



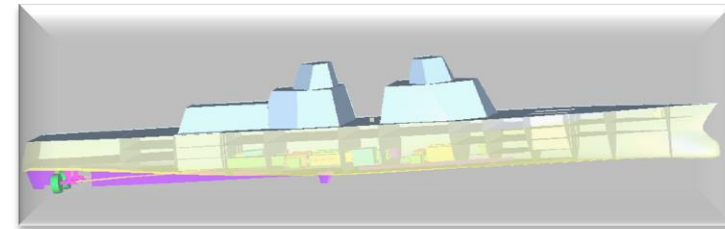
Department Overview Brief



Jon Etxegoien,
Department Head

Mission:

- *Provide full-spectrum Naval Architect and Engineering expertise and tools to design, engineer, and integrate surface, combatant craft, and undersea vessels as total systems*
- *Enable sub-system improvements by assessing their effectiveness and affordability at the system level and from a total life cycle perspective*
- *To conduct hydromechanics research, development, testing, and evaluation for the U.S. Navy, government agencies and marine and related industries*



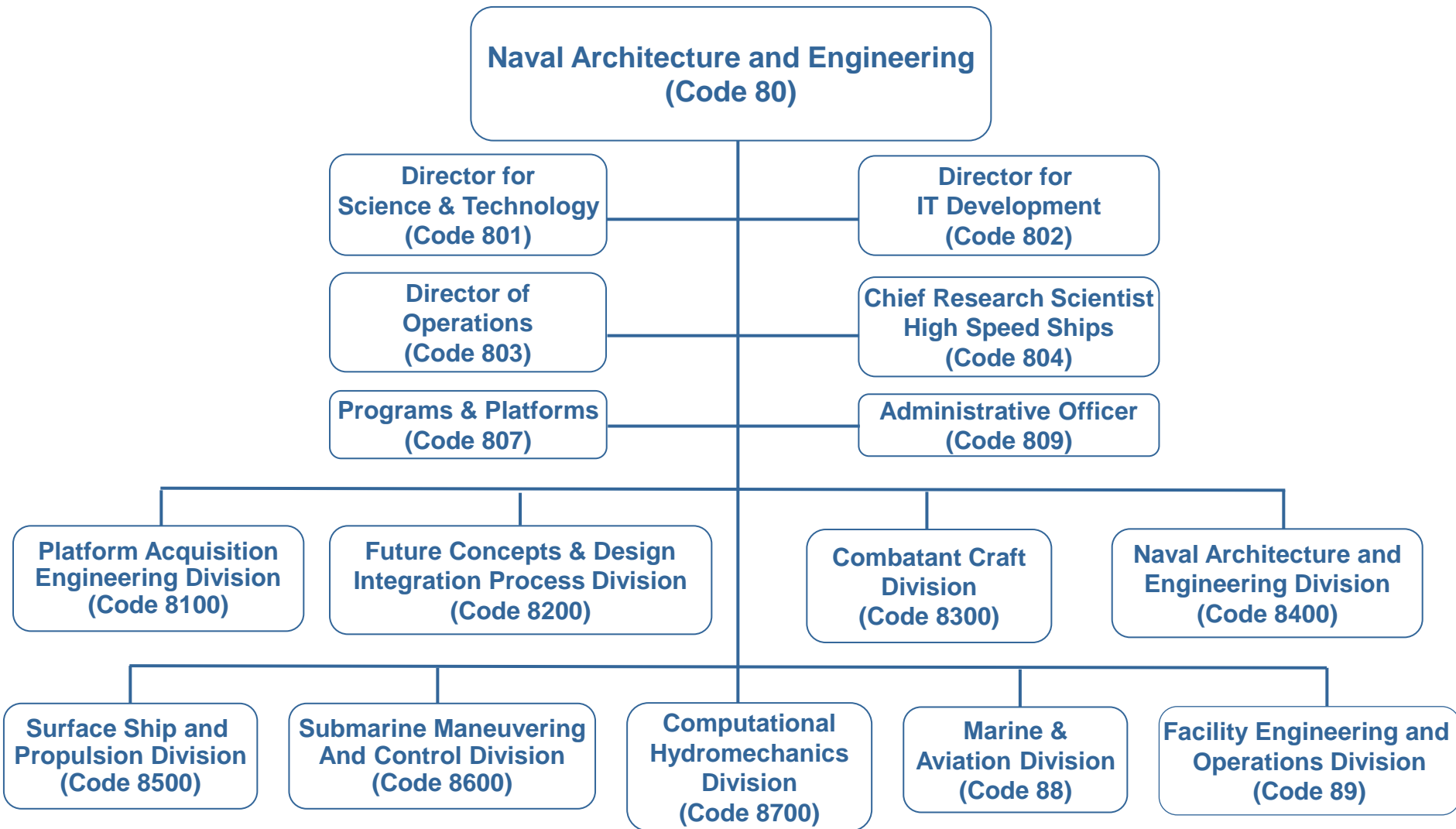
What we do:

Perform research, engineering and naval architecture on surface and submarine vessels, combatant craft, and unmanned systems in the areas of hull forms; propulsion; platform dynamics; hydrodynamics; and conceptual, preliminary, & contract design including analysis of alternatives, specifications, technology assessment, and general arrangements

What we Provide:

- *A variety of computational tools and model / full scale testing to develop and evaluate ship, submarine, and propulsor concepts and designs*
- *Direct support to the Fleet by conducting full-scale trials and solving operational problems in the areas of hydromechanics*
- *Cradle to grave total engineering and lifecycle support for small boats and craft*
- *Naval architecture and engineering services to acquisition programs*







- Ship, Submarine & Aircraft Carrier design management support
- Program life cycle cost estimates (PLCCE), and cost/benefit analyses for the total ship, ship systems, craft and boats
- Ship and ship systems technology needs, documents, and technology readiness level assessment (TRLA)
- Early stage ship design tools and processes (ASSET, LEAPS, etc.)
- Ship, submarine and advanced naval capability concepts & technologies
- Product data acquisition, integration methods & technologies
- Full spectrum, full life cycle support of all boats and crafts
- Ship general arrangement products (drawings, product model configurations, etc.)
- Systems engineering & weights and stability analyses for ship systems and equipment
- Platform & Mission System RMA

- Submarine Maneuvering and Control Systems Design and In-Service Engineering fro Fly-by-wire
- Hull Resistance (Surface/Sub) Evaluation and Design Support
- Seakeeping Performance Prediction and Assessment
- Propulsor Design (Surface/Sub)
- Wave Loads (Surface/Sub)
- Computation Fluid Dynamics Predictions and Development
- Full Scale Trials
- Towed arrays and towed vehicle design and evaluation
- Ship/Aircraft interface design





Combatant Craft Division

Full Spectrum

- Naval Architecture
- Design & Engineering
- Survivability
- Transportability
- Human Systems Integration
- Test & Evaluation
- Logistics
- Life Cycle Management
- Industrial Support

Full Life Cycle

- Craft Research & Development
- Craft Acquisition
- Craft Sustainment

Total Systems Engineering

Early concept/design development and trade-off studies through cost analysis, detailed hydrodynamic and propulsor design, maneuvering and ship control, model testing, internal arrangements, ship systems integration, full-scale trials and operational support



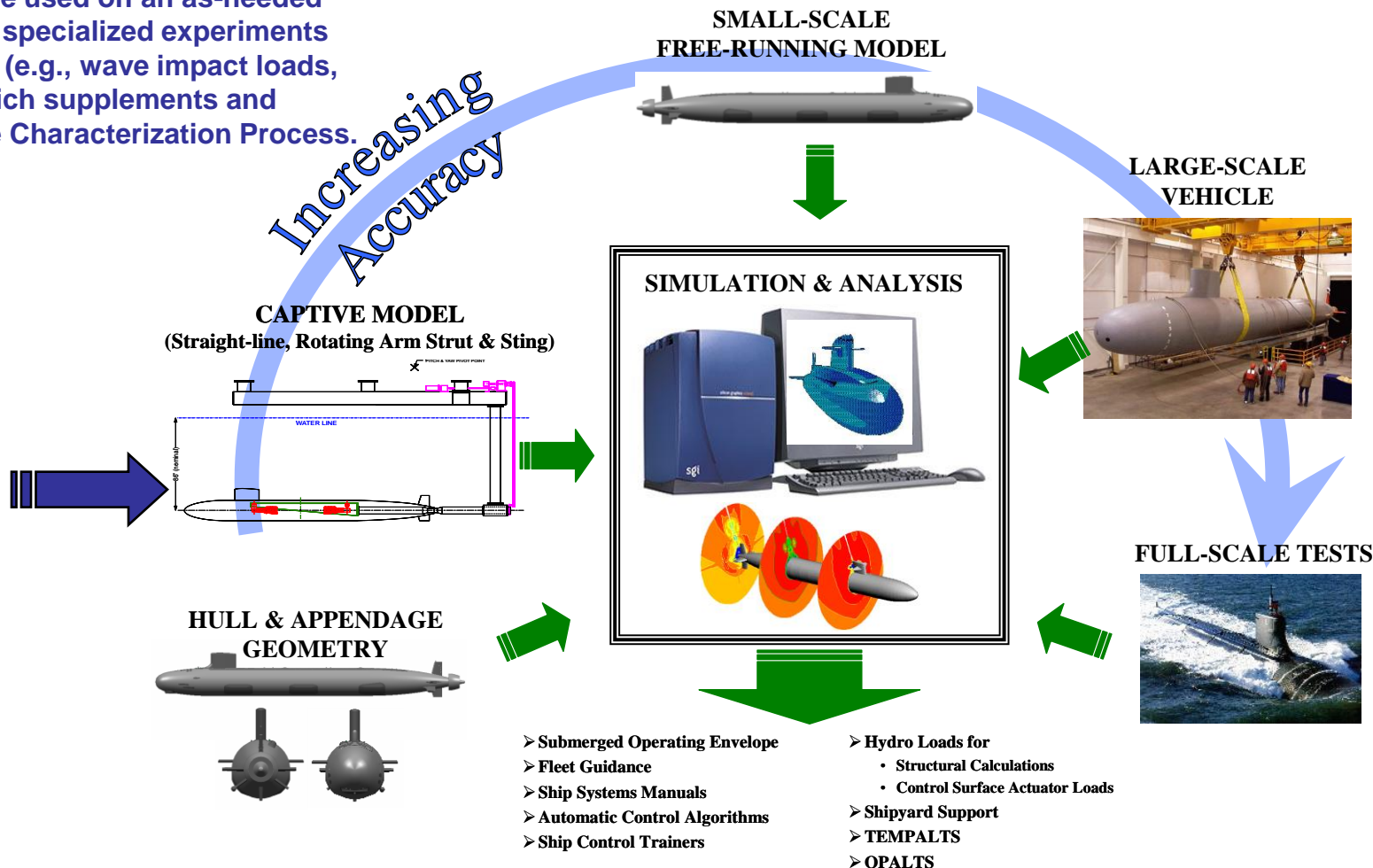
Full scale tests, evaluation and trials



Naval Surface Warfare Center Naval Architecture and Engineering Department (Cd 80) Organization



Other facilities are used on an as-needed basis to conduct specialized experiments that provide data (e.g., wave impact loads, torques, etc.) which supplements and complements the Characterization Process.



Many Large & Small Business Partners

- LEIDOS
- URS
- MAR
- ORBIS
- STRATEGIC INSIGHT
- ABBOTT ON CALL
- TECHNOMICS
- CSC
- DRAPER
- CDI MARINE
- SEAWARD SERVICES
- PROFESSIONAL SOFTWARE ENGINEERING
- QUADelta
- MARINE DESIGN DYNAMICS
- GIBBS & COX

Plus Many More.... How About You?

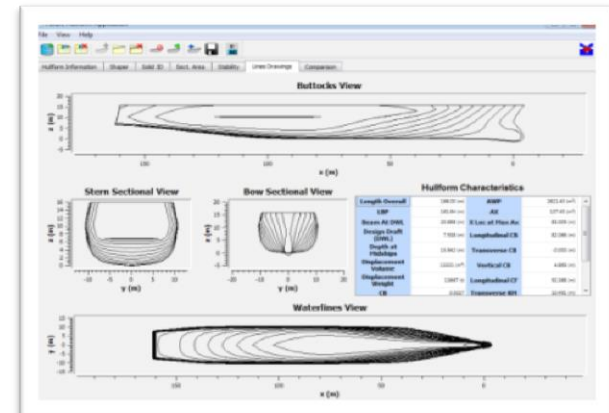
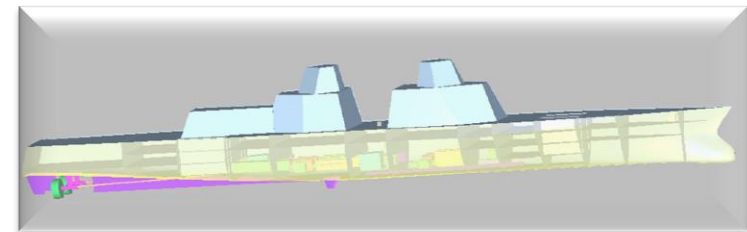
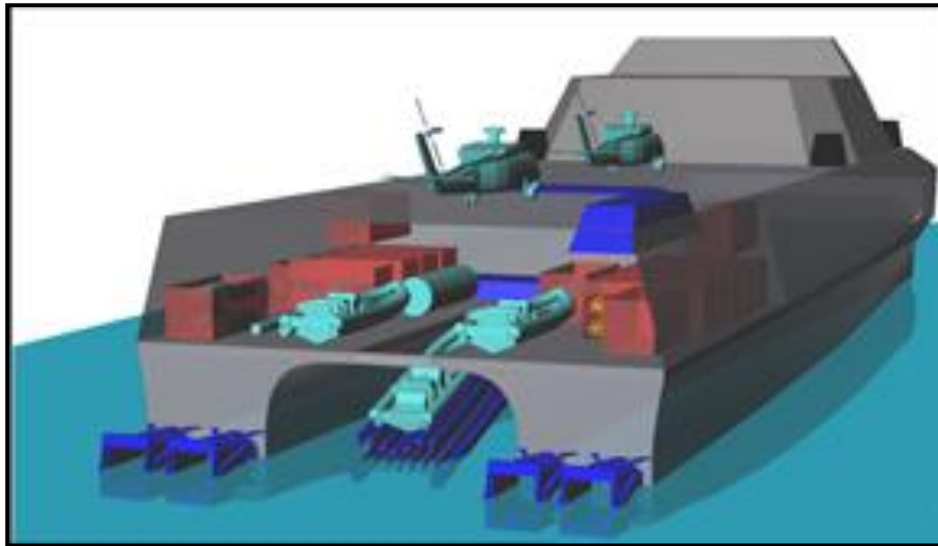


Projected Areas for Future Growth



**We Need Your Ideas and Creativity
to Solve Our Technical Challenges !**

Highlighted Future Growth Area: State of the Art Modelling and Simulation Technologies to Provide New Ways to Visualize, Design, and Analyze Ships and Ship Systems



Combatant Craft Operating Worldwide



Highlighted Future Growth Area: All Phases of Life Cycle Support for Combatant Craft; R&D, Design, and In Service Engineering. Exciting New Technology Challenges for Fully Unmanned, Autonomous Craft

Many More Projected Future Growth Areas...

- Computation Fluid Dynamics Predictions and Development
- Ship Cost Estimating and Analysis
- Full Scale Trials, Maneuvering, Stability, Control, Motions, Stability and Seakeeping
- Propulsor Design (Surface/Sub), Model Fabrication, Welding
- Systems Acquisition Planning, Program Management / Platform Support Services
- Life Cycle Design, Engineering, Maintenance, Testing, and Troubleshooting of Ship Systems and Associated Technical Data, Software, and Hardware.
- Advanced 3D Ship Drawing Formats
- Ship/Aircraft Interface Design, Towed Vehicle Design
- Instruction for our Workforce in Advanced Computer Tools (CAD, CFD, Early Stage Design, Cost Estimating, Risk)

