

Lecture Notes in Mechanical Engineering

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Advances in Design Engineering II

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Lecture Notes in Mechanical Engineering

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Preface and Acknowledgements

The INGEGRAF 2021 Conference originates as the 30th International Conference on GRAPHICS ENGINEERING “Digital Engineering, its application in Research, Development and Innovation. Engineering and digital transformation in education”.

INGEGRAF 2021 has been organized by the Department of Graphical Expression and Graphics Technologies Research Center of the Universitat Politècnica de València. Cutting-edge topics in Product Design and Manufacturing, Innovative Design; and Computer-Aided Design were especially encouraged.

The list of topics (and subtopics) covered in the present edition is the following:

- Product design & development: Green engineering & Eco-design; User-centred design; Product lifecycle-based design; Robust design, reliability & maintenance; Modelling and simulation-based design; Ergonomics & human factors; Global product development.
- Computer-aided design and interactive design: Virtual Approaches for Interactive Design; Virtual prototyping-based design; CAD, CAE, IFC and BIM; Image processing and analysis; Geometric modelling and analysis; Reverse Engineering; Virtual and Augmented Reality.
- Manufacturing and industrial process design: Integrated/Advanced Manufacturing; Manufacturing Process and Production Management; Rapid Prototyping; Additive Manufacturing; Flexible assemblies; Remanufacturing; Industry 4.0.
- Graphical bioengineering: Biomechanics; 3D Modelling of biological structures; Computer-aided methods for pathologic diagnosis; Emotional engineering; Biomimicry for product design; Simulation and visualization of biological systems.
- Innovation in Design: Creativity & innovation methods; Collaborative engineering; Intellectual and Industrial Property Management; Design & Research Methods.
- Teaching – learning in Graphic Engineering: Teaching on Graphic Expression; Theoretical & applied geometry; Graphic Design; New approaches in teaching/learning process; Project-based Learning; Interactive 3D Modelling.

- Engineering and Construction: Sustainable Building. Sustainable Construction; Building Information Modelling; Photogrammetry and Remote Sensing; Geo-information. Data Capture; Virtual environments. Augmented Reality in AEC; Urban regeneration; Heritage and territory. Industrial Heritage Conservation.

We would like to thank our main organizer/institutions and the rest of the sponsoring/collaborating companies and institutions for their support and grants.

We would also like to express our gratitude to the members of the different committees for their support, collaboration and good work. Thanks to all reviewers for their selfless effort reviewing contributions, which positively influenced the quality of the final papers presented at the conference.

Last but not least, thanks to all the participants of INGEGRAF 2021.

October 2021

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Contents

| | |
|--|----|
| Engineering and Construction. New Methodologies BIM | |
| Digital Representation of the Terrain Associated with an Archaeological Site: Case Study of the ‘Baker’s House’ in Torreparedones | 3 |
| Paula Triviño-Tarradas, Diego Francisco García Molina, Rafael Hidalgo Fernández, and Irene Cáceres Criado | |
| Monitoring Industrial Plants from BIM Models with Extended Reality | 11 |
| Ana Carrera-Monterde, Valentin Gomez-Jauregui, Cristina Manchado, and César Otero | |
| Development of a System for Using Transcranial Doppler Monitoring with Virtual Reality Head Mounted Displays | 20 |
| Beatriz Rey, Almudena Palacios-Ibáñez, Jose M. Monzo, and José Tembl | |
| Requirements of a Common Data Environment (CDE). Study Case of VIRCORE | 30 |
| Silvia Odriozola, Cristina Manchado, Valentin Gomez-Jauregui, and César Otero | |
| IFC for Infrastructures: New Open Standards for Intelligent Data | 38 |
| Ayoub El-Amraoui-Farssi, Valentin Gomez-Jauregui, Cristina Manchado, and César Otero | |
| The Digital Simulation of the Visual Impact of Power Lines as a Tool to Optimize the Design of the Power Line Network | 46 |
| Jacinto Santamaría-Peña, Eduardo Martínez-Cámara, Félix Sanz-Adan, and Efrén Tarancón-Andrés | |

Product Design and Development

| | |
|--|-----|
| Study of the Interlayer Behaviour of 3D Printing Materials and Optimisation of an Application | 57 |
| David Ranz, Ramón Miralbes, Diego Bernal, and José Antonio Gómez | |
| Study of the Application of Gyroid Structures in Cyclist Helmets | 64 |
| Ramón Miralbés, David Ranz, and Saul Higuera | |
| Comparison of Tools for Simplified Life Cycle Assessment in Mechanical Engineering | 71 |
| Mylène Pongérard, Flavien San Augustin, and Manuel Paredes | |
| Conceptual Design Using Virtual Reality: Case Study with Portable Light | 81 |
| Lucía Rodríguez-Parada, Miguel-Ángel Pardo-Vicente, Alejandro Sánchez-calle, and Pablo Pavón-Domínguez | |
| Applying Sustainable Design in the Production Process of Cash Management Machines | 91 |
| José Ignacio Valero, Anna Biedermann, Natalia Muñoz, Enrique Lacasa, and José Luis Santolaya | |
| Geometrical Study of the Barrel Stave in a Procedure of Restitution of the Original Flat Shape | 100 |
| A. Conde Fernández, E. Zurita de la Vega, P. Vila Lameiro, and P. Tato-Sánchez del Valle | |
| Geometric Inspection in Surfboard Manufacturing by Using Reverse Engineering and 3D Inspection Tools | 107 |
| Xabier Amezua, Eneko Solaberrieta, Xabier Garikano, Angel Perez, Florencio Fernandez, and Mikel Iturrate | |
| Custom Fit Overgrips for Bats Used in Different Basque Pelota Modalities | 114 |
| Xabier Amezua, Eneko Solaberrieta, Xabier Garikano, Mikel Iturrate, Jose-Antonio Oriozabala, and Iñaki Martin | |
| Adjustment of Friction Models in Elastomers Using the Finite Element Method and Model Updating Techniques | 120 |
| Saúl Íñiguez Macedo, Asier Rodríguez San Miguel, Enrique Fernández Martínez, Manuel Rubio Sampedro, Álvaro Pérez-Sala, Ignacio M. Larráyo, Rafaél Peláez Cristóbal, Fátima Somovilla Gomez, María Ángeles Martínez Calvo, Marina Corral Bobadilla, and Rubén Lostado Lorza | |
| Design of an Ergonomic and Inclusive Hairdresser's Washroom | 128 |
| María Alonso-García and Almudena Palacios-Ibañez | |

Manufacturing and Industrial Process Design

Fixing Elements Localization in Aircraft Large Structures Using Machine Learning Techniques 139
 Leandro Ruiz, Alejandro Gómez, Sebastián Díaz, José M. González, and Francisco Cavas

Design of an Autonomous Monitoring System for Oceans 147
 Javier Sánchez, Luis Mízquez, Roberto Casas, and Teresa Blanco

Graphical Bioengineering

José Lapayese’s Silk-Twisting Lathe: Approach to Its Geometric Modelling and 3D Digital Restitution 157
 José Ignacio Rojas-Sola and Manuel Hurtado-Expósito

José Lapayese’s Silk Thread Winding Machine: Approach to Its Geometric Modelling and 3D Digital Restitution 166
 José Ignacio Rojas-Sola and Manuel Hurtado-Expósito

Analysis of Clinical Thermal Images for the Detection of Circulatory Pathologies and Venous Insufficiency 173
 Francisco José Soto Lara, Manuel Damián Marín Granados, Juan Franquelo Soler, and Francisco Javier Salgado Fernández

Design of a Neurosurgery Training Simulator with Additive Manufacturing to Practice the Suture of the Dura Mater 182
 Paz Morer-Camo, Jacobo Paredes-Puente, Marcos Llorente-Ortega, and Xabier Unamuno-Iñurritegui

Semiautomatic Modeling of Bone Tissue from Medical Image for Finite Element Method Based Biomechanical Studies 191
 Álvaro Pérez-Sala, Rafael Peláez, Fátima Somovilla Gomez, María Ángeles Martínez Calvo, Marina Corral Bobadilla, Saul Íñiguez Macedo, Asier Rodríguez San Miguel, Enrique Fernández Martínez, Manuel Rubio Sampedor, Rubén Lostado Lorza, and Ignacio M. Larráyo

Analysis of the Use of Genetic Algorithms in the Design of Models and Graphical Techniques for Early Detection, Diagnosis, and Characterization of Clinical Pathologies 201
 Francisco L. Sáez-Gutiérrez, José S. Velázquez, Jorge L. Alió del Barrio, Jorge L. Alió, and Francisco Cavas

A New Method for Measuring Angular Variations Caused by High Heels in Sagittal Plane of Tibiotalar and Metatarsophalangeal Joints During Gait 208
 Jose S. Velázquez, Francisco L. Sáez-Gutiérrez, Amanda Robau-Porrúa, Arsenio M. Iznaga-Benítez, and Francisco Cavas

Studying the Fluid-Structure Interaction in a Computational Model of the Human Eye During Non Contact Tonometry Tests 217
Osiris de la Caridad Núñez-Chongo, Claudia Muñoz-Villaescusa, Alfo José Batista-Leyva, and Francisco Cavas-Martínez

Euclid’s Elements: Geometric Figures in the Copy of the Yuso Monastery, in San Millán de la Cogolla (Spain) 229
Sergio Rojo-Vea, Jacinto Santamaría-Peña, and Félix Sanz-Adán

Variable Complexity Corneal Surfaces Characterization by Modal Geometrical Reconstruction Methods: Comparative Study 237
Alejandro Ballesta, Jorge Alió, Jose Miguel Bolarín, and Francisco Cavas

Innovation in Design

Exploring Novel Teaching Methods for Design and Engineering Students in the Field of Nanomaterials. 251
María Isabel Rodríguez-Ferradas, Aitor Cazón-Martín, and Paz Morer-Camo

Artisanal Idea Generation as a Creative Method in Higher Education 260
Mar Melgarejo-Torralba, Dolores Parras-Burgos, and Daniel G. Fernández-Pacheco

State of the Art of the Impact of Emerging Technologies in Product Design 268
Laura Diago Ferrer

Teaching – Learning in Graphic Engineering

Spatial Skills Training Proposal in Virtual Reality Learning Environments 277
Javier Salgado Fernández, Francisco José Soto Lara, and Manuel Damián Marín Granados

Automatic Evaluation of Facility Layouts Through Graph Matching 284
Lucía Díaz-Vilariño, José Luis González-Cespón, José Antonio Alonso-Rodríguez, and Antonio Fernández-Álvarez

Complete and Automated Generation of Configurable Virtual Prototypes of Products Based on Parameterization Tools and Rules. Application to a Case Study 294
Virgilio Véliz Vega, Francisco Albert Gil, and Nuria Aleixos Borrás

Competences Assessment and Gamification Strategies to Incentive Students 302
Faust Séculi, Fernando Julián, F. Xavier Espinach, and Manel Alcalà

Learning 3D Design Applied to the Recovery of Historical Aeronautical Heritage 309
 Laura García-Ruesgas, Francisco Molero-Garrido, and Ignacio Rosales-Silván

Graphic Interpretation of Surfaces with the Support of Augmented Reality as a Training Complement in Engineering Studies 318
 Dolores Parras-Burgos, Mar Melgarejo-Torralba, Francisco J. F. Cañavate, and Daniel G. Fernández-Pacheco

The Role of Graphic Design in Perceived of Enjoyment in Online Education 327
 Benyamin Soleimani and Larisa Dunai

Development of an Application for the Automatic Evaluation of the Quality of 3D CAD Models 337
 Inmaculada Pou Schmidt, Alejandro Rodríguez Ortega, Francisco Albert Gil, and Nuria Aleixos Borrás

Application of Convergent Technologies in Teaching: Flipped Classroom and Augmented Reality 345
 Irene Sentana-Gadea, Juan Llorca-Schenk, and M^a Carmen Díaz-Ivorra

BIM Workflows in the Classroom: A Topographical and Earthworks Experience with Autodesk Revit[®] and AutoCAD Civil3D[®] 358
 Jacinto Santamaría-Peña, Sergio Rojo-Vea, and Félix Sanz-Adán

Topographic Levelling from the Point of View of Active Learning Using the Flipped Classroom Model 366
 Elidia Beatriz Blázquez-Parra, Daniel López Granero, Francisca J. Castillo Rueda, Laia Miravet-Garret, M. Carmen Ladrón de Guevara-Muñoz, and Francisco David Trujillo-Aguilera

Didactic Strategy Based on Experimental Process and Physical Manipulation for a Meaningful Learning of the Dihedral System 375
 Jon Mikel Cabezas Escaño, Itziar Gonzalez Gurrutxaga, María Lozano Chico, Jose Antonio Oriozabala Brit, and Lorena Ugarte Soraluze

Assembling a Reducer Using VR 384
 Óscar D. de-Cózar-Macías, Fernando Gómez-Hermosa, José Luis Martínez-Torres, and Jorge Pérez-García

Design Learning Adaptation of Sheet Metal Elbows to Covid 19 Pandemic 390
 María Gloria Del Río-Cidoncha, Rafael Ortiz-Marín, Alfonso Martínez-Del Río, and Juan Martínez-Palacios

Peer-Assessment for Student Learning and Empowerment in the Subject “Design Workshop I” 398
Laura Diago Ferrer, Jorge Sierra Pérez, and Eduardo Manchado Pérez

The Use of Graphical Communication in Academic Documents. 404
Antonio M. Carretero Diaz, M. Luisa Mtz Muneta, David Díaz-Gutiérrez, Rodrigo Pérez-Fernández, Jessica Díaz Fernández, Javier García-Martin, and M. del Mar de la Fuente García-Soto

Applying Visual Thinking Techniques in Engineering Education 415
Alfonso Martín Erro, María Luisa Martínez Muneta, and Ángel Antonio Rodríguez Sevillano

Methodology for the Virtualisation of Engineering Drawing Exercises for Use Through Extended Reality 423
Paula Triviño-Tarradas, Alejandro Mohedo Gatón, Pilar Carranza Cañadas, Enrique Burgos-Ladrón de Guevara, Francisco Javier Mesas-Carrascosa, and Rafael Enrique Hidalgo Fernandez

Coordination of Subjects of the Product Design Mention 433
B. Micó-Vicent, J. Jordán-Nuñez, J. Gisbert Paya, and A. Molina-Picó

Motivational Activity for Presentation Techniques 439
J. Jordán-Nuñez, B. Micó-Vicent, A. Molina-Picó, and M. Moncho-Santonja

Author Index 445