

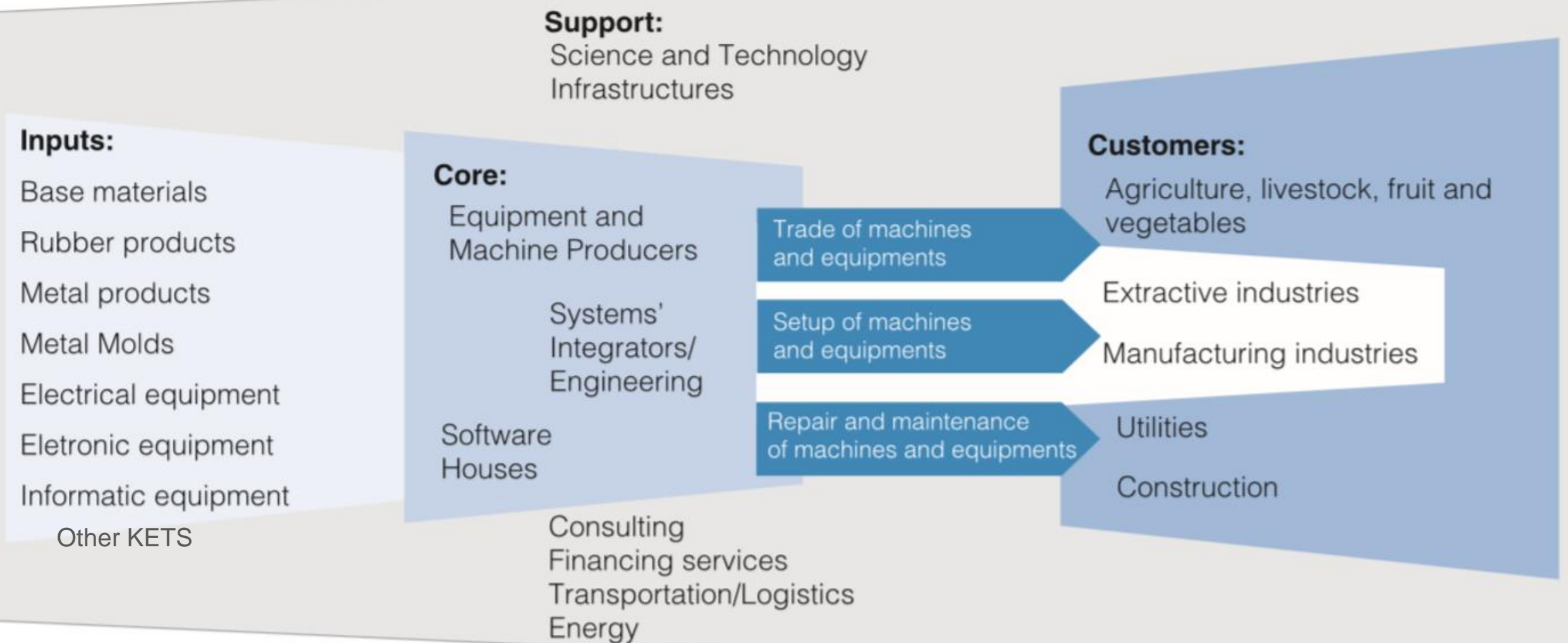
PORTUGUESE PRODUCTION TECHNOLOGIES CLUSTER:

ADVANCED MANUFACTURING TECHNOLOGIES FROM PORTUGAL

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A KEY CENTRAL ROLE IS RESERVED TO THE
PRODUCTION TECHNOLOGIES INDUSTRY

POSITIONING OF THE PRODUCTION TECHNOLOGIES INDUSTRY



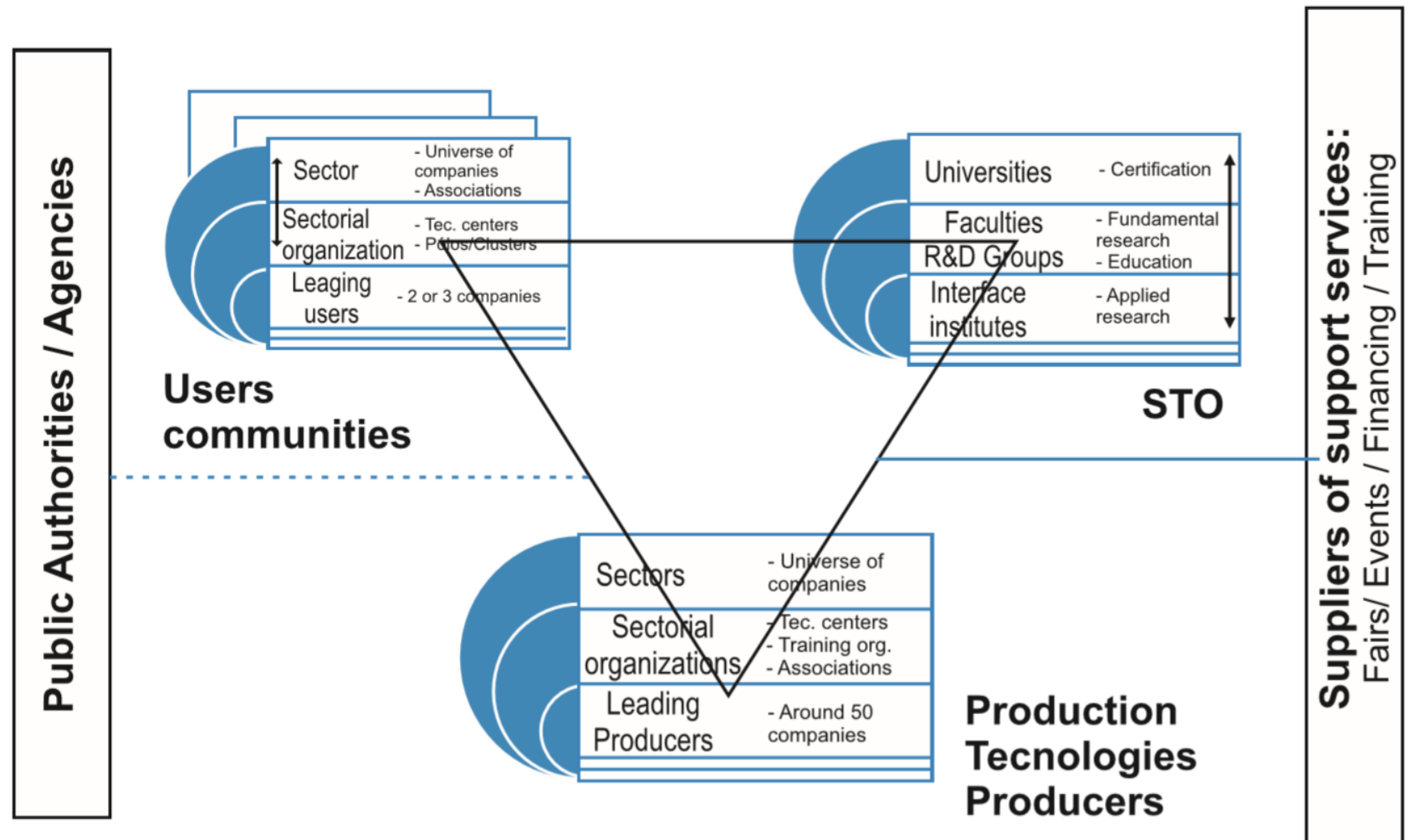
PRODUTECH – PRODUCTION TECHNOLOGIES CLUSTER

CONTEXT | PRODUTECH CLUSTER

CLUSTER CRITICAL MASS

Industry-led Production Technologies Cluster, horizontal to the several manufacturing sectors, gathering:

- Production technologies companies and technology suppliers;
- Universities, RTDs and Training institutions with solid tradition in cooperating with the industry;
- Industrial champions and SMEs from user manufacturing sectors.



MACHINES AND EQUIPMENT



INDUSTRIAL AUTOMATION



SPECIAL APPLICATIONS



ENGINEERING & CONSULTANCY



INFORMATION SYSTEMS



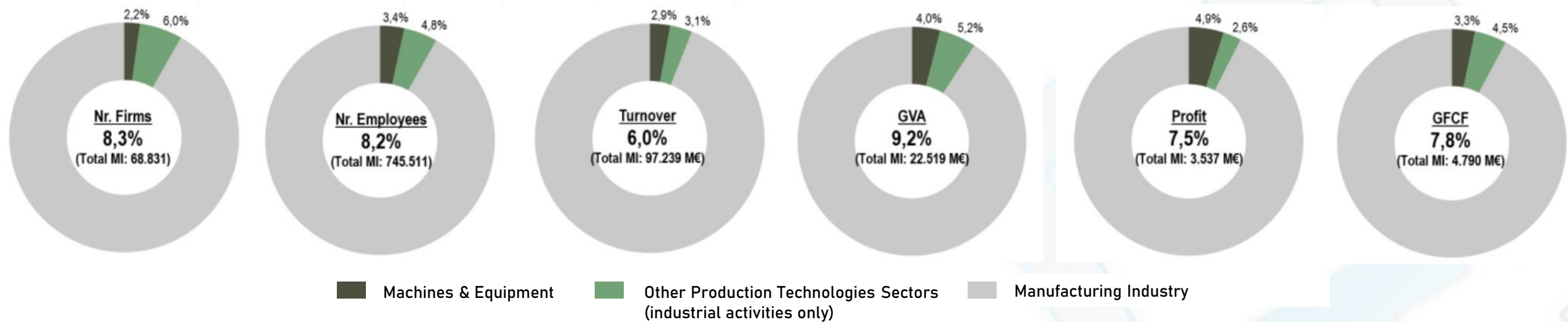
INDUSTRIAL ROBOTICS



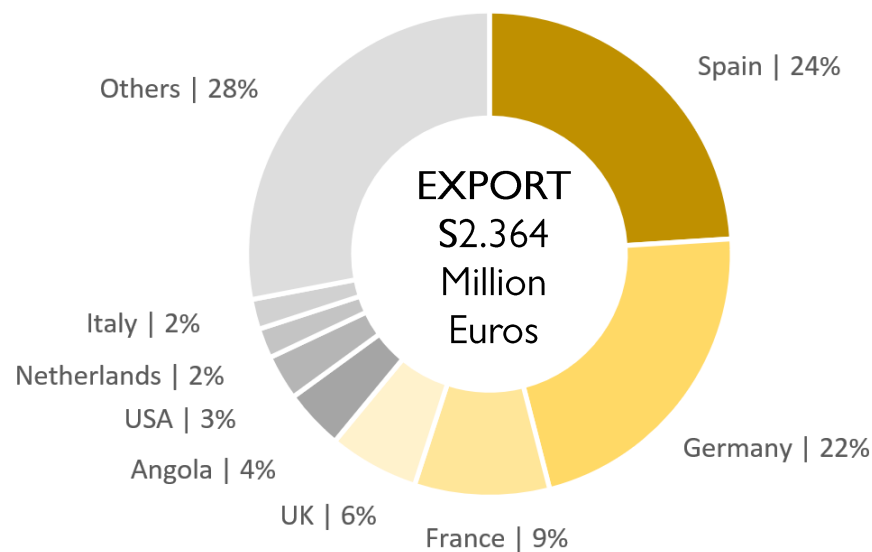
PRODUCTION LINES

KEY FIGURES | Portuguese Production Technologies Industry

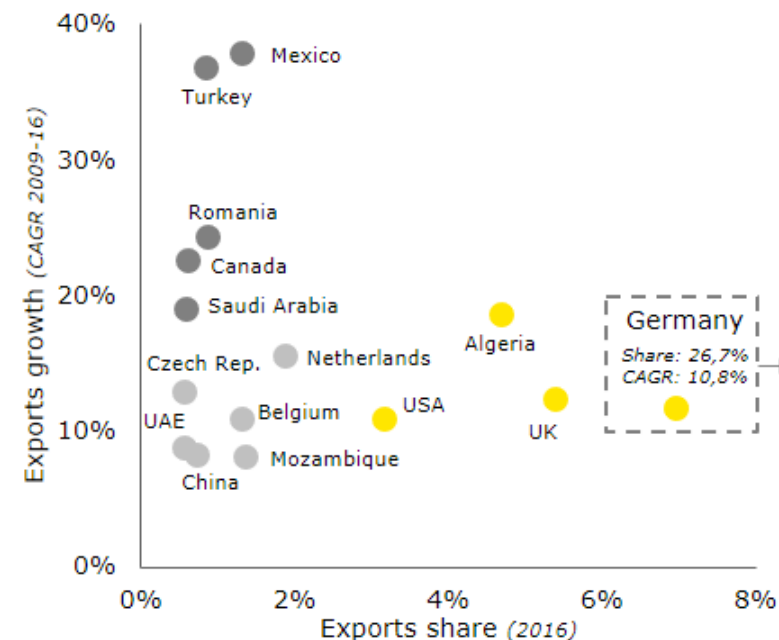
1.572 Companies* | 25.467 Employees* | 2.806 M€ Turnover * | 2.364 M€ Exports *
 (*only machines & equipment 2019)



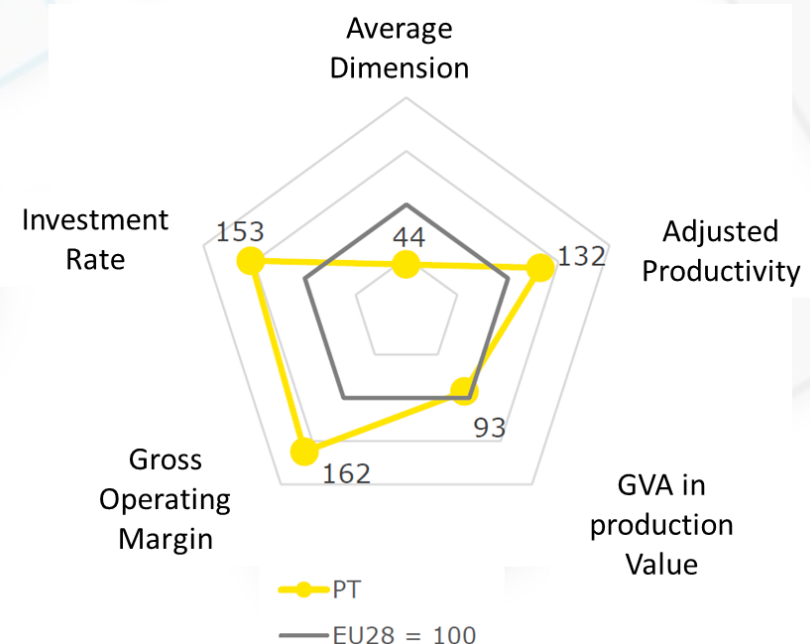
Main Export Markets (only Machines & Equipment) | 2020



Export Markets with higher growth | 2009 - 2016

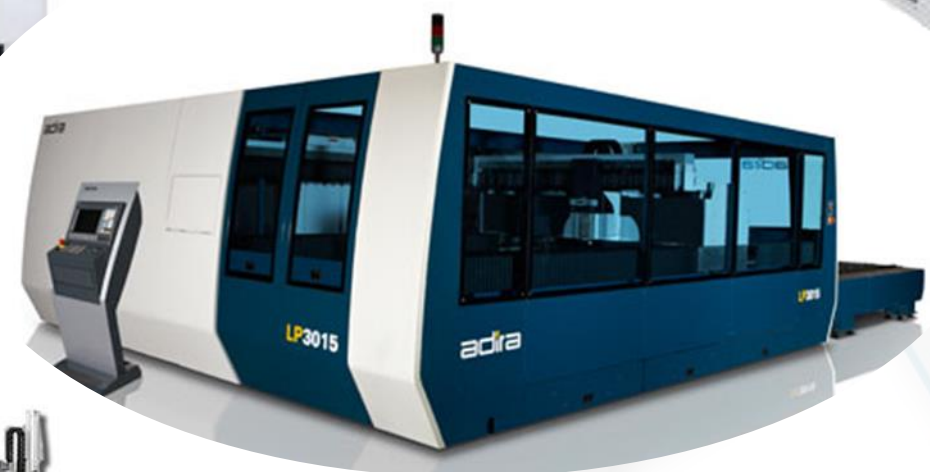


PT production technology industry vs. EU average

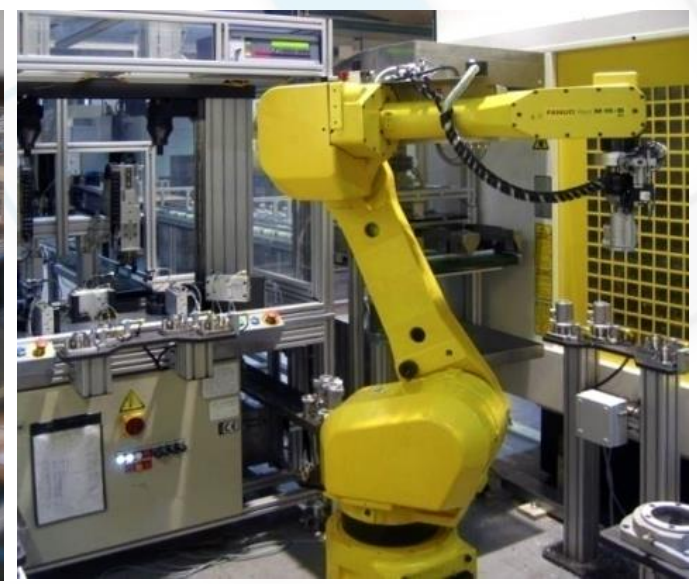




- [Icon: Stopwatch]
- [Icon: Eye]
- [Icon: Crane]
- [Icon: Factory]
- [Icon: Forklift]
- [Icon: Crane]
- [Icon: Crane]
- [Icon: Crane]



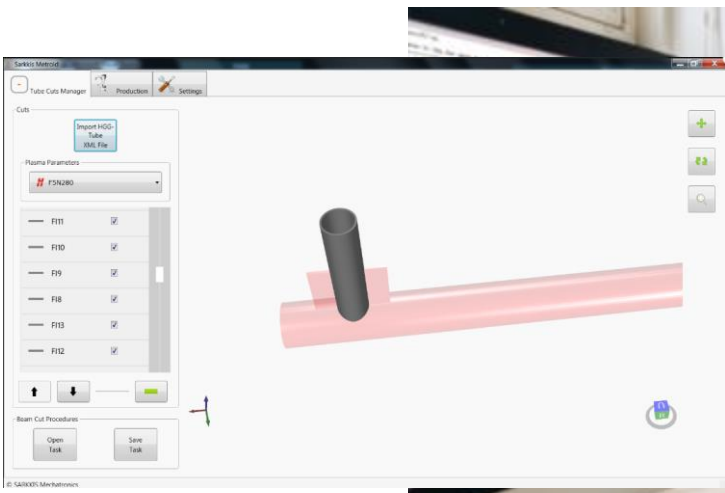
- [Icon: Stopwatch]
- [Icon: Eye]
- [Icon: Factory]
- [Icon: Control Panel]
- [Icon: Forklift]
- [Icon: Control Panel]
- [Icon: Computer]



- [Icon: Clock]
- [Icon: Eye]
- [Icon: Factory]
- [Icon: Building]
- [Icon: Tools]
- [Icon: Building]
- [Icon: Building]
- [Icon: Computer]



```
GENERATED UClass_BODY()  
// Begin Actor overrides  
virtual void PostInitializeComponents() override  
virtual void Tick(float DeltaTime) override  
virtual void ReceiveBeginPlay() override  
virtual void FellOutOfWorld() override  
// End Actor overrides  
  
// Begin Pawn overrides  
virtual float TakeDamage(float Damage, const FHitResult& HitResult, AActor* Instigator, AController* InstigatedBy) override  
virtual void TakeHit(AActor* Instigator, const FHitResult& HitResult) override  
// End Pawn overrides
```



PRODUTECH CLUSTER NETWORK | **Production Technology Companies**

*GLOBAL, RESILIENT & RELIABLE
SUPPLIERS PROVIDING ADVANCED,
CUSTOMIZED AND TURN-KEY INDUSTRIAL
SOLUTIONS*



For full list of PRODUTECH associates, and notably from the **Production Technologies Industry** please consult: <http://www.produtech.org/about-us/associates>

PORTUGUESE PRODUCTION TECHNOLOGIES INDUSTRY

Trusted by **global brands and industrial value chains** in the delivery of the **ADVANCED PRODUCTION CAPACITIES** that support their **AGILITY, COMPETITIVENESS, SUSTAINABILITY & RESILIENCE.**





PRODUCTION TECHNOLOGIES FROM PORTUGAL

*- Equipping the actual Factories for the Future -
world wide*

THANK YOU



Pedro Rocha | PRODUTECH

www.produtech.org