



OPTIS Adapts SPEOS Technology

The French light simulation software provider OPTIS has revised its SPEOS software. The stand-alone software package is a full featured and realistic tool to create, analyse, and virtually validate innovative lighting systems. SPEOS based software incorporates a non-sequential ray-tracing engine, one-shot processing with multi-threaded and distributed calculation, 64-bit graphics cards, and LED and OLED light sources. Physics-based accurate optical systems simulations are especially critical in military and aerospace engineering. Adaptation focuses on improving the realism of training simulators by ensuring accurate reproduction of what the human eye would see in a given situation or scene, taking into account the physical properties of materials, colour perception, in any lighting conditions day or night. This capability has led to applications for optimising the performance of night vision devices, optronics and optical systems, human machine interfaces in vehicles and control rooms. OPTIS technology is now being used to improve the realism of training simulators through accurate and interactive modelling of scenes taking into account physics as well as being based on a human vision model. SPEOS complies with ICC (International Color Consortium) Colour Profiles, ensuring that users of its light and optical simulation solutions view colours correctly and identically - regardless of the type of screen being used.

At the upcoming Paris Airshow, OPTIS will be showcasing its flight landing simulator, designed for manufacturers of aircraft lighting to virtually check the efficiency of their lighting systems in terms of pilot visibility, while still early in the design stage. The simulation results take into account the surface quality (wet, dry) of the runway.

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[\[back\]](#)