Abstract
In early stage ship design, it is often helpful to the designer to perform preliminary design and analysis on many configurations to assist in developing and narrowing the trade space. However, this fleshing out of diverse ideas can be time and resource consuming. A novel interface is proposed with which a designer can rapidly develop and alter basic, major design components of a ship from a compiled database of components and gain a rendered model for analysis within the naval design tool Paramarine.

Future Development
Key milestones yet to be developed:
- Place Secondary Equipment
- Rectify Clearance Discrepancies
- Insert Bulkheads and Decks
- Calculate & Place Required Tankage
- Analyze & Adjust for Floodable Length
- Establish Fire, Cooling, and Electrical Zones
- Insert Deck House
- Develop Graphical User Interface

References
Doerry, N. H., (2005) ’Zonal Ship Design,” ASNE Reconfiguration and Survivability Symposium, February 16-17, Atlantic Beach, FL
Nick & Parsons, (2007) Fuzzy Optimal Arrangement of Spaces within a Zone-deck Region of a Ship, Proceedings of PRADS, Houston, TX