

RENDERING DEVELOPMENTS IN META

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ABSTRACT –

CAE engineers are constantly trying to replace physical tests with realistic simulations, thus reducing cost, time and effort during the development phase of a product. As META is widely used in the automotive industry for visualizing and post-processing simulation results coming from various load cases and disciplines, the need for visualizing the results photo-realistically has also emerged. Multiple developments took place in the graphics engine of META, thus allowing photo-realistic visualization of results for engineering tasks, e.g. for identifying dents on surfaces, visualizing permanent deformations, evaluating damage during a crash, or for presentation purposes. Developments led to higher reporting quality and various performance improvements such as the faster saving of images, videos and the fully hardware accelerated remote visualization. All of the above, together with the support of VR devices in META provide a better user experience to CAE engineers.

