

# CONSUMER GOODS & RETAIL **MY UNIFIED DEVELOPMENT AND SOURCING**

PROTECTING THE BRAND PROMISE THROUGH A SINGLE VERSION  
OF THE TRUTH FOR ALL STAKEHOLDERS



## **A STATE OF THE ART, SCALABLE ENTERPRISE SOLUTION FOR APPAREL DESIGN AND DEVELOPMENT TO TAKE PRODUCTS FROM INITIAL IDEA TO CONSUMER**

Each year the retail “speed to market” cycle continues to shrink across all categories, increasing pressure on retail supply chains to be more responsive and cost-sensitive. My Unified Development and Sourcing offers a single, unified environment to manage a fashion brand or retailer’s product development, sourcing, costing, pre-production and production processes. It connects internal and external stakeholders to a ‘single version of the truth’ improving collaboration, speed and agility, and mitigating the risk of incorrect sampling and production errors. Teams spend less time chasing and re-entering data and more time on the consumer experience.

## KEY BENEFITS

- Eliminate non-value added time:
  - up to 40% reduction in product launch costs
  - up to 30% reduction in sample costs
  - up to 75% reduction in BOM errors
  - up to 75% less time spent searching for information, re-keying data, copying & printing
- Get closer to consumers by delivering products they want
- Protect brand equity despite extended supply chains and points of sale
- Manage demand chain complexity and risk

## PRODUCT HIGHLIGHTS

### Season and Line Planning

Product teams can define multiple seasonal plans and classification approaches to fit the company's merchandising and/or product hierarchies. Companies define role-based access and permissions to line plans and seasonal libraries promoting sharing and re-use. The hierarchy can be tailored in a live system without having to change the underlying database schema. In each seasonal plan, a company can clearly define plan objectives such as target revenue, style/SKU counts, target margin, etc. As projects progress during the season, actual results are captured and measured against the plan and deviations/exceptions are visually highlighted. Executive dashboards summarize key metrics to help guide management decisions at various development process milestones.

### Project Management

Calendars or workflows include events and milestones that are tracked at various stages of product development. Project plans can be initiated using templates, enabling process standardization. Events and activities can be tracked at a Product level and are defined as Product Tasks. Once a calendar is activated, it allows a user to schedule and track activities per individual product in the assortment. My Unified Development and Sourcing enables automatic task completion based on a set of product-associated business rules. To encourage collaboration, product team members can create ad-hoc workflows to assign tasks, projects and files for further work and/or approvals and organize online discussions for faster processing. An intuitive calendar interface allows end users to quickly identify their outstanding tasks. All team members can subscribe, view and comment on the original discussion topic or on subsequent responses.

### Product Placeholders

Within seasonal plans, planners and buyers can create placeholders or "slots" based on a merchandising plan. The user has flexibility when creating "slots", mapped to the multiple merchandising hierarchies based on different needs for each product type or brand. The placeholder attributes are inherited by the related products. Multiple concept products can be created for each placeholder. As products evolve, some products are "adopted" or "dropped".

## Component and Standards Development

My Unified Development and Sourcing keeps track of the raw materials used. Material color approvals help to develop and track the colors associated to a raw material. This process ensures that color and raw material combinations are valid choices for a product. Using standard capabilities, users can quickly perform mass edits or find and replace a component across an entire season or multiple seasons. This solution manages standards such as points of measure, grade rules, construction details, and templates and controlled through role-based access. The template capabilities in a secure environment enable product development to leverage these standards without sacrificing data integrity.

## Product Design and Graphical Artwork

All artwork can be captured and managed for an individual season or reused across multiple seasons. Users can manage all types of artwork such as sketches, graphics, prints, etc. regardless of which native authoring tool is used to create the artwork. My Unified Development and Sourcing offers groundbreaking integration with Adobe Creative Suite; designers can work from their native Adobe application and benefit from core PLM capabilities. Designers drive product creation using placeholders or product briefs from within Adobe. Bi-directional integration enables colors and materials from seasonal libraries in PLM to be directly applied to products and sketches in Adobe Illustrator®. By creating products using "designer spec" directly from Adobe and early in the development process product developers can initiate prototype sample requests and quickly perform accurate pre-costing.



## Product Development

Product design and development teams can work in parallel in areas such as bills of materials, construction, artwork, care instructions, and sample management. Product versions, BOM variants, and BOM snapshots help to manage product variations. They can manage products as part of a set or as part of a pack, where components such as labeling and packaging are often different from the individual product. As part of product development, a company's approval processes can be executed and tracked against the calendar established for that season.



## Product Briefs and Product Families

Product briefs can describe a “design idea” for a product or group of products. Related products have common characteristics e.g. leather patchwork bags. Products linked to a brief can inherit attributes. Creative direction is defined, thereby making product design effective. Related products with common color ways and bills of materials can be grouped into product families. Reviewing product briefs and product families within a line assortment view allows product developers to easily review and manage the product ranges.

## Notification of Changes

Users can subscribe to automatic email notifications for key events such as new content being added to the library or changes made to classified items. Emails can have attached descriptions and links to a library or to components for a better navigation experience.

## Sample and Test Request Management

Product teams working collaboratively with vendors can initiate different types of product samples. Samples requests are tracked through approval stages and rounds. Collaboration is reinforced through online discussion threads and approval comments that can include images. Similarly, material sample requests i.e. lab dips, strike-off, knit-downs can be developed and approved with material suppliers. Production offices can aggregate requests and generate sample orders by vendor/agent. Companies can track detailed shipping and receive information for sample material orders. Brands have better control over material consumption and can reduce sample lead times and costs. Product Testing and Material Testing may be automatically generated to accompany the sampling process and ensure better quality throughout the development process.

## Sourcing Organization and Vendor Management

Brand executives can define the structure, hierarchy, and responsibilities of their sourcing and production offices. This gives them more visibility and control. They leverage global resources better based on capabilities, expertise, and sourcing strategies.

## Product Costing

Line and Product Managers can collaborate easily with sourcing offices and vendors to ensure better management of product costs. The solution supports Request for Quotes (RFQs), Quotations, Supplier Unit Costs and visibility to calculated Landed Unit Costs. Supplier unit costs are calculated by style, delivery terms, and effectivity dates, for a given facility and projected quantity. Landed unit costs can incorporate inspection, freight, duty and organizational costs, to provide detailed landed costs per sales channel. It instantly calculates Gross Margin (GM%) and Initial Mark-Up (IMU%) to enable informed business decisions. Detailed costing helps users better evaluate placement decisions, order volumes, and margin targets early in the development cycle.

## Source and Capacity Planning

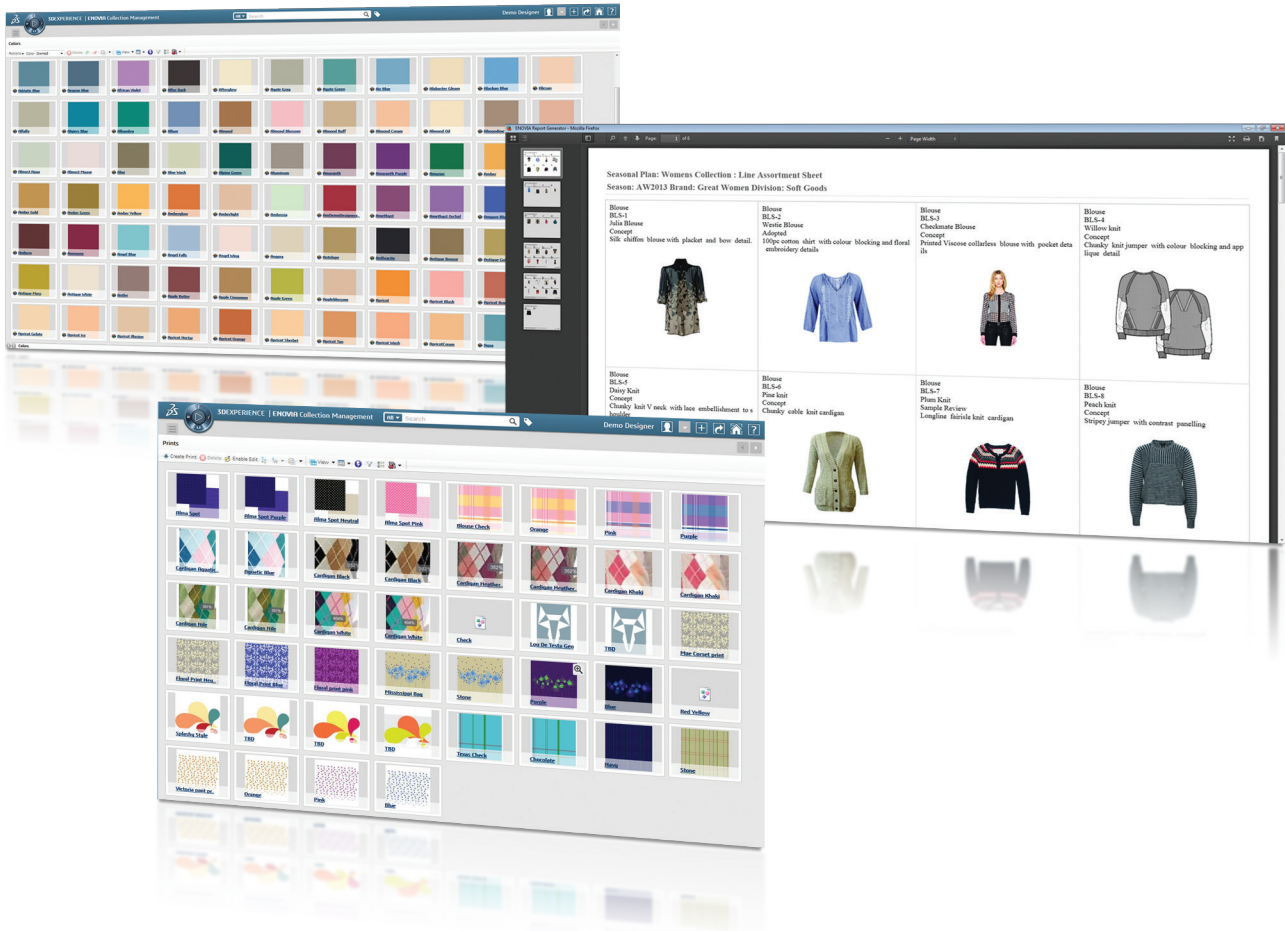
Sourcing plans define which and how many units are produced at the various production offices, agents or other supplier at their country of origin. Sourcing plans generate corresponding capacity planning of each supplier helping companies confirm capacity expectations. Vendor capacity plans manage the annual or seasonal capacity of each supplier or factory. Production offices/agents forecast seasonal and monthly production demand and can collaborate with vendors to accurately plan and manage capacity levels based on corresponding production time frames.

## Assortment Management

My Unified Development and Sourcing provides assortment management capabilities that allow products intended for production to be pulled into a workspace for merchandising. The solution provides capabilities to analyze various sourcing options based on final supplier costs, lead times, color/size order quantities, and delivery dates. Final information can be interfaced with an ERP/Purchase Order system for improved accuracy and re-use

## Bulk Material Management

The bulk material capabilities enable organizations that develop and source their own fabric and trim to issue a bulk material commitment. The solution enables aggregation of material demand based on its usage across products. Users can manage commitment details at a greige and/or color level, add surplus quantities to meet minimum or optimum pricing, view potential assortment demand, and track material shipments.



## Our 3DEXPERIENCE® platform powers our brand applications, serving 12 industries, and provides a rich portfolio of industry solution experiences.

Dassault Systèmes, the 3DEXPERIENCE® Company, provides business and people with virtual universes to imagine sustainable innovations. Its world-leading solutions transform the way products are designed, produced, and supported. Dassault Systèmes' collaborative solutions foster social innovation, expanding possibilities for the virtual world to improve the real world. The group brings value to over 170,000 customers of all sizes in all industries in more than 140 countries. For more information, visit [www.3ds.com](http://www.3ds.com).



©2014 Dassault Systèmes. All rights reserved. 3DEXPERIENCE®, the Compass icon and the 3DS logo, CATIA, SOLIDWORKS, ENOVIA, DELMIA, SIMULIA, GEOPHA, EXPLEND, 3D V.R, BIOVIA, and NETVIBES are commercial trademarks or registered trademarks of Dassault Systèmes or its subsidiaries in the U.S. and/or other countries. All other trademarks are owned by their respective owners. Use of any Dassault Systèmes or its subsidiaries trademarks is subject to their express written approval.