# intrinSIM

CONNECTING WORLDWIDE BUSINESS & TECHNOLOGY

June 2016

## Upcoming Events

***Automotive Simulation World Congress***
June 7-8, 2016
Munich, Germany

***2016 NAFEMS Americas Conference***
June 7-9, 2016
Seattle, WA, USA

***MSC ELM User Meeting***
June 10, 2016
Seattle, WA, USA

***Autodesk FORGE DevCon 2016***
June 15-16, 2016
San Francisco, CA USA

***Siemens Simulation Symposium 2016***
September 13-14, 2016
Troy, MI USA

***25th International***

Spring is coming to a close and summer is looming with a flurry of conferences in June.

intrinSIM has continued its active involvement in the ASSESS Initiative and will be giving a Keynote presenting on the ASSESS Initiative and Congress at the 2016 NAFEMS Americas Conference.

intrinSIM and its technology partners have been working hard to bring leading edge technology to market and we are actively looking for resellers for all of the products in our Technology Distribution portfolio.

We look forward to seeing many of you at Automotive Simulation World Congress, NAFEMS Americas Conference, MSC ELM User Meeting, Autodesk Forge DevCon and other upcoming conferences.

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## ASSESS Initiative

### ASSESS Update is Keynote presentation at NAFEMS 2016 Americas Conference

Joe Walsh will be presenting an ASSESS Update as one of the keynotes at the first day of the NAFEMS 2016 Americas Conference in Seattle on June 7th. The NAFEMS 2016 Americas Conference will be held at the Lynnwood Convention Center, located 16 miles north of Seattle, on June 7-9th, 2016.

## Modelon

### Modelon Partners with Ricardo Software

Ricardo Software announces a key partnership that will deliver immediate benefits to users of its IGNITE complete vehicle system simulation product, as well as enabling significant future developments. In the 2016 product release, IGNITE users will have instant access to Modelon's advanced OPTIMICA Compiler Toolkit, a Modelica and Functional Mock-up Interface (FMI) based computational platform for system design.

Integrating IGNITE and OPTIMICA offers clear advantages for system

***Meshing Roundtable***
September 27-30, 2016
Washington DC USA

***CADFEM ANSYS Simulation Conference***
October 5-7, 2016
Nuremberg, Germany

***3D CICS***
October 25-26, 2016
Golden, CO USA

***Autodesk University 2016***
November 15-17, 2016
Las Vegas, NV USA

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simulation users, not least of which is three-fold increase in the speed of compilation and simulation, providing very significant time-savings. This integration provides expanded compatibility with proprietary and open source Modelica libraries (covering two-phase fluid, thermal, hydraulics, and more), and comprehensive support of the FMI, further enabling execution of multi-domain and multi-scale studies in IGNITE.

The result of this partnership will bring together the best of IGNITE's comprehensive ground vehicle performance and fuel economy simulation capability with Modelon's leadership in Modelica and FMI technology.

*Learn more about Optimica Compiler ...*

## Redway

## REDsdk Enterprise Licensing Available

REDWAY3D is pleased to announce that REDsdk, the graphics kernel for all 2D & 3D industrial needs, is now available through Enterprise licensing.

The Enterprise licensing is perfect for:

1. research projects
2. in-house software projects
3. experimentation and prototyping by software vendors investigating REDsdk
4. small volume specialty applications

The Enterprise license provides full access to the capabilities of REDsdk for a small monthly fee (less than $50 per month per seat). This access includes access to REDsdk, REDnet, REDsdk bridges to 3D Studio Max, ODA Teigha, and Parasolid along with access to online documentation and bug reporting.

REDsdk allows you to find the optimum balance of performance and visual quality for your application and includes a patented hybrid ray-traced rendering technology that produces high-quality images at interactive frame rates. The hybrid hardware / software rendering technology also runs on all virtualized environments using the best available rendering technology.

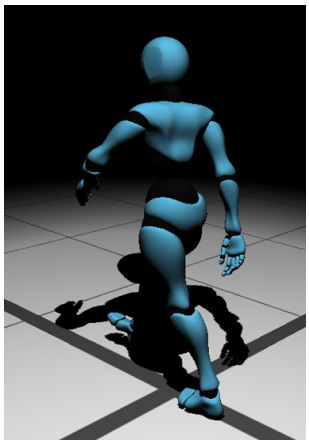
## REDsdk 4.2: Photo-Realism in Real-Time!

### Global illumination and light baking solution

REDsdk has been offering 2D & 3D features for real-time visualization and photo-realistic rendering for many years, but the visual quality gap has continuously increased between these two rendering modes over time. REDsdk 4.2 adds preprocessed photo-realistic rendering effects to a real-time visualization in order to reduce this quality difference. These effects include high-quality global Illumination, as well as all the lights and shadows which may be contained in your 3D scene.

### Animation framework

REDsdk 4.2 improves its support of animations. While PSK (rotation, translation & scale) and key-framed animations have been supported for many releases already; mesh skinning, skeletal animations, and animation clips are now supported with blending and new animation controllers.



## Complete day & night sky model

REDsdk expands its sky model by adding night sky modeling, with the support of the sun, the moon, and stars. The simulation of the turbidity (i.e. haziness) has been improved and works from all altitudes. The simulation is as realistic as possible, by implementing a multiple scattering physical model. Users can render the sky / night through a composite texture in order to refine it simultaneously with their 3D scene.

## Enhanced realistic material

Many new controls have been added to realistic materials in order to add visual effects or improve the realism

## New hardware support for GPUs and VR

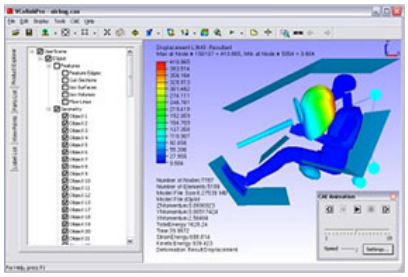
As for each release, REDsdk has been tested and validated on the latest GPUs (i.e. graphic card or graphic chipsets) from Amd, Intel and Nvidia in order to offer a robust and reliable set of functionalities to its users. Also, our engineers synchronized REDsdk with the latest version of the Oculus SDK.

*Learn more about REDsdk...*

VCollab

## CIMdata publishes "VCollab Drives CAE Productivity and Engineering Collaboration" Whitepaper

CIMdata, Inc. has released a new whitepaper on the VCollab CAX technology and associated products for automated intelligent processing, web-based visualization, and team collaboration involving complex 3D multi-physics performance analysis results.



This whitepaper presents CIMdata's perspective on the special aspects of the VCollab CAX technology as a driver of CAE analysis productivity and engineering collaboration that can lead to simulation-driven product innovation. The features and business benefits of utilizing the VCollab product suite are outlined in the paper including several customer testimonials derived from CIMdata interviews. The effective utilization and deployment of VCollab's technology provides several significant business

benefits to engineering organizations as follows:

1. Increased productivity, effectiveness, and corporate leveraging of scarce CAE analysis resources and domain expertise.
2. A common language for intelligent processing, rapid visualization, sharing, and automated reporting of 3D CAE results data and the associated CAD and CAE models.
3. Increased collaboration among product design teams in making critical design decisions sooner and faster based on CAE activities.
4. Minimizes the need for CAE analysts and designers to build numerous Microsoft PowerPoint presentations by providing an interactive 3D design review and reporting capability for CAE results that are easily understandable and web accessible.
5. Potential cost savings in terms of the number of CAE post-processing software licenses required, especially for collaboration with other global engineering team members and managers who can take advantage of the free VCollab Play web viewer.

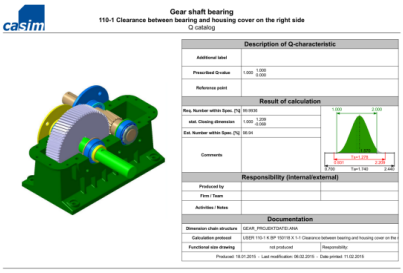
*Learn more about VCollab ...*

casim

## casim signs Engineering SoftWareHouse as first reseller for simTOL in North America

The agreement with Engineering SoftWareHouse is the first step in bringing casim's proven tolerance analysis technology to the North American market and casim is actively looking for additional resellers.

simTOL® offers fast and reliable statistical tolerance analysis for 1D, 2D and 3D tolerance stack calculations enabling the ability to influence product quality at an early stage in the development process and avoid unexpected production costs. simTOL® operates with very efficient statistical algorithms allowing you to calculate precise, real-world results - regardless of how long a tolerance stack is or whether the tolerances of profile and position take effect. Within seconds a calculation run of a complete assembly can be performed and clear, concise results are displayed for each critical characteristic. An optional feature of simTOL® allows thermal expansions of components to be considered in the tolerance calculations. Within a tolerance stack, thermal expansion coefficients can be selected and defined for any material. Both the tolerances caused by production and those caused by temperature are considered in the analysis.




*Learn more about simTOL ...*

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**Until next time,**

**Joe Walsh**
**CEO**
**intrinSIM**

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