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OptisWorks integrates 3D Textures package

Toulon, France, 28 January 2009 - OPTIS, the leading software developer for the scientific simulation of light, has announced that the functionality of its 3D Textures package has been integrated into OptisWorks, which is the SolidWorks add-in version of OPTIS's SPEOS software. 3D Textures For OptisWorks was released in January 2009.

Previously 3D Textures was available as a module within the stand-alone OPTIS software, SPEOS. But its redevelopment as a SolidWorks add-in module - with significantly improved performance - means that engineering designers can now model complex integrated mechanical and optical engineering tasks seamlessly within SolidWorks.

SolidWorks is a 3D mechanical CAD (computer-aided design) program that runs on Microsoft Windows. Currently one of the most popular products in the 3D mechanical CAD market, it was developed by SolidWorks Corp., now a subsidiary of Dassault Systèmes, based in Vélizy, France.

OPTIS is confident that the new 3D Textures For OptisWorks package will appeal to the substantial SolidWorks and OPTIS software user communities worldwide, targeting in particular the electronics market and the fast growing demands of the LED lighting industry.

To model optical performance of devices in conventional CAD packages has proved either impossible or extremely time-consuming. However, the 3D Textures For OptisWorks solution enables both improved design functionality and time-saving in challenging applications such as the modelling of backlit displays and the latest designs of automotive lights.

Gunther Hasna, Consulting & Services Manager at OPTIS, commented, "Among OEMs and suppliers we see a trend of increasing demand for integrated optical and mechanical design packages and for generic platforms. Using a standalone CAD package, the time taken to process a combined optical-mechanical design simulation would be very time-consuming. Without our integrated package it would be almost impossible to achieve the desirable combination of capabilities: simultaneous optical and design simulation, increased complexity of designs and surfaces and both of these at a higher rate than achievable with conventional packages."

Besides its easy integration into the SolidWorks software, 3D Textures For OptisWorks also offers several improved optical design capabilities when compared with OPTIS's established SPEOS package and other types of "non-integrated" simulation software.

Existing SolidWorks users will be able to buy an add-in version of 3D Textures For OptisWorks so OPTIS is hoping to build sales in the SolidWorks market. Some application areas would be in the design of complex compound surfaces and textures such as in new designs of automotive tail lamps (that are increasingly complex), LED luminaire design or in backlights for PDAs and mobile phones. Also in DLP (digital light processing) projectors; the latest generations of projector devices ranging from micro-to macro-projects such as in screens for use in public spaces and stadia. The integration of 3D Textures For OptisWorks at OPTIS's research laboratory in Toulon was conducted independently of SolidWorks - although OPTIS mathematicians operate a cooperative development programme working to industry standards of compliance and compatibility.

The new product is aimed at optical engineers using the SolidWorks platform. It is one of a series of OPTIS cross-platform software products designed to work with

different CAD software packages. Other OPTIS software versions have been designed to function and integrate with engineering design packages such as Dassault Systèmes' CATIA V5 and most recently PTC's Pro/ENGINEER.

For more information, visit www.optis-world.com.

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