

# Release 2022 R1 Highlights

## Ansys Speos



Productivity Enhancement	Optical Part Design	Speos GPU	Sensor / Autonomous Driving	Ansys Integration
<ul style="list-style-type: none"> <li>Light Field</li> <li>Speos Parameter Manager</li> <li>Presets Manager</li> <li>Surface Property Plugin</li> <li>Speos UX enhancements</li> </ul>	<ul style="list-style-type: none"> <li>MOS Freeform Lens</li> <li>TIR Lens: Better Control of Spread</li> <li>Support of Multi-facets support</li> </ul>	<ul style="list-style-type: none"> <li>GPU Compute</li> <li>Live Preview Enhancement</li> </ul>	<ul style="list-style-type: none"> <li>Dynamic effects in Camera Simulation</li> </ul>	<ul style="list-style-type: none"> <li>Multiphysics: connection to Mechanical</li> <li>Non-Homogeneous Material</li> <li>Ansys Cloud: Support of Flexible Queues</li> </ul>
Speed your Design Cycle	Innovate with Advanced Design	Boost your Optical Simulation	Better Simulate Optical Sensors	Leverage the Ansys Ecosystem



GPU Computing / Live Preview



Light Field



Dynamic Effects in Camera Simulation

Publish Parameters			
Publish	Name	Parent	Value
<input type="checkbox"/>	Prism Geometries/Step value	Light Guide.2	2
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[0].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[1].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[2].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[3].Value	Light Guide.2	10
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[4].Value	Light Guide.2	10
<input type="checkbox"/>	Prism Geometries/Offset value	Light Guide.2	2.5
<input type="checkbox"/>	Prism Geometries/Width value	Light Guide.2	2

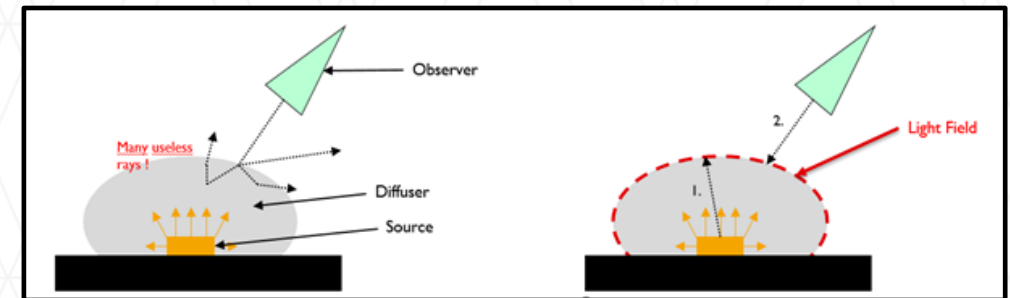
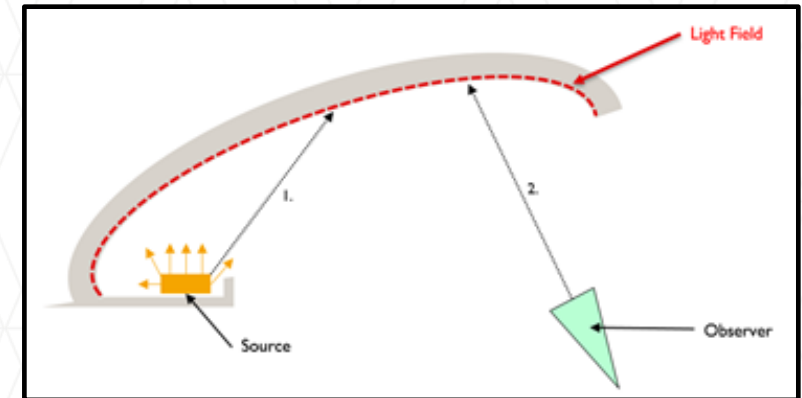
Speos Parameter Manager

**Speos 2022 R1**

**Productivity Enhancement**

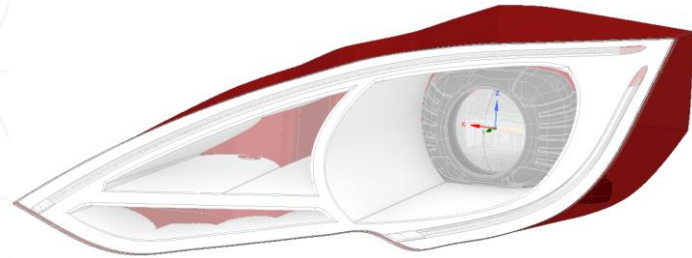
**Ansys**

- Light Source, a **new Ansys file format** to facilitate the storage and sharing of pre-computed intermediate simulation results for sub-structures within an optical system
- Improve simulation time and enables **black-box sharing** between suppliers and their customer for **improved performance and IP protection**.



# Light Field

For instance, light extracted from a light guide can be collected by a Light Field sensor and then reused as a Light Field source.



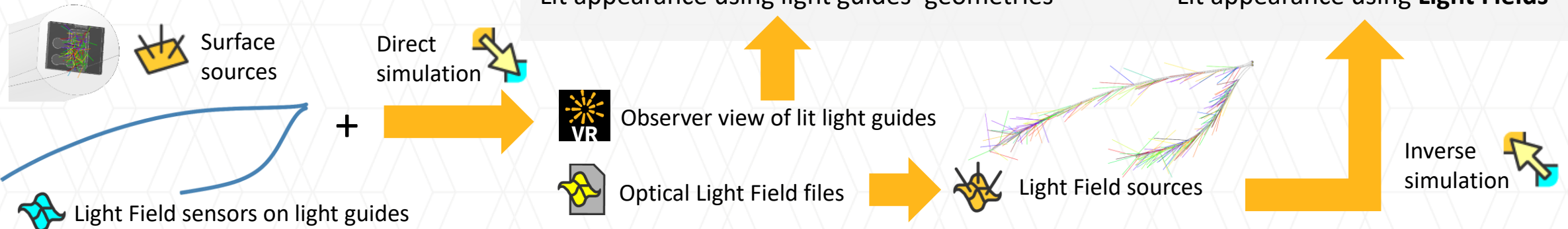
*(Same simulation time)*



Lit appearance using light guides' geometries



Lit appearance using Light Fields



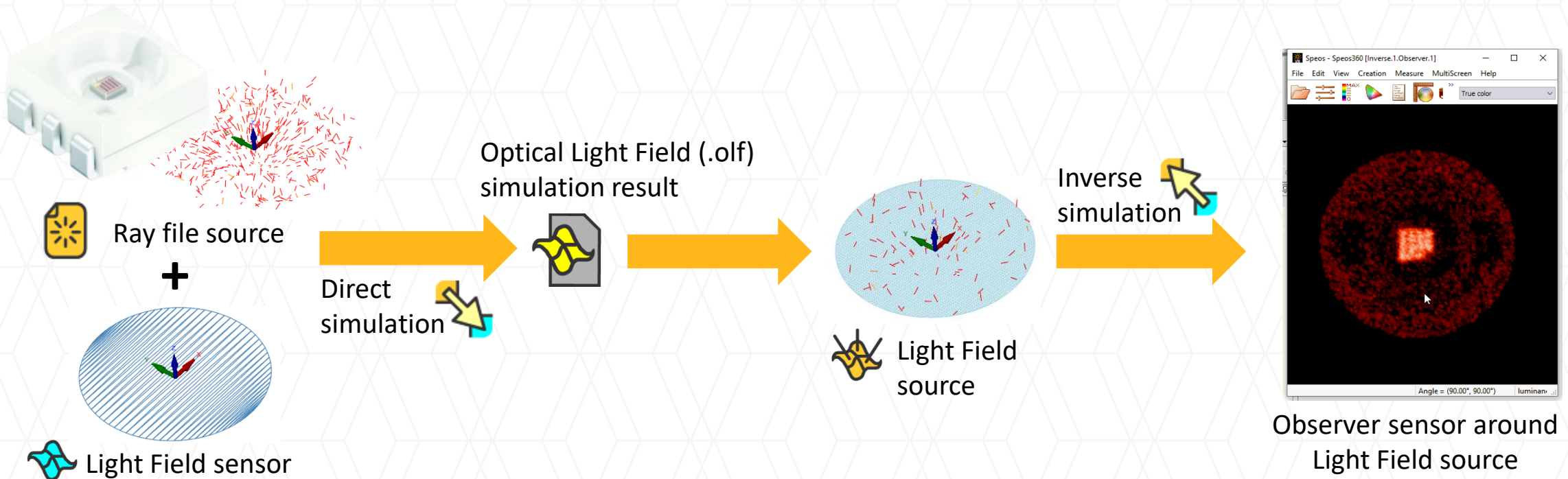
# Light Field

Beta

Productivity Enhancement

Light Field can also be used to **convert ray files** that cannot be used in inverse propagation.

It aims at becoming **ANSYS standard** for data exchange with optical properties of geometries, light source (primary or secondary), **compatible with multiple CAD platforms** (SC, NX, CREO) while **protecting Intellectual Property** from supplier.



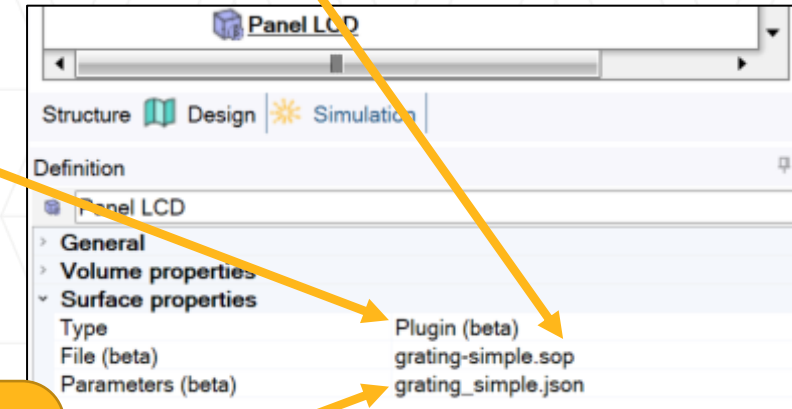
# Surface Property plugin

Beta

Productivity Enhancement

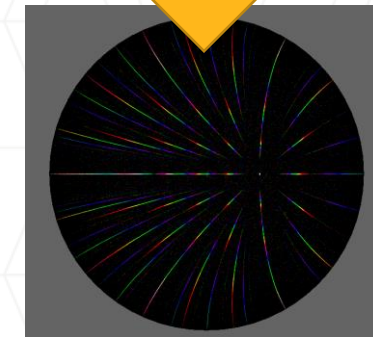
- **New Surface Type** for Custom Models:
  - Allow new analytic surface model
  - Allow 3<sup>rd</sup> party BSDF compatibility
- **\*.sop** file contains the new model **plugin**, and another file contains the parameters required for that model
- Write plugin in **C++** or **Python**
- Example: Multi orders Grating model fitting data from FDTD results

\*.sop file containing surface model (c++ or Python plugin)



Parameter file for custom model (e.g., from FDTD simulation)

Speos Simulation



ANSYS

# Speos Parameter Manager

- Speos Parameter Manager allows now to **automatically optimize** LightGuide, Projection lens or any Speos design.
- All Speos Parameters can be used as variable of optimization.

The screenshot displays the Speos Parameter Manager interface. On the left, a table titled 'Publish Parameters' lists various parameters for optimization. The 'Trimming ratio control points[0].Value' parameter is highlighted in yellow and has a checkmark in the 'Publish' column.

Publish	Name	Parent	Value
<input type="checkbox"/>	Prism Geometries/Step value	Light Guide.2	2
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[0].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[1].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[2].Value	Light Guide.2	50
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[3].Value	Light Guide.2	10
<input checked="" type="checkbox"/>	Prism Geometries/Trimming ratio control points[4].Value	Light Guide.2	10
<input type="checkbox"/>	Prism Geometries/Offset value	Light Guide.2	2.5
<input type="checkbox"/>	Prism Geometries/Width value	Light Guide.2	2

The central tree view shows the 'Speos' model structure:

- 1 Speos
- 2 Geometry ✓
- 3 Simulation Task ✓
- 4 Parameters

Below the tree is a 'Parameter Set' box. To the right, a simulation result plot shows a light path through a curved light guide. Below the plot is a table with the following data:

Area	Shape	Measure	Value
Cross_Section	Polyline	RMS_contrast	0.915427

At the bottom, the 'Direct Optimization' setup is shown:

- 1 Direct Optimization
- 2 Optimization ⚡

Save some engineering time  
with **automatic optimization** of  
your optical design!



# Preset Manager

- A Preset contains all parameters of a Speos object that that it can be reused
  - Dozens of clicks reduced to a **single click!**
- Drag & Drop with 1-click assign:
  - Create a preset from **any Speos item**
  - **Drag & Drop** to create or apply a preset
  - Set new **default** parameters for any Speos object
  - **Quick menu** to all presets
- Share or centralize Presets in a network location for uniform practices across all users in a company

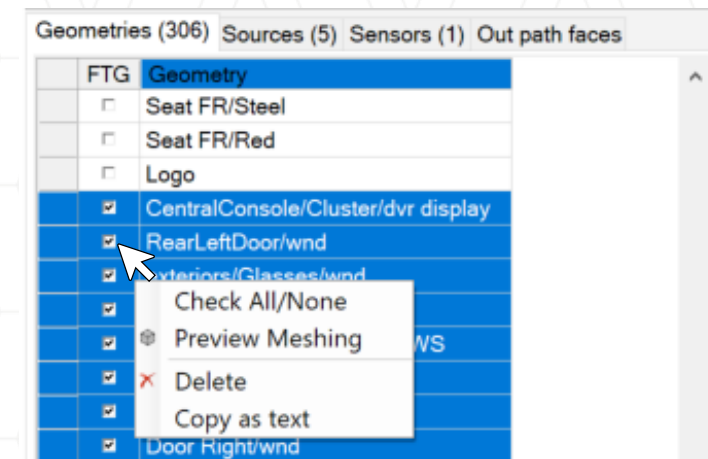
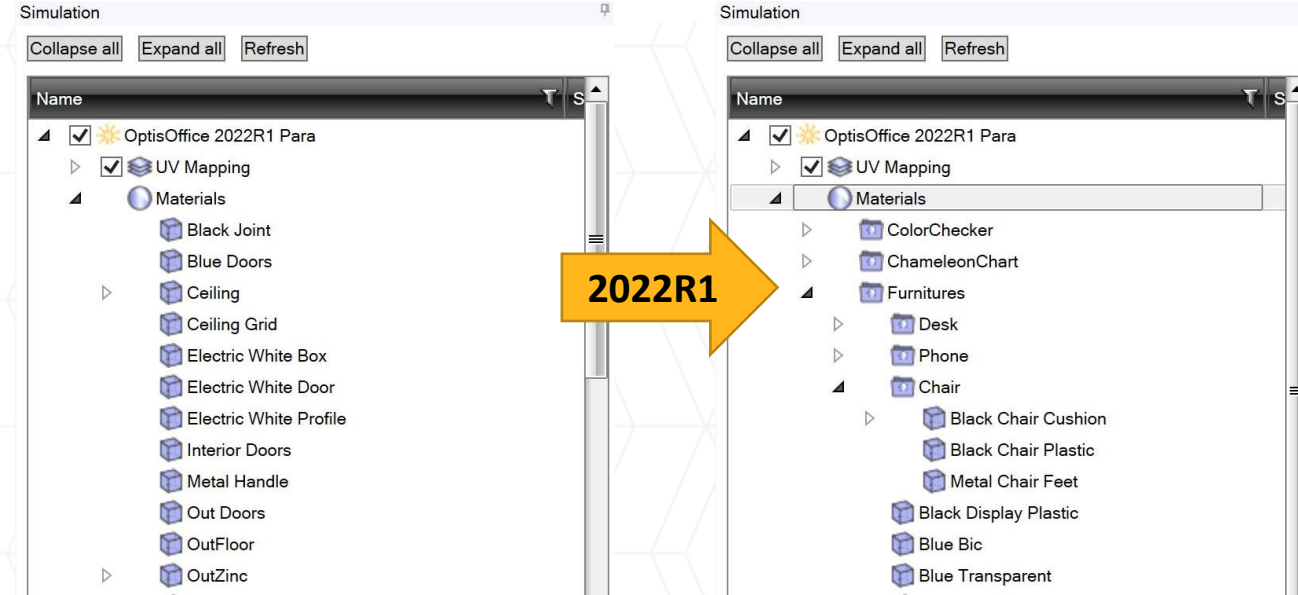
**Create Preset**

**Drag & Drop**

**Apply Preset**

Name	Type	Section	Default
Cube	UV mapping	UV Mapping	Default
Planar Y	UV mapping	UV Mapping	Default
Planar Z	UV mapping	UV Mapping	Default
Clear Glass	Material Properties	Materials	Default
FOP	Material Properties	Materials	Default
Opaque Mirror	Material Properties	Materials	Default
Textured FOP	Material Properties	Materials	Default
Textured Material	Material Properties	Materials	Default
Fine Mesh Proportional	Local Meshing	Local Meshing	Default
Low Mesh Proportional	Local Meshing	Local Meshing	Default
Blue Chip	Surface	Sources	Default
Gauss 30d 1000lm 6500K	Surface	Sources	Default
Green Chip	Surface	Sources	Default
Lamb 1000lm 6500K	Surface	Sources	Default
Red Chip	Surface	Sources	Default
3D Irradiance Colo	3D Irradiance	Sensors	Default
Immersive 1K stereo	Immersive	Sensors	Default
Immersive 2K stereo	Immersive	Sensors	Default
Immersive 4K stereo	Immersive	Sensors	Default
Corosco Colo 0.1deg	Intensity	Sensors	Default
Eulundal 0.5deg	Intensity	Sensors	Default
IES C 0.5deg	Intensity	Sensors	Default
Irradiance Colo 1000x1000	Irradiance	Sensors	Default
Irradiance Photo 1000x1000	Irradiance	Sensors	Default
Irradiance Radio 1000x1000	Irradiance	Sensors	Default

- Node in Speos Tree
  - Improved readability of the Speos Tree
  - Users can create **subfolders** to group and collapse Speos items
  - **The Speos Tree view is maintained** regardless of the action performed in Speos
  - **Drag & drop is available to reorder** subfolders and content
  
- Linked object list improvement
  - FTG/LXP/Reverse are now immediately accessible
  - Check All/None: right click to check/uncheck selection



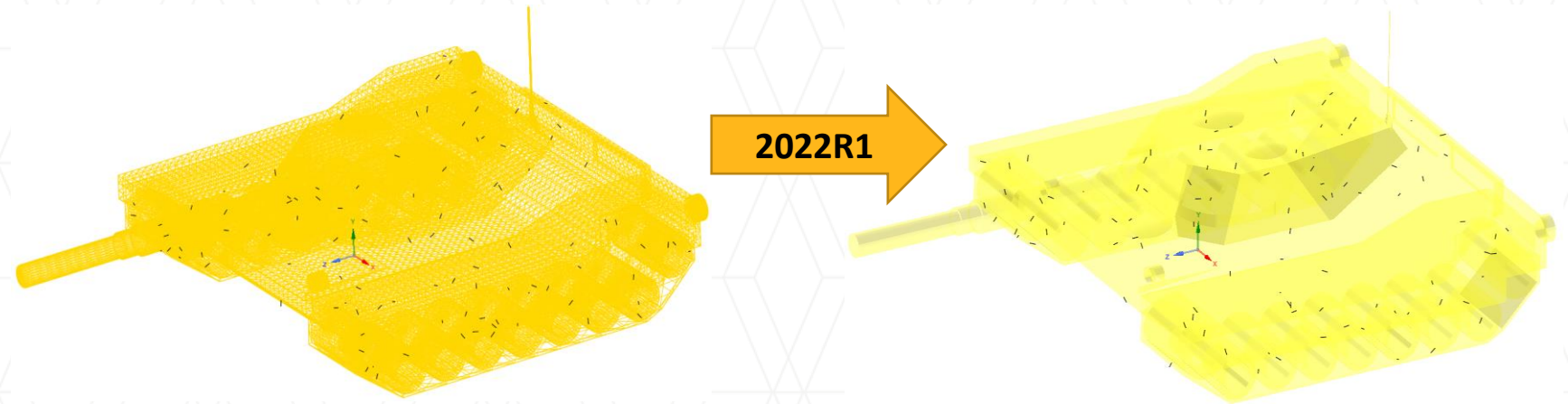
# Speos Enhancements

Productivity Enhancement

- Visualization of Speos Light Box



- Visualization / performance of Temperature field thermic source

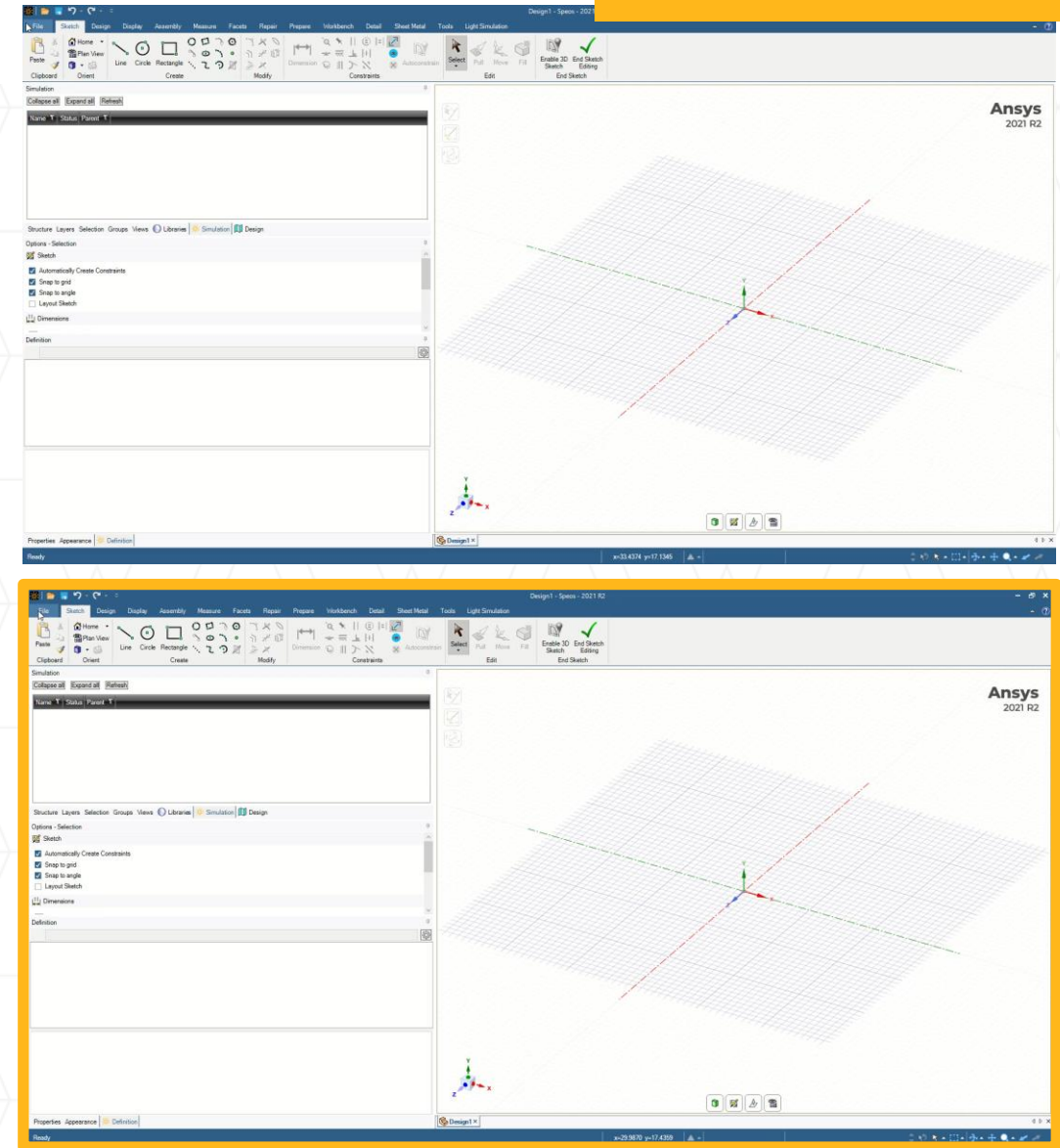


Compute time **7.8 times faster**

# Faster import of CATIA projects

Thanks to new importer and Parasolid Modeler, CATIA projects have much **faster import performance.**

Navigation is smoother for large assembly is **more reactive with smooth navigation.**



**Speos 2022 R1**

**Speos GPU:**

**GPU-Compute**

**Live Preview Enhancements**

**Ansys**

# GPU Compute

Beta

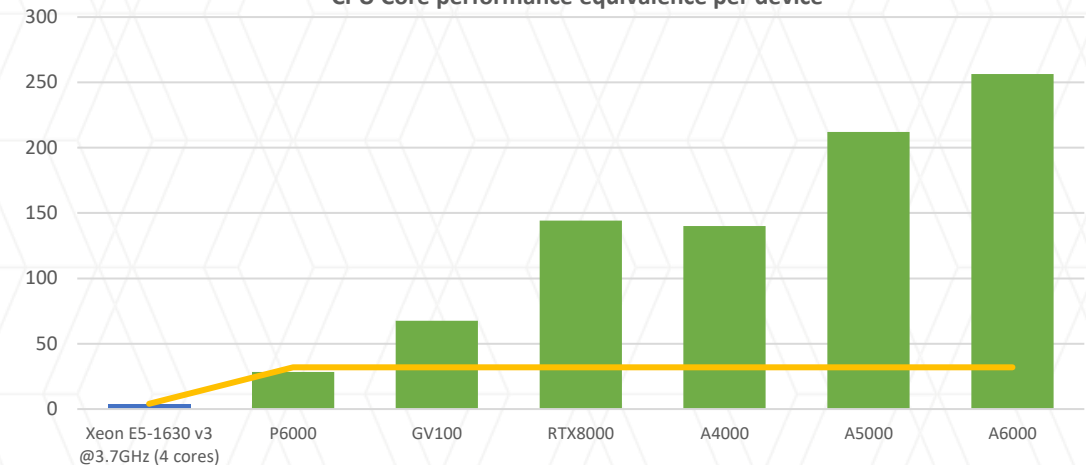
Speos GPU: GPU-Compute

- Speos now offers **GPU computing** delivering dramatic improvements to simulation performance (**benchmarks indicated 140x to 260x on average**) with no loss in accuracy and with an unprecedented performance to cost ratio.
- **Multi-GPU available** with linear scalability
- Also available in **Speos for NX**
- **Workbench Compatible**



“HPC on my desk”

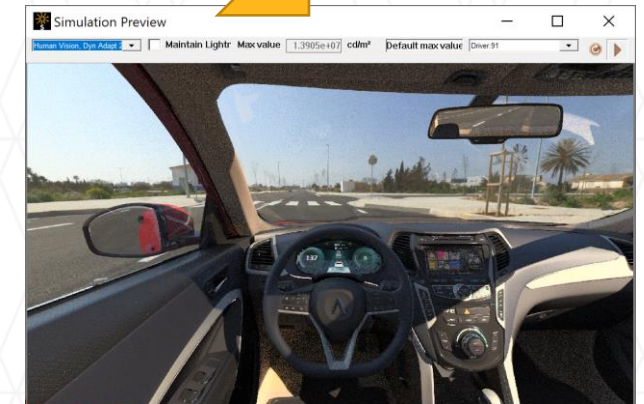
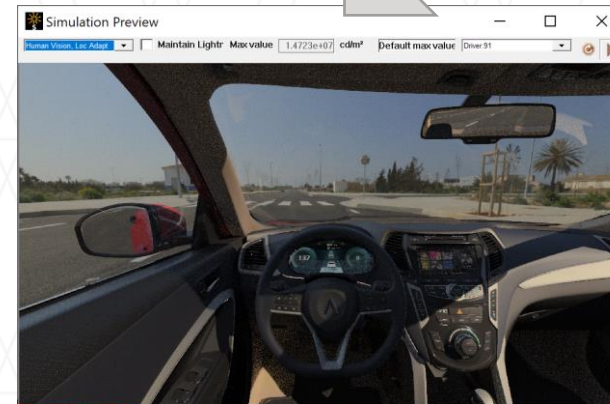
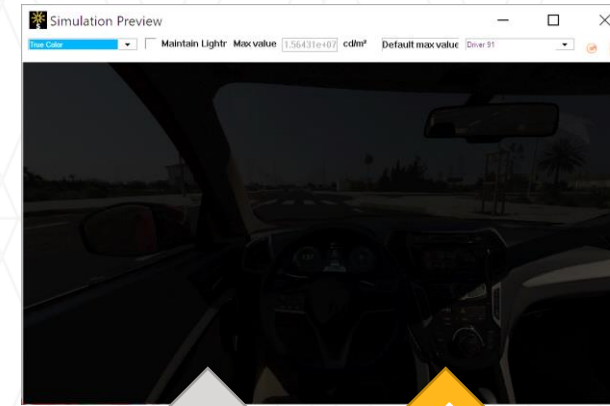
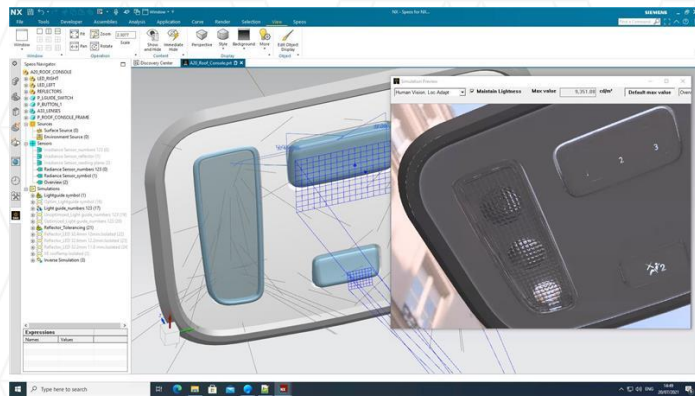
CPU Core performance equivalence per device



5 minutes simulations on single A6000 GPU

**Ansys**

- **Human Vision, Dynamic Adaptation 2019**
  - Dynamic Adaptation: for wide field of view use cases
  - View your product's actual appearance during Live Preview
  - There is no need to export results to perform HV
  - Same aspect as HV-Lab
- **Live Preview available in SNX:**



**Speos 2022 R1**

**Sensor / Autonomous  
Driving**

**Camera improvements**

**Ansys**



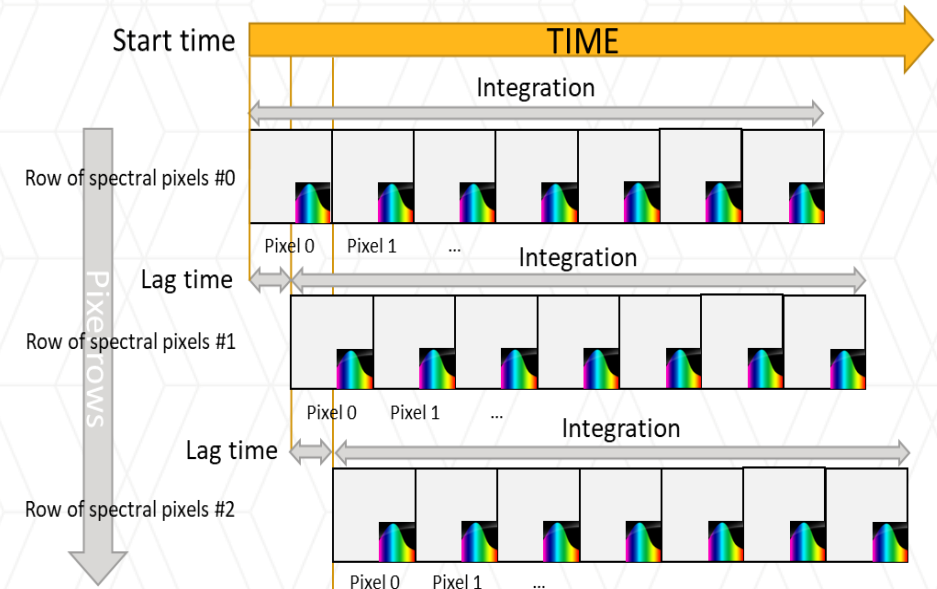
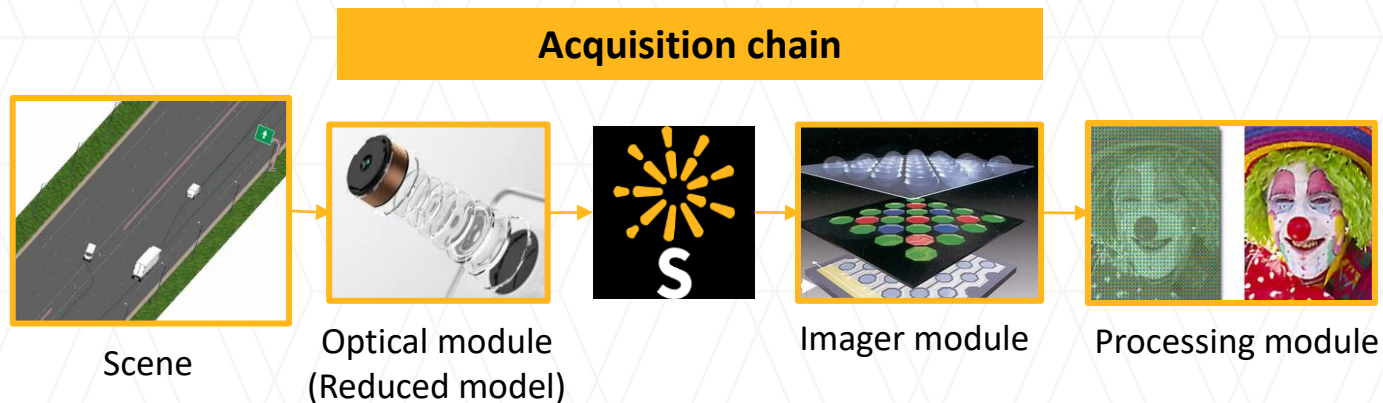
# Dynamic effects in Camera simulation

Beta

Camera Improvements

## Dynamic camera simulation

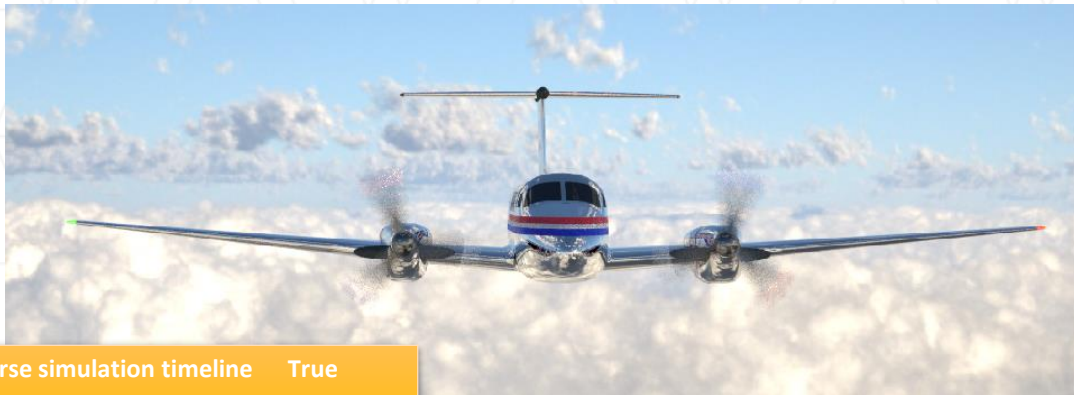
A new feature to address the increasing need for scene dynamics in the context of camera simulations and the modeling of the complete acquisition chain.



Camera sensor new dynamic data acquisition based on CMOS sensor capturing an entire image

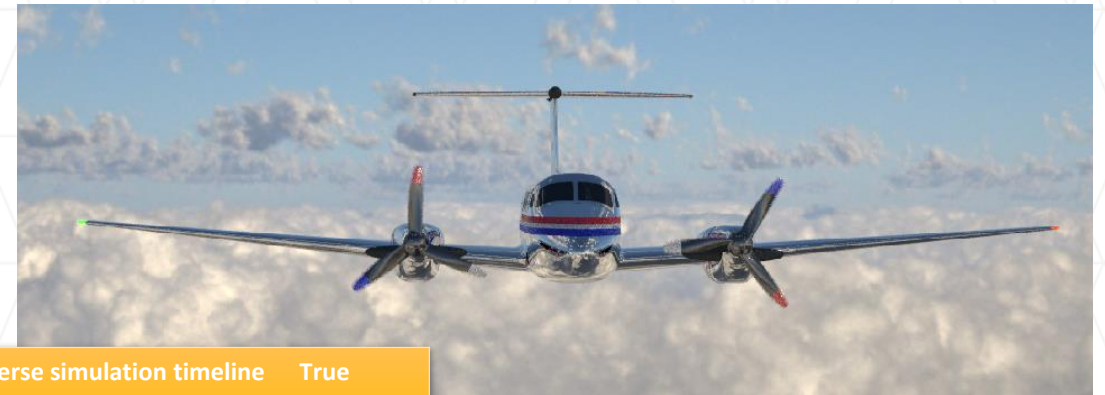
Camera sensor simulation with timeline permits enables the simulation of dynamic effects such as **Rolling shutter** and **Motion blur**.

Simulation results can feed into new post-processing algorithms dedicated to compensate for these effects.



Inverse simulation timeline	True
Camera integration	10ms
Camera lag time	0ns

**Motion blur effect**



Inverse simulation timeline	True
Camera integration	1ms
Camera lag time	18518ns

**Rolling shutter effect**

# Dynamic effects in Camera simulation

Beta

Camera Improvements



Inverse simulation timeline    False

Inverse simulation timeline    True

Camera integration                5ms

Camera lag time                    0ns

Inverse simulation timeline    True

Camera integration                20ms

Camera lag time                    0ns

**Motion blur effect**

# Dynamic effects in Camera simulation

Beta

Camera Improvements



Inverse simulation timeline    False

Inverse simulation timeline    True

Camera integration                1ms

Camera lag time                    9259ns

Inverse simulation timeline    True

Camera integration                1ms

Camera lag time                    18518ns

**Rolling shutter effect**

**Speos 2022 R1**

**Optical Part Design**

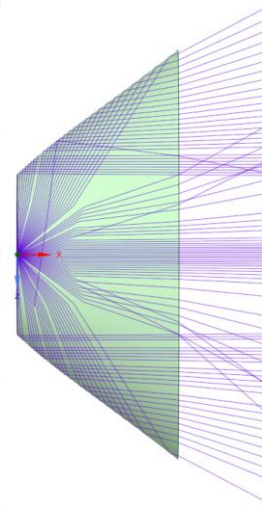
**Ansys**

# Better control of Spread on TIR Lens

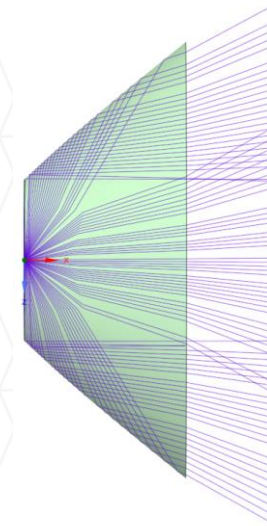
- Speos allows users to fine tune the spread of TIR lens to optimize beam homogeneity.
- In addition to spread max angle, Speos users can now control how light is accumulating in the optical axis or the max spread using the Spread Control parameter.

Spread Control influence

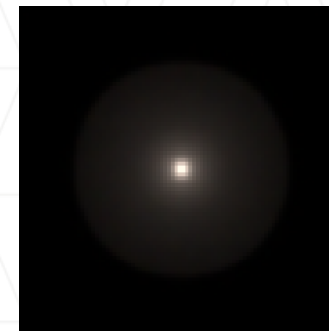
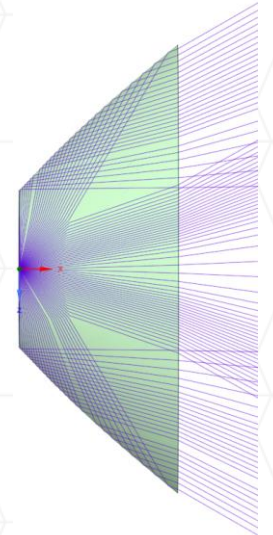
20%



50%



80%

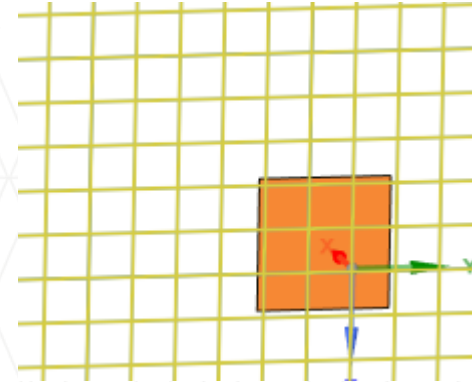


**Design efficient Lighting**

- Speos 2022 R1 introduces a new freeform lens:
  - Generated for a given surface (used in front face)
  - Define the optical beam target as uniform or gaussian
- Speos automatically computes the back face of the lens to achieve an optical target

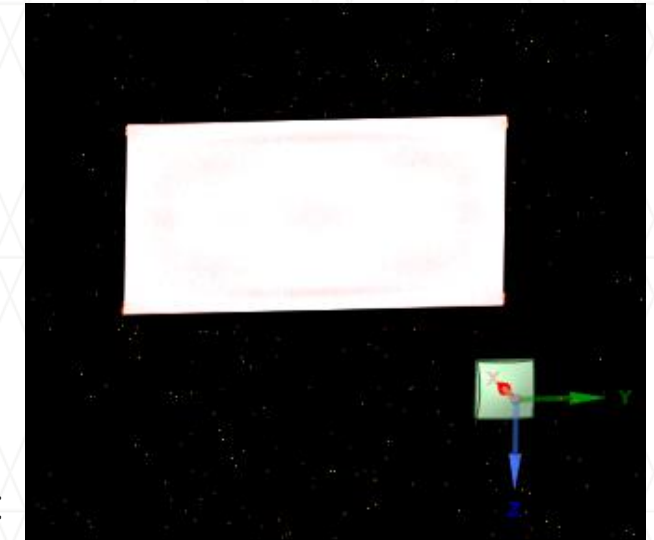
**Save engineering time with automatic optimization of your optical design!**

Input surface

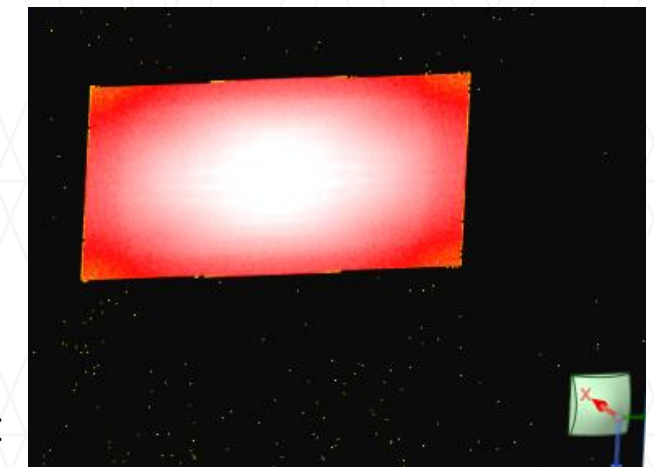


Uniform target

Freeform lens beam pattern

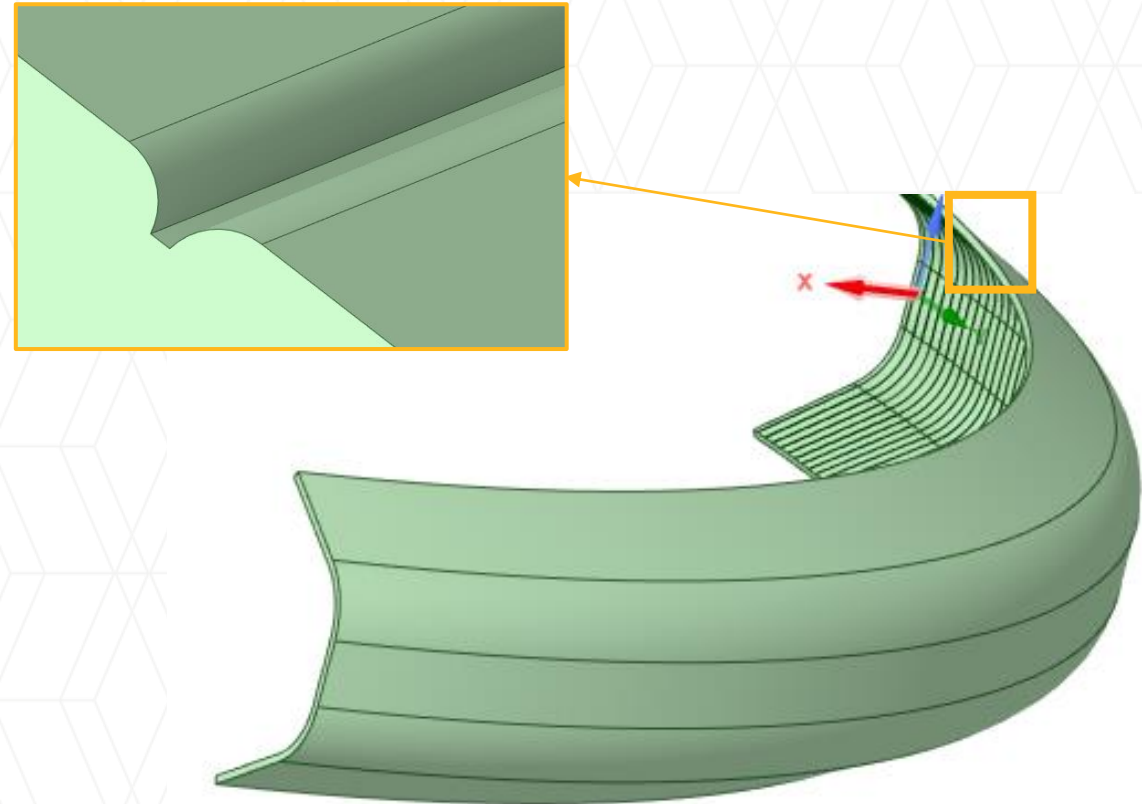


Gaussian target



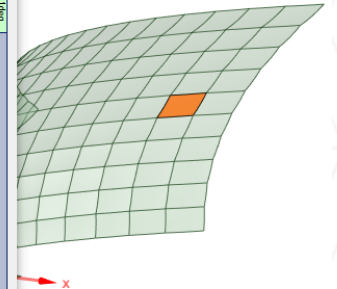
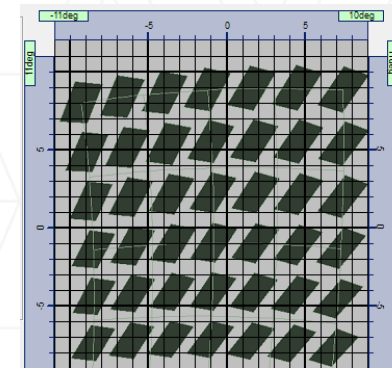
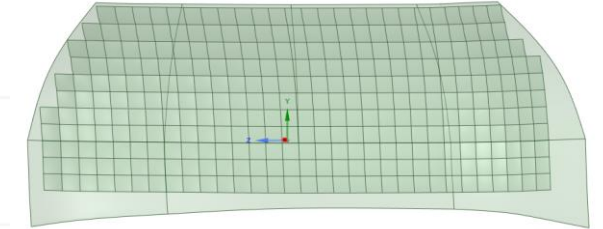
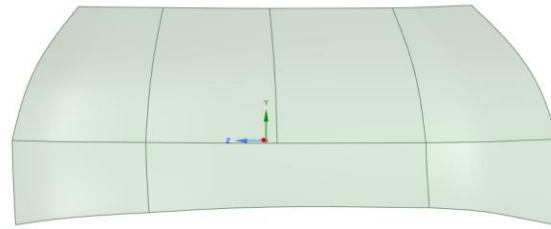
- Speos 2022 R1 introduces a new type of lightguide for thick lit appearance.
- Stripes are micrometer-scaled to be almost invisible to human eye.

**Speos for Innovative Design**





- Multi-facets Support
- Grid Enhancement Visualization in OPD viewer
- Lightguide, Parabolic, Projection Lens, TIR Lens better integrated in Speos for NX
  - Speos LightGuide is deeper **integrated into Speos for NX** with a single feature.
  - Design iteration is better supported with higher integration in user workflow e.g. when inputs are changes, design is automatically updated.



**Speos 2022 R1**

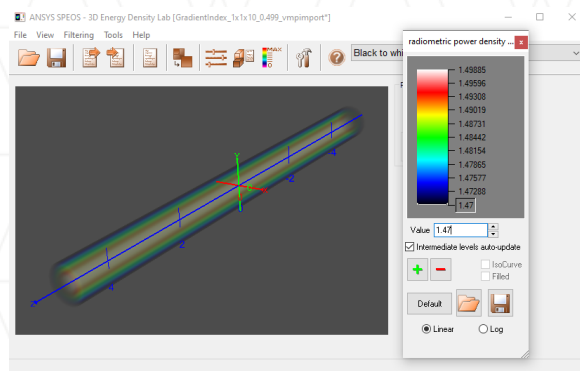
**Ansys Integration**

**Ansys**

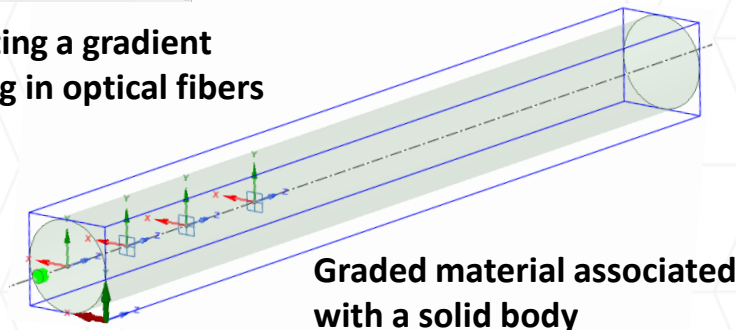
# Non-homogeneous materials

In many cases, the refractive indices of optical materials are not homogeneous and can vary spatially.

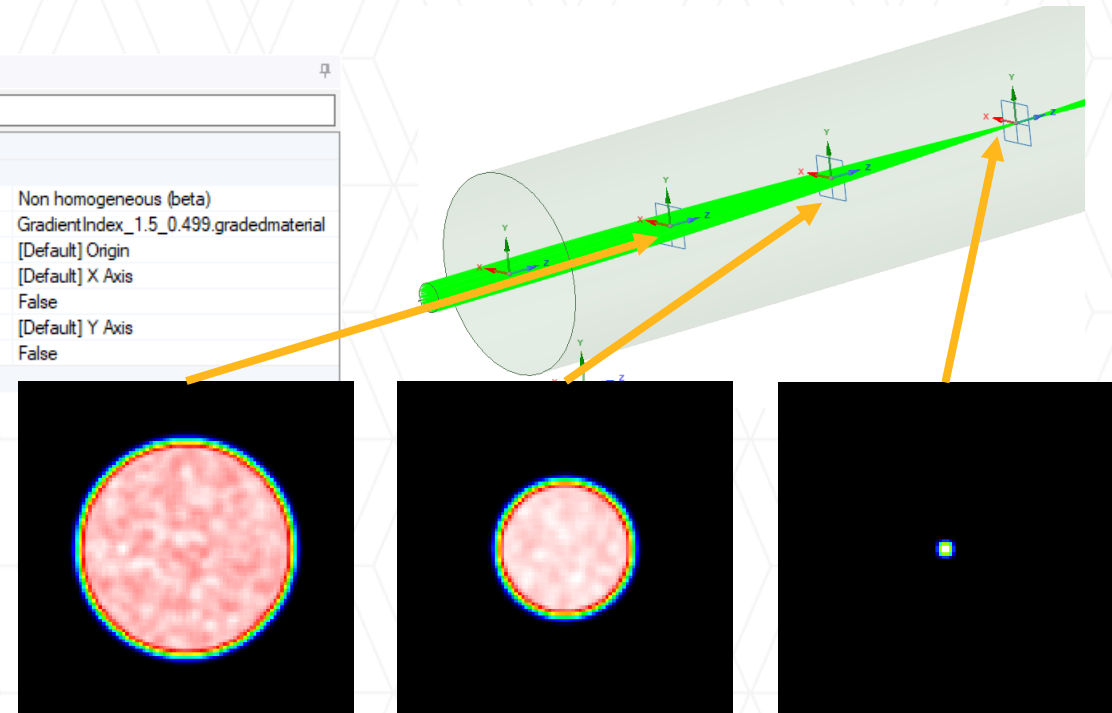
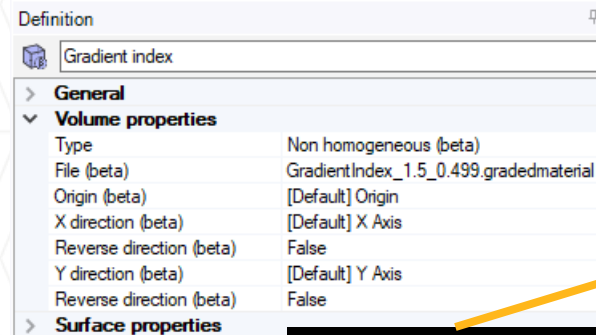
Graded materials in Speos model non-homogeneous materials by describing spectral variations of refractive index and absorption with the respect to position in space.



Graded material representing a gradient refractive index variation using in optical fibers



Graded material associated with a solid body



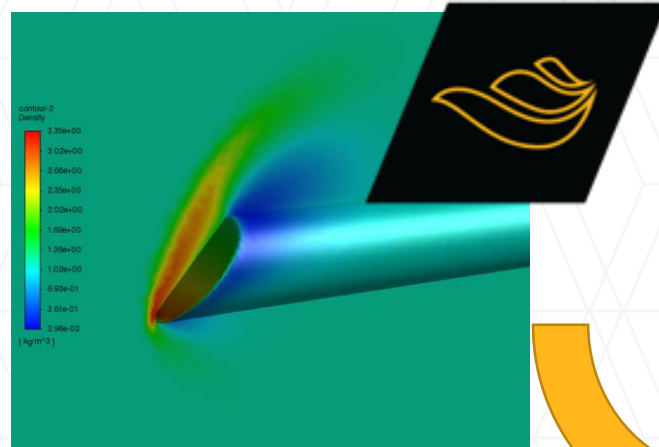
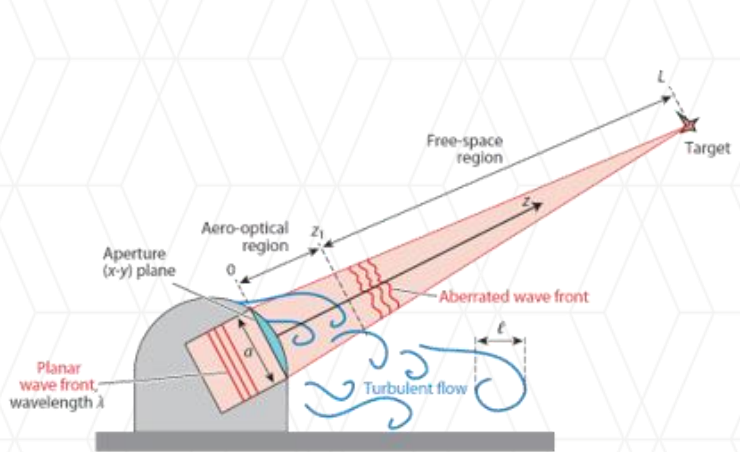
Simulation results show the beam guided in the optical fiber

# Non-homogeneous materials

Beta

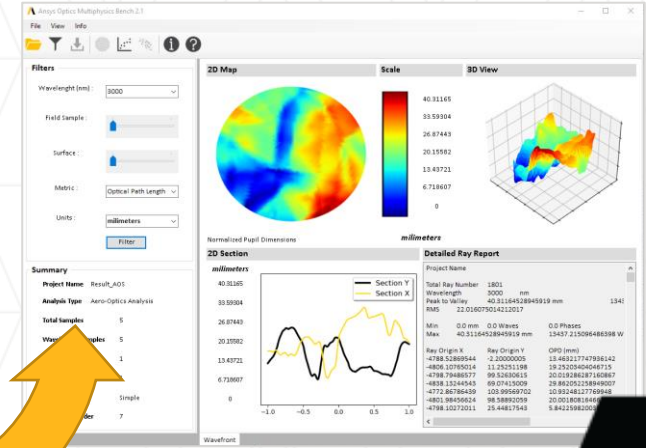
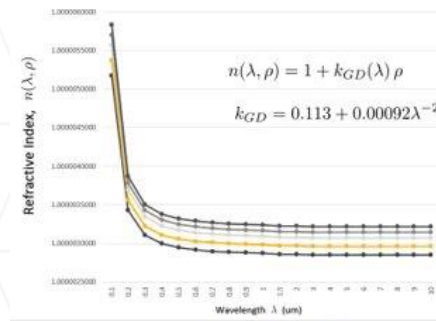
Ansys Integration

Aero-optical phenomenon is concerned with the aberration effects of compressible turbulent flows induced by solid surfaces near the projection or viewing optical aperture.



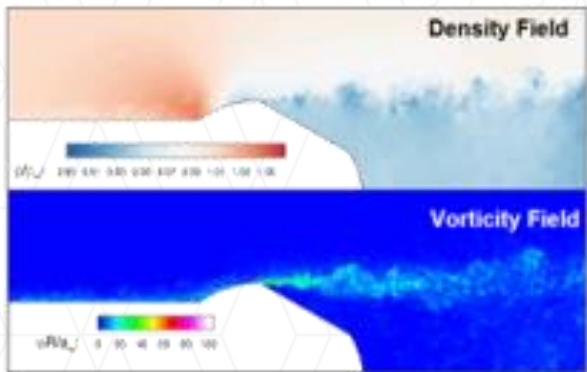
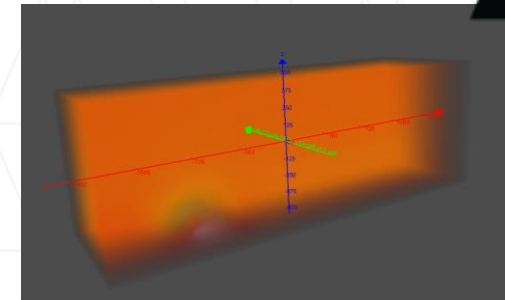
CFD simulation to obtain density field

Refractive Index field from Gladstone-Dale coefficient



Optical Path Difference study

Graded material creation

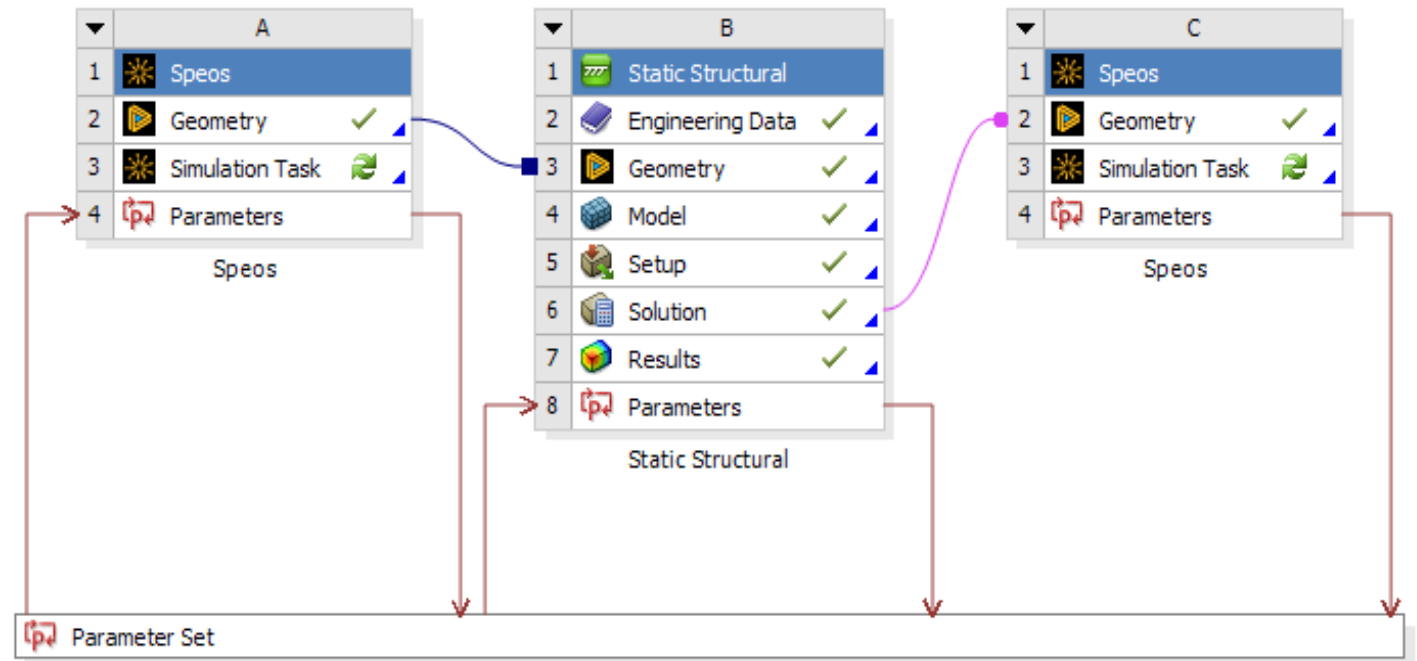


# Multiphysics – Optical Simulation of Deformed Geometry

Beta

Ansys Integration

- Speos is now interoperable with Ansys Mechanical to simulate the effects of geometrical deformation
- Simulations are automatically updated with new optical properties that correspond to deformed geometries.



Include Mechanical simulation in Optical workflow for **robust design**

- Support for **flexible queues** to easily adjust the number of cores available for Speos simulation
- **Automatic download** of results when Ansys Cloud Simulation is complete
- Benefit from new HBv3 queues for faster simulation
  - Thanks to 960 available cores, simulation is up to **400x faster than a 16-core Workstation!!!**

Speos HPC simulation

Job name:

Select region:

Configuration:

Simulation performances

Total number of cores:  480

Download results after completion

Number of rays:

Simulation time (MC only):  days  hours  minutes

 **Ansys**

