

# LucidShape Modules

## Automotive Lighting Design Software

#### **Base Module**

The LucidShape Base Module includes the following functionality:

- LucidStudio, an interactive environment for design and simulation
- Basic geometry features
- · Simulation kernel
- · Analysis functions:
  - Measurement tables for automotive lighting for ECE, SAE and JIS regulations
  - Light data analysis and operations: gradients, filter, addition, subtraction, scale, mirror, etc.
  - Light data display properties such as log/linear scale and color mode
  - CIE TC4-45 headlamp benchmark
- · CAD import and export
- Material/medium assignment and management, including surface and volume scattering modeling

All other LucidShape modules are fully integrated in the Base Module.

#### FunGeo MacroFocal Module

Supports the design of all automotive lighting functions, including headlamps:

- Freeform reflectors and lenses
- Automatic cut-off calculation
- Freestyling definition via base grids

### FunGeo Procedural Surface / Poly-Curve System Module

Supports the design of all automotive lighting functions, including headlamps:

- Freeform reflectors and lenses
- Projector module headlight design
- Smooth and pillowed reflectors and lenses for signal functions

#### FunGeo Optimizer Module

Automatically changes geometry parameters to achieve the best design solution.

#### FunGeo Backlighting Module

Supports the design of automotive backlighting systems:

- Prism bands for light pipes
- Dot masks
- Retroreflectors
- Light guides

#### Visualize Module

Delivers high-speed photorealistic renderings of lit and unlit appearance. Includes:

- Environment light source
- Backward ray trace simulations
- Backward luminance camera
- High-Dynamic Range (HDR) Viewer

#### LucidCOM Module

Provides a programming API to automate LucidShape operations and develop custom solutions.

#### **GPUTrace Module**

Accelerates LucidShape illumination simulations using NVIDIA graphics cards.

#### SmartStart Library Module

Provides access to a library of materials and media commonly used in the design of automotive lighting systems. Includes refractive index and absorption data as well as pre-defined volume scatter and BSDF materials.

For more information, visit synopsys.com/optical-solutions/lucidshape.html

