Ca' Foscari University of Venice
VENICE SCHOOL OF MANAGEMENT

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D3VeRo

Projects funded by Veneto Region

Project	D3VeRo, 3D Printing in the Artistic VEtro sector to Relaunch and innOvate the production chain
Acronym	D3VeRo
Website	https://www.euteknos.it/post/-Progetto-D3VeRo
Call	'per il sostegno a progetti di Ricerca e Sviluppo realizzati dalle Reti Innovative Regionali e dai Distretti Industriali - ASSE 1 "RICERCA, SVILUPPO TECNOLOGICO E INNOVAZIONE" - OBIETTIVO SPECIFICO "Incremento dell'attività di innovazione delle imprese" - AZIONE 1.1.4 "Sostegno alle attività collaborative di R&S per lo sviluppo di nuove tecnologie sostenibili, di nuovi prodotti e servizi" - DGR n. 822 del 23 giugno 2020'
Duration	28 months - from 09/09/2020 to 30/12/2022
Scientific Coordinator	Maurizio Massaro
Research team	Maurizio Massaro, Giorgia Berton, Valerio Zaminato
VSM role	Project partner
Budget (total)	€ 1.890.462,50
Budget assigned to Ca' Foscari	€ 83.732,04
Abstract	The D3VeRo project (3D Printing in the Artistic Glass Sector to Relaunch and InnOve the Production Chain) aims to re-launch and strengthen the competitive capacity of the glass supply chain, with particular attention to the characteristics that distinguish the production processes and the Art of the Murano Glassmakers, one of the most important regional production areas, which has been giving lustre and prestige to the Veneto region and the whole of Italy for centuries. The project involves various enabling technologies in the area of 'Smart Manufacturing' and 'Creative Industries'. It is developed through a collaboration between leading exponents in the field of research and industrial implementation of the various technologies involved: additive technology, (3D printing), materials engineering, mechanics/mechatronics.

	The research involves the sector of the Veneto art glass industry, which has centuries-old traditions in our region, and, more generally, the world of creativity and design, through the development of an interactive and safe model, with a view to the pandemic emergency, of combining, interacting and creatively proposing glass and mineral compositions by means of additive manufacturing. The aim of the project is the development of an innovative production system that allows, on the one hand, the collection, study and processing, by means of ad hoc developed algorithms, of technical-chemical information coming from new materials, binders and production processes in the artistic glass industry, and on the other hand, to connect, through the development of a special prototype platform, artists, glass masters, designers and the complex chain of creativity with the production processes themselves, orienting it towards improvement and multiplying its potential and dissemination in the territories.