



PRESS RELEASE

For immediate release

OPTIS announces the launch of the first Real Time Physics Based rendering technology



Which radio station is playing ?

OPTIS Real Time Visual Ergonomics application
corrects reflection and visibility problems early in the vehicle design process

Toulon, France –February 1st, 2011 Today OPTIS announces the launch of its new Real Time Visual Ergonomics (RTVE) application enhancing its industry standard Visual Ergonomics solution.

To date, thanks to our unique physics and physiology-based rendering SPEOS VE3 solution, our customers were able to perfectly analyze and measure both the ergonomic criteria and perceived quality of any user-machine interface. This solution helps designers to optimize and improve any form of cockpit, by choosing better material, lit buttons and displays according to the environmental light conditions occurring during the driving or operating of the machine.

This solution is used throughout the design process to study the vision and visibility for different driver positions depending on size and seating configuration, helping to avoid potentially dangerous reflections for the driver.

The request to develop an interactive Visual Ergonomics tool appeared whilst our engineering teams were working closely with automotive designers. In addition to having a precise analysis tool, they also wanted to dynamically visualize their cockpit in its real-life context, that is to say with real lighting effects, including emission and reflection on objects. This meant that this non-existing technology must compute true physics based rendering but in real-time.



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Thanks to our new RTVE application, the process is now complete as it allows the user to visualize the complete cockpit interactively and simultaneously, moving in real time from any point of view, allowing you to detect then isolate problem areas such as annoying reflections, sun glare and other visual obstructions in the cockpit. This brand new solution ensures that the designer is able to consider all points of view in just a few seconds before analyzing precisely selected points of interest in the SPEOS VE3 solution. The results are dazzling....



OPTIS Real Time Visual Ergonomics application allows engineers, designers and ergonomists to interact with the virtual mockup of their HMI to detect potential issues

“As the project began in 2006 it was obviously a real challenge to simulate in real time what traditional rendering algorithms generate in several hours. Most rendering software editors are focused on a graphics approach, disregarding physics and optical properties which is becoming more and more unacceptable to the users. OPTIS believed that to be successful, the start of the development had to have the opposite approach, that is to say starting from physics. And I am happy to conclude that we were right!” said Dominique Chabaud, VP R&D at OPTIS.



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Pete Moorhouse, VP Sales & Marketing says : this new technology provides completely new, unique possibilities for our customers. Our real time solutions link the safety driven ergonomic world to the design and engineering activities of every company. Designers are now able to take instant decisions on material and color choice taking into consideration an accurate representation of the environment and lighting. I am confident that this technological “first” will revolutionize the way our customers interact with their virtual prototypes, solving complex to reproduce scenarios in real time with unsurpassed accuracy.

Jacques Delacour, President & CEO says: “ I am really excited about this new technology coming to the market. Taking physics into consideration in real time will help our users save time and solve issues where no solution previously existed. The challenge to move to full virtual prototype design is on the way and I am proud to see OPTIS as a major actor of this emerging market.”

About OPTIS

OPTIS is the world leading software editor for the scientific simulation of light and human vision within a Virtual Reality Environment. Its solutions allow designers, ergonomists and engineers to simulate and optimize lighting performance, product appearance as well as the visibility and legibility of information on Human Machine Interfaces, in a fully-immersive environment.

Since integrating its SPEOS solution in SolidWorks in 2001, CATIA V5 in 2002 and Pro/ENGINEER in 2008, OPTIS is still the only company to provide a light simulation solution fully based on a physical model inside a CAD/CAM software.

OPTIS has delivered more than 6000 licences to 1600 customers in 36 countries worldwide. Users include most of the major automotive, aerospace, electronics, white goods and lighting manufacturers, as well as architects, universities, research laboratories and defence agencies. They use the SPEOS technology to design, simulate and visualise in a Virtual Reality environment, products as diverse as automotive lighting, mobile phone screens and keypads, dashboard and cockpit displays, LCDs, LEDs, luminaires, military detection systems and optics for industrial vision, defense and medical applications.

More information can be found at <http://www.optis-world.com>

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