

List of IDs for the communications presented at the JCM2018 Conference

ID_PAPER	Title
01-001	Efficiency and reliability of gravity die casting models for simulation based design
01-002	Integrating sustainability in product development projects
01-003	Methodology for a Sustainable Design of Product-Service Systems
01-004	Human factors assessment for comfort and safety in the XCAT powerboats rules
01-005	Development of a low-cost wearable prevention system for musculoskeletal disorders using inertial measurement unit systems
01-008	Fingers' biomechanical analysis with smartphone user tests
01-009	An impact testing machine development for helmets according to several standards
01-010	Well planned obsolescence and the eco-design
01-012	Experimental and numerical study of the self-loosening of a bolted assembly
01-013	A new approach for machine-tool architecture selection at preliminary design stage
01-015	Measurement Device Design: Multipurpose Rain Gauge
01-016	Multifunctional device for bicycles
01-017	Experimental evaluation of a FE model for the analysis of a complex thin-wall CFRP structure
01-018	Modeling and development of a prosthesis inspired by the anthropometry of the hand
01-019	Adaptation in the design of a weighing lysimeter for use in potato crops
01-020	Identification of the main contributors in the 3D tolerances assessment in mechanical transmissions
02-001	Agustin de Betancourt's double-acting steam engine: Geometric modeling and virtual reconstruction
02-002	Geometric Modeling of Gas Turbine Blade Cooling Structures
02-003	A virtual kinematic design of dental restorations using reverse engineering
02-004	Design of an interactive web using graphics for simulating and assessing visual impact in sustainable building projects
02-005	Topology optimization Additive Manufacturing-oriented for a biomedical application
02-006	A Reverse-Engineering Approach for the Management of Product Geometrical Variations during Assembly
02-007	Free-state shape of aeronautical components for assembly simulation
02-008	Fusion of terrestrial laser scanning and RPAS image-based point clouds in Mediterranean forest inventories
02-009	Analysis of the virtual facebow transfer by using a facebow fork. An in vitro study
02-010	Methodology for the 3D Reconstruction of Industrials Facilities using Photogrammetry
02-011	A BIM model from Reality Capture data
02-012	Visual Impact Assessment for offshore wind farms along the Cantabria coast
02-013	Symmetry in Regular Polyhedra seen as 2D Möbius Transformations: Geodesic and Panel Domes arising from 2D Diagrams
02-014	A multimodal Virtual Reality set-up for human-centred design of industrial workstations
02-015	Graphic survey and 3D virtual restoration of a 17th century watch tower: Navidad Tower (Cartagena, Spain)
02-016	Effect of the matte powder coating in the 3D optical precision of the measurement of a conical feature
02-017	Design of a two arms exoskeleton as haptic device for virtual reality applications
02-019	CFD simulations of filter houses for power plant gas turbine: evaluation of differences between 2D and 3D models
02-020	3D organic modeling using hybrid techniques with polygons.
02-021	Study of the cylindrical symmetry materials dependence with the temperature in a nonlinear heat transfer by network method.
02-022	Exploiting Augmented Reality to display technical information on Industry 4.0 P&ID
02-023	A design approach to support BIM for the interior modeling
02-026	A procedure for cutting guides design in maxillofacial surgery
02-027	An Integrated Approach for Shape Optimization with Mesh-Morphing
02-028	Cad-based method for integrated product design and robotic process development of car chassis
02-029	Fragment alignment and integrity reconstruction of ancient bronze statues: the case study of the Principe Ellenistico
02-032	Review of industrial design optimization by genetic algorithms
03-001	Additive Manufacturing on textiles with low-cost extrusion devices: adhesion and deformation properties
03-002	Defining scanning trajectory for on-machine inspection using a laser-plane scanner
03-003	Use of Additive Manufacturing on Models for Sand Casting Process
03-004	CAE approach for the design and optimization of an exoskeleton for the hand
03-005	An analytic hierarchy method for anticipating the selection of the supplying strategy at the design stage
03-006	Approach to the management applied to the Periodical Technical Inspection (PTI) stations in the context of Industry 4.0
03-007	Influential parameters in plunge milling for titanium alloy Ti-6Al-4V
03-008	A model-based approach to support the design of mold heating for composites
03-009	A decision theory approach to support action plans in cooker hoods manufacturing
03-010	New issues for workers safety in the Factory of the future
03-011	3D model representation and data exchange for Additive Manufacturing
03-013	Applying high speed video to optimize the performance of milling tools
03-015	Numerical evaluation of residual stress induced by reaming of aluminium 2024-T351
03-016	A knowledge-based augmented reality tool for managing design variations
03-018	Design process for Additive Manufacturing: the choice between virtual model and prototype in the analysis phase
03-019	Investigation of aluminum alloys properties during helical roller burnishing through finite element simulations and experiments
03-020	Topological optimization of a structural naval component manufactured in FDM
03-021	Modelling of Remanufacturing System for Advancing Circular Economy
03-022	STEP-based process information models for additive manufacturing: application to fused deposition modelling
03-023	The influence of build orientation on the flatness error in artifact produced by Direct Metal Laser Sintering (DMLS) process
03-025	New customized elbow orthosis made by Additive Manufacturing
04-001	Novel procedure for designing and 3D printing a customised surgical template for arthrodesis surgery on the sacrum
04-002	Accuracy assessment of CT-based 3D bone surface reconstruction
04-003	Comparative study of mussel shells using 3D scanning
04-004	VR Medical treatments. A fifteen years statistical overview
04-005	Geometry modelling of regular scaffolds for bone tissue engineering: a computational mechanobiological approach
04-007	Parental perception enhancement through interaction with 3D printed fetal face models
04-008	System of precision osteotomy in bone reconstruction surgery: PUVACO
04-009	Modelling fossils with FEM to infer feeding biomechanics of a flying reptile from the Lower Cretaceous of La Rioja, Spain
04-010	3D Simulation of hazelnut chopping – A geometrical study compared with experimental results
04-011	Surgical planning in shoulder prostheses with 3D reconstruction and customized 3D guides
04-012	Finite element study of a threaded fastening: the case of surgical screws in bone
04-015	Combined urban furniture designed by a bio-inspired approach
04-016	Tumor reconstructive surgery assisted by scale models using 3D printing
04-017	Porous scaffold design based on minimal surfaces: development and assessment of variable architectures
04-018	Early keratoconus detection by Patient-Specific 3D modelling and geometric parameters analysis
04-019	Study of Morpho-Geometric variables to improve the diagnosis in Keratoconus with Mild Visual Limitation
05-001	Eco-ideation workshops: Definition and requirements.
05-002	Modular design: Opportunities for product design. Case analysis.
05-003	Is the design a vector to be considered in the agri-food industry? An interprofessional analysis in Andalusia (Spain)
05-004	Characterization of an adhesive bonding between a thermoplastic composite and vulcanized rubber under a shear stress
05-005	Description of Moisture Thermal Patterns in Concrete for Thermal Inspection Method by Infrared Thermography
05-006	Joint development of video mapping contents on the industrial & cultural heritage of Zaragoza (Spain)
05-007	Service Design and Sound: an exploration in oncological treatment room
05-008	Form and function: functional optimization and Additive Manufacturing
05-009	New bottling machine for different glass jar geometries in continuous processes
05-010	Moving away from the basic, adopting a new approach to the creative process
06-002	Proposal about the introduction of the soft skills in the teaching of product development
06-003	Which didactic methodology is the most appropriate for my subject?
06-004	Integrated approach to the innovation of technical drawing teaching methods
06-005	Are we training our novices towards quality 2D profiles for 3D models?
06-006	An analysis of Supervised Practices as a didactic Methodology in the subject of Graphic Expression in Engineering
06-007	Content Management System for the dissemination of research results on Agustin de Betancourt' historical inventions
06-008	WebGL for the dissemination of research results on Agustin de Betancourt' historical inventions
06-009	Free software usage in subjects of the Industrial Design and Product Development Engineering Degree
06-010	Education for the Industry of the Future (IoF) with the 3D Experience Platform
06-011	A guide for learning design practice
06-012	Improving spatial abilities and comprehension in Technical Drawing students through the use of innovative activities and augmented
06-013	Implementation of Learning by doing method in the Graphical Engineering field
06-014	Project-based Learning of CAD/CAE Tools for the Integrated Design of Automatic Machines
06-016	Collaborative and Inverse Engineering as methods of teaching innovation for 3d modeling in Graphic Engineering.
06-017	Fostering non-technical Skills for Future Engineers: Labour Reality in the Graphic Expression Subject