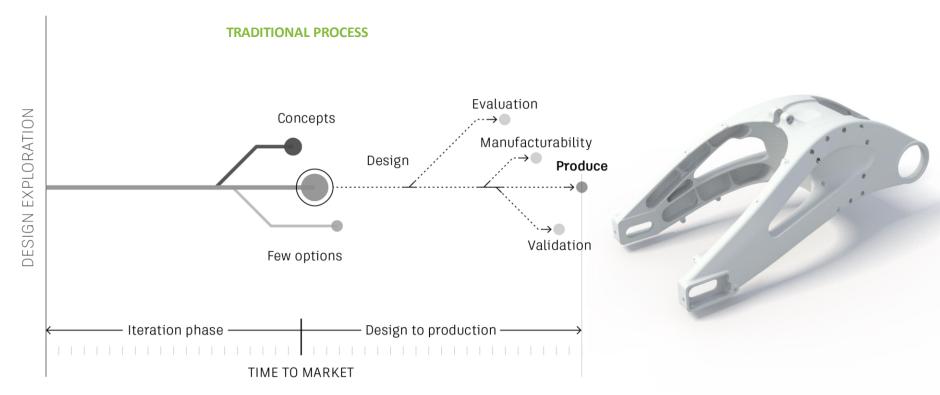




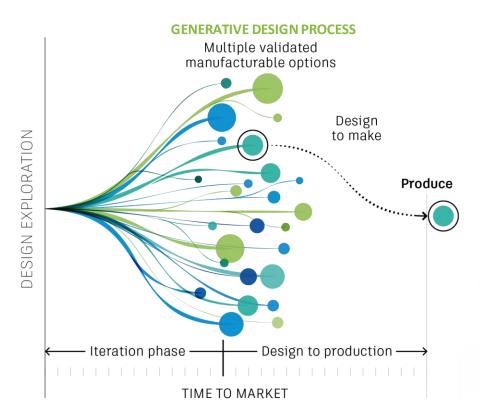




HOW DOES AUTODESK GENERATIVE DESIGN HELP THE PRODUCT DEVELOPMENT PROCESS?



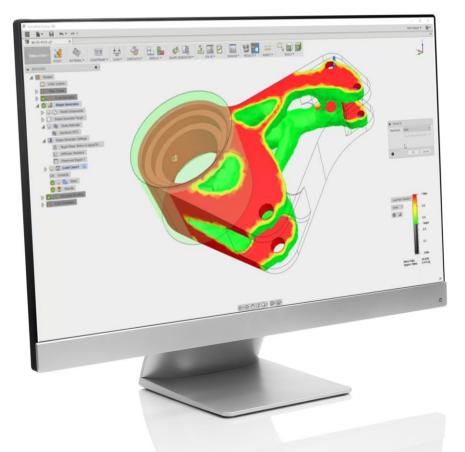
HOW DOES AUTODESK GENERATIVE DESIGN HELP THE PRODUCT DEVELOPMENT PROCESS?





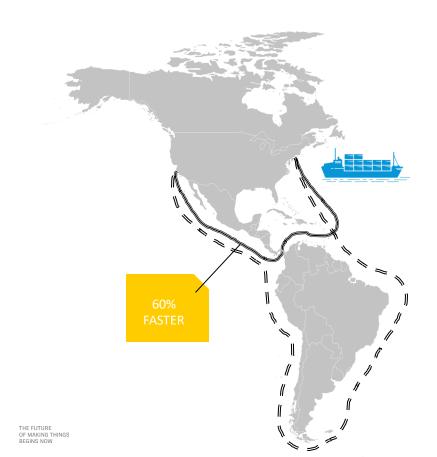
TOPOLOGY OPTIMIZATION

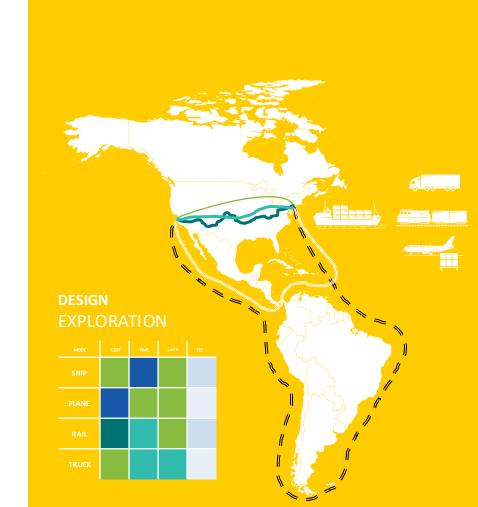
A related technology



- Generally used to achieve light-weighting goal
- Represents one solution, totally dependent on accuracy of confinement
- Typically not manufacturing-aware
- Autodesk provides this technology within Fusion 360

HOW IS AUTODESK GENERATIVE DESIGN DIFFERENT?



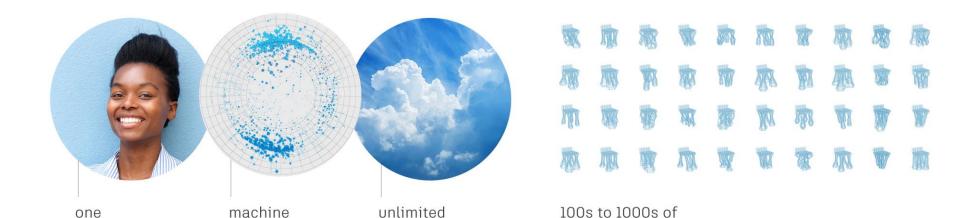


THERE ARE <u>MULTIPLE PRACTICAL</u> <u>OUTCOMES</u> FOR A DESIGN PROBLEM



THE NEW WAY

Computer and designer/engineer unite as co-creators



cloud-computing

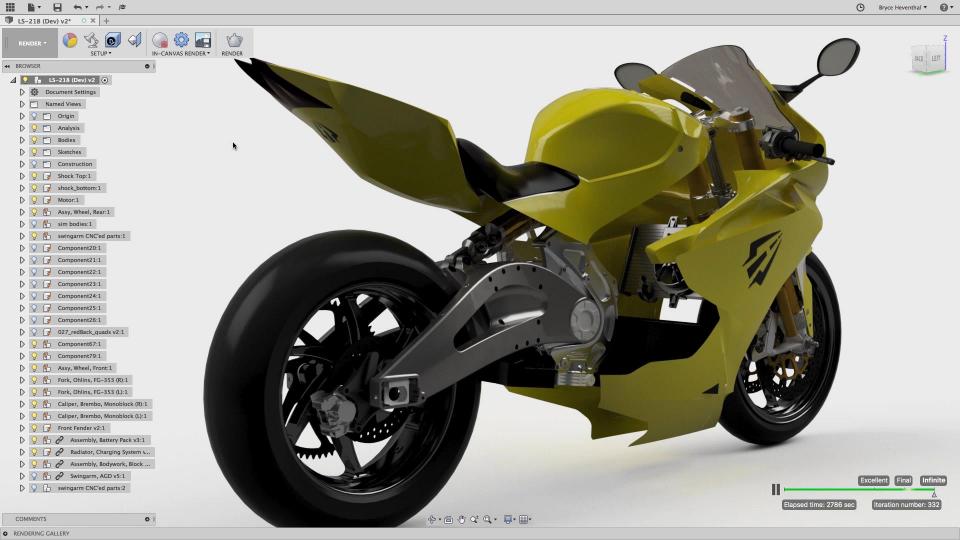
power

human

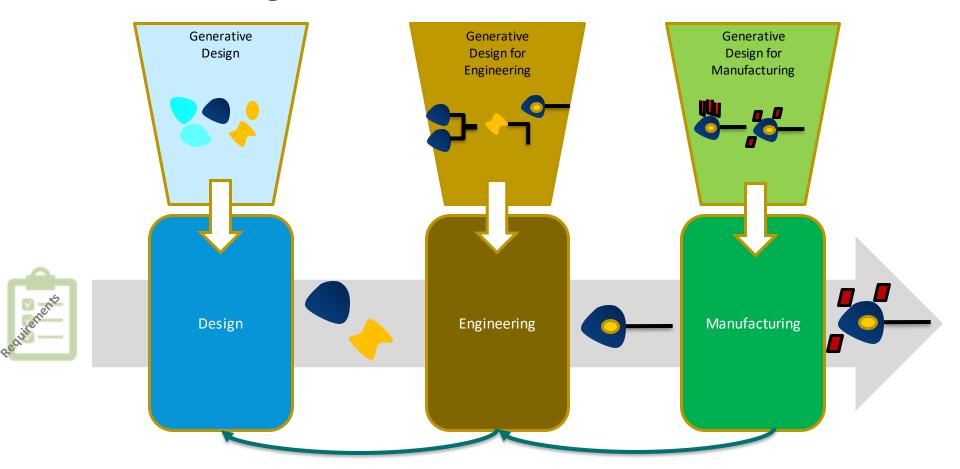
learning

algorithims

design options



Generative Design: Into the Future





Make anything...

TOPOLOGY OPTIMIZATION

A Comparison

TOPOLOGY OPTIMIZATION

- Requires "expert" user to invest time in fully confining the problem
- Typically a light-weighting goal
- Only represents one solution, totally dependent on accuracy of confinement
- Typically is not manufacturing-aware

GENERATIVE DESIGN

Explorative methodology that has a goal-driven approach

All viable outcomes are presented to the user

User can do tradeoffs for performance (go beyond light-weighting)

Manufacturability is taken into account during ideation



