

المصنع الافتراضي كمستحدث لدعم عمليات التصميم والتدريب داخل منظومة الفنون
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**The Virtual factory as an innovator to support design and training
processes within the applied arts system**

م.د/ هيثم إبراهيم الحديدي

المدرس بقسم التصميم الصناعي – كلية الفنون التطبيقية – جامعة دمياط

م.د/ محمد مرتضى الجوهري

المدرس بقسم الخزف – كلية الفنون التطبيقية – جامعة دمياط

Abstract:

The Arab Republic of Egypt is undergoing a period of transition that requires an essential change in the developmental and intellectual priorities in the field of education and training. The overlapping and integration of information technology and communication technology have led up to a massive technical change that has a significant impact on various aspects of human activity.

The research invites for a new proposal, the creation of Virtual-Factory, as one of the main and effective pillars of the IT-based design education system. Where, there is a powerful relationship between education with its different patterns and levels and human development through distance training. Learning is a tool to build Human element, which provide him to unleash his energies, develop his abilities, create innovations, refine his skills, and give him the knowledge and techniques that are necessities for the process of intellectual and mental creativity.

The virtual reality is one of the most prominent of computer technologies that is so exciting and evolving, because it is the typical way which helps the student to discover and live in virtual factories exactly as the real world within the normal factories, through the programs of provided information where, it is a world that simulates the real world.