



16 - 18 September 2026

G U I D E B O O K



DSC 2026 **EUROPE** **XR**

Driving Simulation & eXtended Reality Conference & Exhibition

Palais des Congrès, Antibes | France

Organized by



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DSC 2026 EUROPE XR

Driving Simulation & eXtended Reality Conference & Exhibition

The Driving Simulation Conference gathers driving simulation specialists from the industrial and academic communities as well as commercial simulation providers. This 25th edition follows that of 2025, held in Stuttgart, with about 300 participants. The exhibition is coming back towards more than 40 professional exhibitors and up to 300 on site participants. With about 80 speakers in scientific and industrial product solution sessions, keynotes, tutorials and round tables, you will get the latest trends in XIL (MIL, SIL, HIL, DIL, VIL, CIL) and XR simulation for ADAS, automotive HMI and driving simulation design, motion sickness and rendering, as well as connected and autonomous vehicle verification and validation.

Themes include state of the art in driving simulation technology, research and developments, extended with progressively emerging virtual and augmented reality (XR) developments. Human factors and motion rendering nevertheless will stay as now traditional axes of the conference.

You are welcome to the DSC 2026 Europe Conference and exhibition, organized by the Driving Simulation Association, in cooperation with Arts et Métiers Institute of Technology and Gustave Eiffel University and with the support of Renault, SIA, ASAM, MathWorks and Laval Virtual, held on September 16-18 in Antibes!



The way for tomorrow's vehicle

Table of content

Introduction 3

DSC 2026 Exhibition Presentation 5

Committees 6

 Organizing Committee

 Scientific Committee

 Technical Committee

Keynote Speakers 10

Industrial Pitch Speakers 12

Program 15

Scientific Papers..... 31

Production Solution Posters 33

Exhibition Floor Plan 34

Sponsors 37

Partners 41

Exhibitors 43

Driving Simulation Association 58

DSC 2026 Exhibition

We are committed to bringing you the best opportunity to meet and network with **many customers, prospects and partners** in the field of driving simulation.

Authors, keynote speakers and delegates are attending this conference with the common aim of hearing about the latest developments in the field and will be keen to learn about your technology and services. The conference is expected to attract more than **300 attendees**, which will ensure that the event has the buzz you need to generate interest in your products.

The DSC Organizing Team wishes to all participants and exhibitors a great time at the Driving Simulation Conference Exhibition 2026!



Palais des Congrès, Antipolis
60 Chemin des Sables, 06160 Antibes - France

Organizing Committee



Andras Kemeny | *Conference chair*

President, Driving Simulation Association
Member of Board of Directors, ASAM



Florent Colombet | *Program Co-Chair*

Treasurer of Driving Simulation Association
Innovation Project Manager, Renault



Jean-Rémy Chardonnet | *Program Co-Chair*

Driving Simulation Association
Professor, Arts et Métiers



Clément Bourhis | *Conference Assistant*

Driving Simulation Association



Bilal Kasim | *Conference Assistant*

Driving Simulation Association



Elias Maillot | *Conference Assistant*

Driving Simulation Association



Lucile Frugier | *Conference Assistant*

Driving Simulation Association

Scientific Committee

The scientific committee is composed of recognized academics, OEM, Tier 1 or Standardisation body experts involved in driving simulation research activities in their organisations. Being member of the Scientific Committee involves also a commitment to avoid using his or her committee role in any individual consultancy activity, which may influence his or her objectivity in reviewing or any other undertaken committee task.

Chairman

Andras Kemeny	Driving Simulation Association (France)
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Scientific Committee Members

Mohammad Bahram	BMW Group R&T (Germany)
Gerd Baumann	FKFS (Germany)
Klaus Bengler	Technical University Munich (Germany)
Jost Bernasch	The Virtual Vehicle (Austria)
Jelte Bos	TNO (The Netherlands)
Heinrich H. Bühlhoff	Max Planck Institute (Germany)
Frank Cardullo	State University of NY (United States)
Viola Cavallo	University of Gustave Eiffel (France)
Jean-Rémy Chardonnet	Arts et Métiers Institut of Technology (France)
Florent Colombet	Renault (France)
George Drettakis	INRIA (France)
Magnus Eek	VTI (Sweden)

Scientific Commitee

Scientific Committee Members

Stéphane Espié	Université of Gustave Eiffel (France)
Zhou Fang	Renault (France)
Martin Fischer	
DLR (Germany)	Polytechnic University of Milan (Italy)
Jens Häcker	DHBW Stuttgart (Germany)
Siddhartha Khastgir	University of Warwick (UK)
Joseph K. Kearney	University of Iowa (United States)
Franck Mars	CNRS (France)
Philippe Mathieu	University of Lille (France)
Frédéric Mérienne	Arts et Métiers (France)
James Oliver	Iowa State University (United States)
Jean-Christophe Popieul	Hauts-de-France Polytechnic University (France)
Paolo Pretto	Virtual Vehicle (Austria)
Günther Prokop	Technische Universität Dresden (Germany)
Richard Romano	University of Leeds (United Kingdom)
Joost Venrooij	BMW Group (Germany)

Technical Committee

The Technical committee is composed of recognized industrial experts or managers of OEM, Tier 1 or research institutes involved in the driving simulation industrial ecosystem. Being member of the Technical Committee involves also a commitment to avoid using his or her committee role in any individual consultancy activity, which may influence his or her objectivity in reviewing or any other undertaken committee task.

Chairman

Luz Amanda Garcia Galeano	EBUSCO (Netherlands)
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Technical Committee Members

Omar Amhad	NADS (United States)
Florent Colombet	Renault (France)
David Defianas	Stellantis (France)
Marius Dupuis	ASAM (Germany)
Vincent Honnet	SystemX (France)
Andras Kemeny	Driving Simulation Association (France)
Martin Peller	BMW (Germany)w
Stéphane Régnier	Renault (France)
Martin Sevenich	AUMOVIO (Germany)
Georg Stettinger	Infineon (Germany)
Sebastian Wagner	BMW (Germany)

OEM Keynote Speakers

Keynotes are historically inspiring talks given by eminent scientists in the field of driving simulation, completed now by important industrial executives.



Alessandro Salgarello | Chassis Advanced Engineer, *Hyundai, Europe*

Pilyoung Jeoung | Senior Research Engineer, *Hyundai, Korea*



"Engineering Emotion: Driving Simulation for Efficient and Flexible Virtual-Driven Development at Hyundai Motor Group"

How driving simulation is helping Hyundai Motor Group to integrate subjective driver feedback with objective performance metrics, while improving process efficiency. The presentation highlights how a robust and flexible virtual-driven development workflow enables simultaneous, joint development between NamYang R&D (Korea) and HMETC (Europe).



Stéphane Régnier | Expert Leader Immersive Simulation and Virtual Reality, *Renault, France*

"The convergence of XR and driving simulation for customer-centric vehicle"

This keynote highlights the growing convergence between XR and driving simulation, combining immersive visualization and dynamic vehicle behavior to support customer-centric vehicle design. It shows how this unified approach enables earlier, more holistic evaluation of the customer experience across the development process.

Industrial Keynote Speakers



Will Snyder | *Commercial Manager, Dynisma, United Kingdom*

"The Role of High Frequency Content in Driving Simulators"

Dynisma's latest DMG-360XY driver-in-the-loop platform combines 5m XY excursion, unlimited yaw, 3–4ms latency, and frequency response within 3dB of demand up to and beyond 100Hz, enabling a single simulator to support ride, handling, and NVH applications without compromise.

This presentation explores the role of high frequency content in modern driving simulation, its impact on driver perception and engineering correlation, and the opportunities it creates for more effective virtual vehicle development.



Gerald Hofmann | *CEO, cosin scientific software, Germany*

"Rethinking Virtual Tire Data Management"

Virtual development has transformed how vehicles are designed. Today, critical decisions are made long before a physical prototype exists, with simulation playing a central role in engineering workflows. Yet the way digital tire models are managed often still follows outdated processes – fragmented storage, unclear versions, and inefficient collaboration. cosin is presenting cosin/hub, a new approach to organizing and managing virtual tire data. By combining high-fidelity real-time tire simulation with a modern data platform, development teams gain structured access, transparent versioning, integrated quality control, and scalable computing resources. The result is a streamlined infrastructure that removes friction from simulation workflows and enables engineers to fully leverage virtual prototyping.

Industrial Pitch Speaker



Stefan Vorderobermeier | Business Development Manager,
Ansible Motion, United Kingdom

"Where Virtual Meets Reality – The Next Generation of Driving Simulators"

Rising requirements for seamless development cycles drive the demand of physical accuracy and consistency with real-world operation. In this context, Ansible Motion analyses the often less visible key technologies and integration mechanisms that enable significant improvements in testing efficiency and validity.



Gabriele Ferrarotti | Head of Marketing - Simulation, VI-grade / HBK, Italy

"Full-Spectrum Driver-in-the-Loop Simulation for Multi-Attribute Vehicle Development: HexaRev and HyperDock"

Engineering teams face increasing pressure to develop more complex products in shorter timeframes while making critical decisions earlier in the process. Smart Testing addresses this challenge by connecting virtual simulation and physical testing through a continuous, data-driven workflow. By enabling simulation models and real-world measurements to validate and improve each other throughout development, organizations can accelerate learning, increase confidence in engineering decisions, and reduce late-stage risk. This presentation explores the principles of Smart Testing and how integrated virtual and physical testing can support modern, data-driven product development.



Simon Holloway | Commercial Director, Dynisma, United Kingdom

"The Future of Driving Simulation Isn't Hardware. It's Partnership."

From Formula 1 teams and global automotive OEMs to leading research institutions such as TU Graz, Dynisma partners with customers to develop simulation capabilities that extend far beyond hardware. Combining software-agnostic simulator platforms with expert support and integration services, Dynisma helps organisations embed simulation into their engineering processes and accelerate the transition towards virtual-first vehicle development. This collaborative approach extends across the wider simulation ecosystem to deliver complete solutions that integrate seamlessly into customer workflows, advancing simulation capability, improving engineering outcomes and accelerating the adoption of virtual development methodologies.



Farouk El Farji | Account Manager, IPG Automotive, France

"Driving the Future of Automotive Development: Continuity, Simulation & Generative AI"

Discover how seamless development, high-fidelity simulation, and AI-powered engineering work together to accelerate innovation and improve development efficiency.



Christoph Bode | CTO/Owner, Project: syntropy, Germany

"LED Display – The end of the projection era ?"

Providing high-end Visual Display Systems as a Systems Integrator to both the Training & Simulation and Entertainment market, for over 20 years, the technology to rely on has been projection. We have seen technology develop over the years moving us away from lamp based over to solid state products.

Now there is a new contender on the market and there are two key questions to be considered: Is projection still the benchmark for the most demanding large-field, high-acuity simulation applications? Is dvLED no longer an alternative technology in simulation – is it a primary technology option?



Craig Brown | Director, ProCue Ltd, United Kingdom

"The Performance Ceiling of your Simulator is Higher than you Think"

Before vehicle accelerations reach a motion-based driving simulator, there is a crucial transformation: motion cueing. Without it, a simulator cannot function. However, poor motion cueing can effectively nullify the value of a motion platform, even producing negative value if drivers draw incorrect conclusions from the flawed feedback.

Motion cueing algorithms have many parameters, causing mind-boggling, exponential parameter-space growth. Indeed, maximizing cueing quality is a delicate process, further complicated by the subjective nature of what defines "good cueing." In this talk, you will learn how to deliver higher cueing quality in less time, ensuring your motion platform reaches its true potential.

Industrial Pitch Speaker



Florian Albert | CEO | Cofounder, AVES Reality, Germany

**"Automating the generation of simulation-ready maps
and 3D environments for future AV validation"**

Simulation-ready maps and 3D environments remain one of the major bottlenecks for scalable autonomous vehicle validation. This presentation introduces an automated workflow that transforms geospatial data into high-fidelity HD maps and digital environments, ready for simulation with minimal manual effort. Learn how automation enables faster scenario creation, broader ODD coverage, and seamless integration into modern AV validation toolchains. The result is a significant reduction in time and cost while accelerating the development and validation of future autonomous driving systems.

1:00 pm

Registration & Coffee

2nd floor

2:00 pm

Special Session

Antipolis Auditorium

Standards for driving and massive simulation of ADAS and autonomous vehicles in vehicle engineering design and regulation.

Moderator - Marius Dupuy
(ASAM, Germany)

Standards to harmonise the scenario-based ASD Safety demonstration.

Emmanuel Arnoux
(Renault, France)

Virtual Validation Toolchains and the role of standards

Antje Rorhbeck
(Synopsys, Germany)

ASAM OpenX as the Backbone for Credible Perception Sensor Simulation

Philipp Rosenberger
(Persival, Germany)

**From Code to Confidence:
Practical Quality Standards for Massive Simulation Environments.**

Basit Khan
(AAI Innovation, Germany)

Special Session

Antipolis Auditorium

The role of standards in scenario-based testing.

Yves Peirsman

(Deontic, Belgium)

3:45 pm

Break

4:00 pm

Round Table

Antipolis Auditorium

**The future of XR helmets vs. multi-view CAVEs
in driving simulation.**

Moderator - Jean-Rémy Chardonnet

(Arts et Métiers Institute of Technology, France)

**Human perception of virtual object's
scale on a large immersive display**

Frederic Rabellino

(Volvo, France)

**High-quality 3D immersive simulation
with Multiview LED-Display-Systems**

Steffen Hergert

(CEO, xCaveTechnology, Germany)

4:45 pm

Special Session

Antipolis Auditorium

Digital twin XR driver station for driving simulators

Moderator - Andras Kemeny

(Driving Simulation Association, France)

Usability of a mixed reality head mounted display in a static driving simulator

Eva Morgand, Florent Colombet; Nicolas Mignotte, Javier Posselt
(Renault, France)

Technical evaluation of vehicle interior lighting using Mixed Reality in driving simulation

Henrik Gommel
(GOTECH, Germany)

5:30 pm

Closing

Program

8:00 am

Registration & Coffee

2nd floor

8:40 am

Conference Opening

Antipolis Auditorium

Andras Kemeny, Conference Chair

(President, Driving Simulation Association)

Member of the Board of Directors, ASAM)

**“XR based Driving Simulation for Vehicle Engineering Design,
Testing and Regulation”**

9:00 am

Keynote

Antipolis Auditorium

Scientific

Paper Session

Antipolis Auditorium

Perception & Human Factors

**Advanced Road Feedback in
Driving Simulators: The Role
of Physical Tire Models**

Maximilian Böhle

(Technical University of Berlin, Germany)

Benjamin, Rieff

9:25 pm

Product

Solution Session

Fitzgerald Room

DiL Simulation

**From On-Road Testing to Ride
Replay: Validation of
Simulator-Based Ride Comfort
Assessment using a
Specialized Driving Simulator**

Stefan Jeindl

(Magna Steyr Fahrzeugtechnik, Graz, Austria)

Hofmaninger, Philipp; Kovacevic, Paul;
Nolan, Leo; Farmer, Gavin; Magosi, Zoltan
Ferenc; Koglbauer, Ioana Victoria;
Eichberger, Arno

9:50 pm

Perception & Human Factors

**Occupant behaviour, cognition,
and Human-Machine Interac-
tion in Level 3 Autonomous
Vehicle driving simulator**

Ali Olayan

(Expleo Group, France)

Chardonnet, Jean-Rémy;
Sandoz, Baptiste

DiL Simulation

**Full-Spectrum Driver-in-the-
Loop Simulation for Multi-At-
tribute Vehicle Development:
HexaRev and HyperDoc**

Nadia Hausner

(VI-grade, Germany)

10:15 pm

**Effects of Cognitive Load, Age
and Gender on Driver Control
Parameters (Short)**

Víctor Nalda-Tárrega

(Instituto Biomecánica Valencia, Spain)

Belda-Lois, Juan-Manuel;
Mateo-Martínez, Begoña

**An ISO Initiative Towards
Standardizing Driving
Simulators (Short)**

**Chantal Himmels
(BMW AG, Germany)**

Chida, Tomoya; Fischer, Martin;
Fujimoto, Masaki; Kuwabara, Kazuki;
Kyogoku, Hitoshi; Lindner, Johannes;
Muramatsu, Hideyuki; Ruß, Fabian;
Marcus, Schmitz; Martin, Sevenich;
Atsushi, Tsubouchi;
Stefan, Vorderobermeier

10:30 am

Break
2nd floor

Scientific

Paper Session

Antipolis Auditorium

Motion Cueing & Control & AI

11:00 am

A Model-Predictive Control Algorithm for Matched Lateral/Yaw Motion

Maurice Kolff

(Delft University of Technology, The Netherlands)

POOL, Daan M.; RICCIARDI, Vincenzo;
HEIDERICH, Martin; ZANTNER, Frank;
SHYROKAU, Barys

Product Solution Session

Fitzgerald Room

ADAS

Scenario-Based Approach in System Engineering: Toward an Assessment of Coverage

Christophe Bohn

(IRT SysteX, France)

REVERT, Erwan; ADJED, Faouzi

11:25 am

Learning-Based Acceleration Prediction for Real-Time Model Predictive Motion Cueing

Keno Pape

(Paderborn University, Germany)

MALENA, Kevin; TIMMERMANN, Julia;
TRÄCHTLER, Ansgar

ASAM QSQ: Quantifying Simulation Quality for Credible Virtual Validation

Yash Shah

(ASAM e.V, Germany)

SÁNCHEZ LÁZARO, Diego

11:50 am

Comparison of Cost Functions for Automatic Motion Cueing Algorithm Parametrisation (Short)

Craig Brown

(ProCue Ltd, London, UK)

SCHLUETER, Marco; HOLZAPFEL, Christian

From Concept to Validation: Mastering Scene and Scenario Fidelity with the RoadRunner Product Family (Short)

Simone Heammerle

(MathWorks, Germany)

HAFEMANN, Philipp

Motion Cueing & Control & AI

12:05 am

Effects of motion cueing and adaptive procedure on acceleration JND estimation (Short)

Erik Gustaf Lilljebjörn
(Swedish National Road and Transport Research Institute, Sweden);

KHARRAZI, Sogol; ÅSLUND, Jan

ADAS

From Map Data to Simulation: An Automated Pipeline for 3D Scene Map and OpenDRIVE Generation for ADAS and AV Validation (Short)

Kussmaul Stephan
(TrianGraphics GmbH, Germany)

NIERENZ, Mirco

12:20 am

Effects of motion cueing and adaptive procedure on acceleration JND estimation (Short)

Erik Gustaf Lilljebjörn
(Swedish National Road and Transport Research Institute, Sweden);

KHARRAZI, Sogol; ÅSLUND, Jan

From Map Data to Simulation: An Automated Pipeline for 3D Scene Map and OpenDRIVE Generation for ADAS and AV Validation (Short)

Kussmaul Stephan
(TrianGraphics GmbH, Germany)

NIERENZ, Mirco

12:35 am

Lunch

2nd floor

2:00 pm

Industrial Keynotes

Antipolis Auditorium

“The Role of High Frequency Content in Driving Simulators”

Will Snyder
(Commercial Manager - Dynisma, United Kingdom)

2:00 pm

Industrial Keynotes

Antipolis Auditorium

“Rethinking Virtual Tire Data Management”

Gerald Hofmann

(CEO - cosin scientific software, Germany)

3:00 pm

Industrial Pitches

Antipolis Auditorium

Where Virtual Meets Reality – The Next Generation of Driving Simulators

Stefan Vorderobermeier

Business Development Manager, (Ansible Motion, United Kingdom)

Full-Spectrum Driver-in-the-Loop Simulation for Multi-Attribute Vehicle Development: HexaRev and HyperDock

Gabriele Ferrarotti

Head of Marketing – Simulation, (VI-grade / HBK, Italy)

The Future of Driving Simulation Isn't Hardware. It's Partnership.

Simon Holloway

Commercial Director, Dynisma (United Kingdom)

Driving the Future of Automotive Development: Continuity, Simulation & Generative AI

Farouk El Farji

Account Manager, IPG Automotive (France)

3:00 pm

Industrial Pitches

Antipolis Auditorium

LED Display – The end of the projection era ?

Christoph Bode

CTO/Owner, Project: syntropy (Germany)

The Performance Ceiling of your Simulator is Higher than you Think

Craig Brown

Director, ProCue Ltd (United Kingdom)

Automating the generation of simulation-ready maps and 3D environments for future AV validation

Florian Albert

CEO/Cofounder (AVES Reality, Germany)

Scientific Paper Session

Antipolis Auditorium
Perception & Human Factors II

In-car occupant state monitoring using RGB- and IR-images – carsickness as an example

Jelte E. Bos
(TNO, Netherlands)

LOUVENBERG, Susanne; SOUMAN, Jan L.

4:00 pm

Product Solution Session

Fitzgerald Room
HiL DiL Simulation design

Extending a Modular Simulation Framework to Support Immersive Virtual Reality for Human-in-the-Loop Driving Studies

Peter Baker
(University of Warwick, United Kingdom)

MITCHELL, Joseph; CHODOWIEC, Emil;
ZHANG, Xizhe; KHASTGIR, Siddhartha;
JENNINGS, Paul

4:25 pm

How We Roll: Validating Cycling Simulation Against Real-Life Riding

My Weidel
(Swedish National Road and Transport
Research Institute, Sweden)

Ochel, Lennart; Sliacan, Jakub;
Kircher, Katja

Development Environment for the Validation of Steer-by-Wire Systems

Thomas Karasiewicz
(IPG Automotive France SARL, France)

Ahlert, Alexander; zur Heiden, Martin;
Schmidt, Philipp; Kemper, Henning

Perception & Human Factors II

4:50 pm

Simulation-Based Human-in-the-Loop Assess- ment of Shifting Comfort in Two Speed Electric Vehicles

Omar Fahmy

(Institute for Mechatronical Systems,
Technical University Darmstadt, Germany)

Kaskaya, Safa; Rinderknecht, Stephan

HiL DiL Simulation design

A Distributed Driving Simula- tion Framework utilizing Data Distribution Service

Christian Bauer

(University of Iowa, United States of America)

Schwarz, Chris

5:15 pm

Human Vision Driven Standard for Automotive Lit Surfaces (Short)

Victor Loya Garnica

(Ansys (part of Synopsys), United States of America)

A HiL-Driven Brake Pedal Feedback Architecture for Driver-in-the-Loop Simulation (Short)

Raphael Groß

(Munich University of Applied Sciences, Germany)

Tworek, Anton; Riegert, Bernhard;
Pfeffer, Peter E.

5:30 pm

Closing

8:00 pm

Cocktail Party

8:00 am

Registration & Coffee

2nd floor

9:05 am

Keynote

Antipolis Auditorium

Scientific

Paper Session

Antipolis Auditorium

*Virtual Reality for
Driving Simulation*

**Assessing the Sensitivity
of a VR Driving Simulator to
Single-Day Highway Work
Zones**

Paolo Pretto

(Virtual Vehicle Research, Austria)

PRIOR, Manuela; JUKIC, Mateo; GSELL-
MANN, Inge; MUIK, Thorsten; ROSEN-
BERGER, Manfred; HAGER, Christina;
MALETZKY, Alexander

9:35 am

Product

Solution Session

Fitzgerald Room

*Sensors in
Driving Simulation*

**Active Infrared with SE-RAY-IR
– SCANer Studio**

Florian Faucher

(OKTAL-SE, France)

BOUDET, Antoine; NGUYEN, Thomas

10:00 am

**Expectation-Driven Diffe-
rences in Pedestrian Gap Ac-
ceptance toward Automated
Vehicles (Short)**

Melina Bergen

(German Aerospace Center (DLR), Germany)

Temme, Gerald;
Einhäuser-Treyer, Wolfgang;
Fischer, Martin

**A Unified Phenomenological
Sensor Model for Real-Time
Raw Data Generation in Au-
tonomous Driving Simulation
(Short)**

Ahmed Youssif

(Valeo Schalter und Sensoren GmbH, Germany)

ELSOBKY, Mohamed

Virtual Reality for Driving Simulation

10:15 am

Metaverse: A Validation Approach for Bridging the Gap between Simulation, Scaled Field Tests and Field Tests (Short)

Raphael Kling

(Karlsruhe Institute of Technology, Germany)

WILD, Manuel; WIESCHOLLEK, Marvin;
CICHON, Martin

Sensors in Driving Simulation

Radar sensor simulation validation (Short)

Florian Faucher

(OKTAL-SE, France)

SERVEL, Alain

10:30 am

Break *2nd floor*

Scientific Paper Session *Antipolis Auditorium Motion Cueing & Control & AI*

11:00 am

Physics-Informed Neural Network-based Motion Cueing Algorithm

Robert Jacumet

(BMW AG, Germany)

DUELL, Simon; WAGNER, Sebastian;
SCHWIENBACHER, Markus;
LEIBOLD, Marion

Scientific Paper Session *Fitzgerald Room Scenario Modeling and Authoring Tools*

A Unified Framework for Scenario Coverage Estimation and Representative Selection in Simulation-Based Testing of Automated Vehicles

Anasse Essalih

(Vedecom, France)

ARAB, Abdel-Hakim; DURVILLE, Laurent;
RAHAL, Mohamed-Cherif; LEBBAH, Mustapha;
KHERJI, Walid; HADJ SELEM, Fouad

Motion Cueing & Control & AI

11:25 am

Enhancing Longitudinal Motion Cueing via AI-Based Driver Behavior Prediction

Zhou Fang

(Renault, France)

DE-OLIVEIRA, Fabien; QIU, Dongcheng;
SOMMERVOGEL, Matthieu; COLOMBET,
Florent; REGNIER, Stéphane

Scenario Modeling and Authoring Tools

Creating OpenDRIVE maps for 3D models using the ODRoNeS plugin for Blender

Albert Solernou

(University of Leeds, United Kingdom)

Garcia de Pedro, Jorge; Chao, Hsuan

11:50 am

Evaluating Data-Driven Architectures for High-Fidelity Modeling of Driving Simulator Motion (Short)

Philipp Legran

(RWTH Aachen University, Germany)

USS, Fabian; Eckstein, Lutz

Applying a Representativity-Based Model Selection Framework to an Industrial ADAS Use Case (Short)

Yara Hallak

(Renault Group, TCR, Guyancourt, France)

Saab, Layal; Blouin, Dominique;
Pautet, Laurent; Laborie, Baptiste

12:05 am

Lunch
2nd floor

2:00 pm

Automobile OEM Keynote

Antipolis Auditorium

“Engineering Emotion: Driving Simulation for Efficient and Flexible Virtual-Driven Development at Hyundai Motor Group”

Alessandro Salgarello (Chassis Advanced Engineer at Hyundai, Europe)
& **Pilyoung Jeong** (Senior Research Engineer at Hyundai, Korea)

2:30 pm

Automobile OEM Keynote

Antipolis Auditorium

“The convergence of XR and driving simulation for customer-centric vehicle Design”

Stéphane Régnier (Expert Leader Immersive Simulation and Virtual Reality at Renault, France)

Scientific Paper Session

*Antipolis Auditorium
Simulation design*

CycloCARLA: Design, Implementation, and Evaluation of a High-Fidelity Bicycle Simulator (Short)

Patrick Rebling

(Karlsruhe University of Applied Sciences, Germany)

RAUCH, Yannick; SANDER, Nico;
NENNINGER, Philipp; KRIESTEN, Reiner

3:00 pm

Hybrid Scientific Paper/Product Solution Session

*Fitzgerald Room
AI & Machine learning for
Scenario generation*

Open-Source Scenes and Scenarios for various Intelligent Transportation Systems Applications (Short)

Kevin Malena

(Paderborn University, Germany)

Rizk, Abdelmawla; Fittkau, Niklas;
Gausemeier, Sandra; Trächtler, Ansgar

3:15 pm

A Framework for Describing and Controlling Surrounding Traffic in Driving Simulator

Sven Tarlowski

(ika RWTH Aachen, Germany)

Legran, Philipp; Eckstein, Lutz

AI-based simulation scenario generation from the ADScene complex scenarios

Sofiane Sadat

(Renault, France)

MOHELLEBI, Hakim; Sentouh, Chouki; VAILLANT, Eric; ARNOUX, Emmanuel; REGNIER, Stephane; Popieul, Jean-Christophe

Simulation design

3:40 pm

A Low-Cost Driving Simulator Platform for Integrated Vehicle Comparison, HIL testing and Public Engagement (Short)

Stefan Haehnlein

(Offenburg University of Applied Sciences, Germany)

FRUEH, Judith; RONECKER, Mirko;
KLOEFFER, Christian

AI & Machine learning for Scenario generation

AI-driven generation of standards-compliant scenarios for requirements and ODDs (Short)

Stephen Lernout

(Deontic, Belgium)

3:55 pm

Closing

Antipolis Auditorium

4:00 pm

End

A Low-Cost Driving Simulator Platform for Real-Time Vehicle Comparison, Powertrain Test Bench Integration and Public Engagement

*HAEHNLEIN, Stefan (Offenburg University of Applied Sciences, Germany);
FRUEH, Judith; RONECKER, Mirko; KLOEFFER, Christian*

Absolute Accuracy Validation of a Perpendicular Distance Measurement Method in Unity3D: Implications for Virtual Reality Road Safety Studies

*VAN DER STELT, Machiel (University of Western Australia, Australia);
Braunl, Thomas; Roberts, Paul*

Adaptive Cruise Control in a Mixed Reality Driving Simulator: Functional Validation and User Perception

*Kovacevic, Nedim (Technische Universität Berlin, Germany);
Ge, Zizun; Tekcan, Cagdas; Stark, Rainer*

Connecting a Bicycle Unity3D VR Simulator with a ScannerStudio Car VR Simulator: Steps Toward Real-Time Multi-Actor Road Safety Studies

*VAN DER STELT, Machiel (University of Western Australia, Australia);
Braunl, Thomas; Roberts, Paul*

Acoustic measures to increase immersion in static driving simulators

*DÜSELDER, Arne (fka GmbH, Germany);
DUTE, Marius*

Designing a Balanced Order Driving Simulator Study with OpenSCENARIO

ANDERSSON, Anders (Swedish National Road and Transport Research Institute, Sweden)

Absolute Accuracy Validation of a Perpendicular Distance Measurement Method in Unity3D: Implications for Virtual Reality Road Safety Studies

*VAN DER STELT, Machiel (University of Western Australia, Australia);
Braunl, Thomas; Roberts, Paul*

Improving Motion Cueing with High Shelf Filters

*Brown, Craig (ProCue Ltd, London, United Kingdom);
Smith, Edward; Garrett, Nikhil; Williams, Chris*

Fatigue-Inducing Scenario Design for Truck-Driving Simulation: From Evidence to Implementation

*Fonseca, Tiago (CITTA, Faculdade de Engenharia, Universidade do Porto, Portugal);
Costa Botelho, Telmo; Pedro Duarte, Sérgio; Lobo, António; Ferreira, Sara*

Assessing Communication Behaviors between Excavator Operators, Human Workers and Assistance Systems on a Virtual Construction Site

*REINHARD, René (Fraunhofer Institute for Industrial Mathematics ITWM, Germany);
HEKELE, Franziska; SCHNEIDER, Jonathan; NICOLAI, Tim; EMMERICH, Sebastian;
BURGER, Michael*

Virtual Reality Driving Simulator for Education – Form Factor, Cybersickness and Perception

*Loeb, Helen (Jitsik, United States of America);
Smagulova, Ayagoz; Rosenberg, Matan; De La Pena, Eduardo;
Sniegs, Oskars*

Test Management Process within SCANeR and the 3DEXPERIENCE Platform

*CORBIER, Franck (Dassault Systèmes, France);
LOEMBE, Sandrine; GROS, Reine*

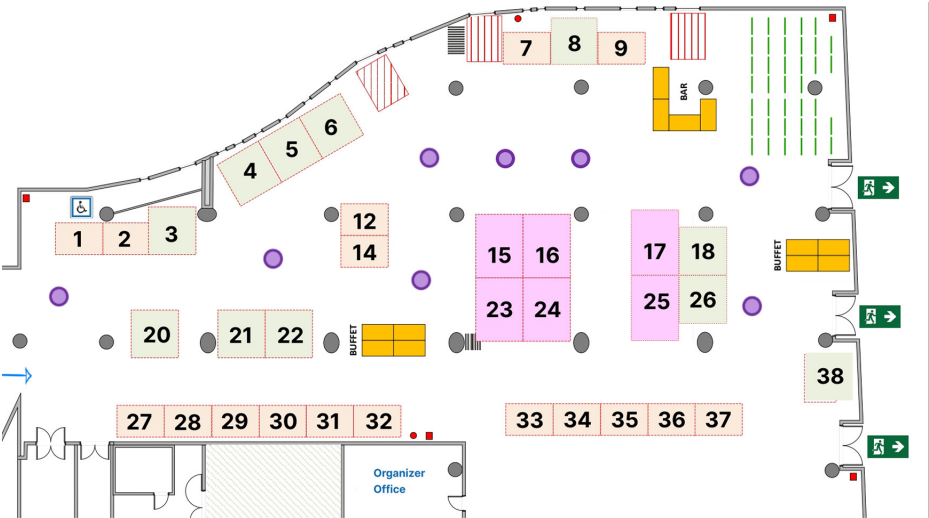
Transforming Simulation with Reality-Based Neural Rendering & World Models

*Kart, Tolga (Third Dimension AI, United States of America);
Sokolski, Piotr*

Floor Plan

DSC Europe 2026 XR Exhibition FloorPlan

Espace Gould



6m² Booth



Buffet Table



9m² Booth



Attendee Bar Table



12m² Booth



Posters

List of Exhibitors

rFpro 2

Ansible 3

Cosin 4

Sensodrive 6

MathWorks 8

Thierry Clémot 12

Project Syntropy 14

Dynisma 15

VI-Grade 17, 25

SmartEye 20

IPG 22

AVSimulation - OKTAL-SE 23

VIS4ALL 27

MORAI 28

Deontic 30

List of Exhibitors

AVES Reality	31
ASAM	32
ProCue	33
dSpace	34
EPICNPOC	35
ENSAM	37
NBI	
Etecmo	

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AVSimulation is a leading provider of simulation solutions for the automotive and mobility industry.

With SCANeR™, our comprehensive and modular platform, engineers can design, test, and validate ADAS, autonomous driving systems, and human factors studies in highly realistic virtual environments.

Combined with a complete range of driving simulators and tailored engineering services, AVSimulation helps accelerate development, reduce costs, and enhance safety and efficiency across the entire V-cycle.

Through innovation, realism, and expertise, we support OEMs, Tier-1 suppliers, researchers, and universities worldwide in shaping the future of mobility..

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Cosin scientific software AG offers simulation software for advanced tire and road surface modeling for vehicle dynamics simulation. The key product, FTire, is the leading high-frequency and multi-purpose tire model.

Development of the physical model started in the late 1980s and FTire subsequently established its position as the reliable and trusted tire simulation software for vehicle comfort, road loads and NVH analysis. Since 2009, FTire development, support, and engineering services are provided by cosin scientific software, headquartered in Munich, Germany.

Virtual testing is key and driving simulators and other hardware-in-the-loop systems are increasingly replacing real tests. The availability of FTire throughout the development cycle is unique and ensures consistency for all simulations.

Together with several partners worldwide, cosin scientific software offers the full range of support for tire data measurement, parameter identification, and road surface measurement.

www.cosin.eu

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Dynisma is a UK-based technology company engineering world-class motion simulators for global automotive manufacturers and leading motorsport teams. Founded in 2017 by former Formula 1 engineer Ash Warne, Dynisma delivers turnkey, ultra-responsive systems that enable faster, more precise, and cost-efficient vehicle development.

At the core of its offering are patented Dynisma Motion Generators (DMGs) – high-fidelity motion platforms delivering sub-5ms latency and over 100Hz bandwidth from primary motion. Dynisma was the first motion platform manufacturer to offer a system with unlimited yaw. These breakthroughs enable OEMs to replicate real-world vehicle behaviour in a virtual environment, accelerating development decisions and reducing reliance on physical prototypes.

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In the last 12 months, Dynisma's growth and innovation has been recognised with several major accolades, including listings on the FT1000, Europe's Fastest Growing Companies, The Sunday Times 100 Fastest Growing and Top 100 Tech Businesses, Top 10 on the FEBE Growth 100 Watch List in partnership with Virgin, as well as winning Technology Company of the Year 2025 at the British Business Awards.

With simulation now central to modern vehicle development, Dynisma is redefining what's possible – helping the world's most forward-thinking automotive brands deliver better vehicles, faster.

www.dynisma.com

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MathWorks is the leading developer of mathematical computing software. MATLAB, the language of engineers and scientists, is a programming environment for algorithm development, data analysis, visualization, and numeric computation. Simulink is a block diagram environment for simulation and Model-Based Design of multidomain and embedded engineering systems. Engineers and scientists worldwide rely on these products to accelerate the pace of discovery, innovation, and development in automotive, aerospace, communications, electronics, industrial automation, and other industries. MATLAB and Simulink are fundamental teaching and research tools in the world's top universities and learning institutions. Founded in 1984, MathWorks employs more than 6,000 people in 34 offices around the world, with headquarters in Natick, Massachusetts, USA.

www.mathworks.com

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ASAM e.V. is a not-for-profit organization that promotes standardization in automotive development, testing, validation and diagnostics. ASAM 'accelerates engineering for mobility' by providing a platform and bringing experts together to agree on standards, exchange information, and to allow collaboration in a legal and anti-trust compliant way.

ASAM standards span a wide range of use cases in automotive development, test, and validation. They define file formats, data models, protocols, and interfaces. All ASAM standards aim to enable easy exchange of data and tools within and across tool chains. They are applied worldwide.

ASAM continues to strengthen its focus on simulation-based testing and validation for ADAS and automated driving systems. The well-established ASAM OpenDRIVE and ASAM OpenSCENARIO standards, complemented by ASAM OpenCRG, ASAM OSI and ASAM OpenLABEL, provide the foundation for virtual testing. In 2025, two new standards were added to enhance the ecosystem:

- ASAM OpenMATERIAL 3D 1.0.0, the first open standard for defining and exchanging 3D material and geometry data. It enables consistent definitions of physical material properties and standardized 3D model structures for more accurate simulations.

Sponsors

- ASAM OpenODD 1.0.0 specifies a standardized data model to describe the operational domain (OD), current operational domain (COD), and the operational design domain (ODD) for ADAS, DCAS and ADS. It provides a technology-independent data model in UML, defining how taxonomies and related concepts are structured and interconnected, and details how these elements are represented and exchanged.

Learn more about the full ASAM OpenX portfolio at our booth.

www.asam.net



Arts et Métiers Institute of Technology is a French « Grande Ecole d'Ingénieur » founded in 1780 specializing in mechanical, industrial and energy engineering. The Laboratory of Engineering in Cyberphysical Systems (LISPEN) has an education and research team specialized in XR for 25 years with extensive work on individualized interaction in immersive environments, cybersickness reduction and perception issues. The team has large immersive facilities including a 5-sided CAVE, head-mounted displays, multi-sensory interaction devices, physiological and behavioral measurement devices. LISPEN has also an activity in driving simulation, with facilities including dynamic and static simulators, coupled with immersive technologies, and addressing scientific issues related to HMI, simulator sickness, perception and motion cueing.

www.institutimage.ensam.eu



The Driving Simulation Association (DSA) aims to promote and encourage driving simulation and XR within all aspects: research, development, applications, and products, facilitating communication between individuals and academic as well as industrial organizations and contributing to the organization of scientific conferences. DSA is also proposing dedicated services in the use of driving simulation and XR.

driving-simulation.org

With the cooperation and support of



Since 1927, the "Société des Ingénieurs de l'Automobile" (Automotive Engineers Society) brings together all the specialists and enthusiasts of the automotive industry and its technologies. It has more than 1,800 individual or group and relies on a database of more than 18,000 car experts and our aim is to promote the development and knowledge sharing of engineers, managers and technicians in the automotive field.

SIA is built on its diverse communities of experts covering all areas of new technologies in product engineering as well as quality, purchasing and production from the automotive and reflects on the vast stakes of the second automotive revolution, with the 21st century in the spotlight: autonomous vehicle, hyper connected vehicle, revolution towards affordable zero emission and electrification, Big Data and cybersecurity or the emergence of artificial intelligence.

SIA is renowned in the world of automotive engineering for its conferences, workshops and congresses of international level through more than thirty annual scientific meetings.

SIA participates actively in the French automotive industry in connection with the main professional organizations and on an international level as a member of the FISITA.

www.sia.fr



The Gustave EIFFEL University was born out of the merger of Université Paris-Est Marne-la-Vallée and IFSTTAR, the Institute for European Research on Cities and Regions, Transport and Civil Engineering. It includes a school of architecture, EAV&T, and three engineering schools, EIVP, ENSG Géomatique and ESIEE Paris. By creating for the first time in France a three-way partnership between a university, research organisations and schools of architecture and engineering , it will have the specific purpose of fostering national and international partnerships to meet the major societal challenges generated by the profound changes in urban areas, which are already home to 55% of mankind.

www.univ-gustave-eiffel.fr

3



Ansible Motion creates and deploys a wide range of Driver-in-the-Loop (DIL) simulators around the world for all types of vehicles, driving scenarios, experiments and product development aims. From small desktop systems to full size dynamic simulators, Ansible Motion's products deliver class leading virtual test driving experiences. Featuring advanced computational and mechanical performance capabilities, they create compelling virtual worlds for drivers and product development engineers.

www.ansiblemotion.com

15

ANTYCIPI

Antycip is a leading European provider of advanced visualisation and simulation solutions, helping organisations design, build and optimise immersive visualisation environments. Working with world-leading technology partners, Antycip combines high-performance image generation, visual display technologies, motion systems and simulation software to deliver high-fidelity environments for research, development and training.

Within the automotive sector, Antycip supports OEMs, industry partners, research centres and universities in the design, integration and deployment of advanced driving simulation solutions, from compact research platforms to large-scale immersive facilities. Its expertise spans system design and integration, projection and LED display technologies, image generation, mixed reality and human factors applications.

Backed by decades of experience in simulation and visualisation, Antycip enables customers to create realistic, reliable and scalable environments that accelerate research, improve system evaluation and deliver highly immersive driver experiences.

steantycip.com



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Learn more about the full ASAM OpenX portfolio at our booth.

www.asam.net

31

AVESREALITY



AVES Reality generates semantic 3D maps from geospatial data to make simulation of physical AI more efficient and globally scalable. Their software platform AVES Launcher turns any place on earth into a scalable 3D digital twin world including HD-roadmaps. AVES' 3D maps are ready for simulation, testing, and virtual V&V as they integrate with various market leading simulation tool providers.

www.avesreality.com

23

AVSIMULATION

AVSimulation is shaping the future of mobility through advanced simulation technologies. Founded by SOGECLAIR and Renault Group, and strengthened by Dassault Systèmes and UTAC, we combine world-class expertise to deliver innovative solutions for the automotive industry.

At the core of our offering is SCANeR, our powerful simulation software, enabling engineers to design, test, and validate vehicle systems in realistic, scalable environments. Complementing this, our high-fidelity driving simulators provide immersive, human-centric testing for ADAS, autonomous driving, and vehicle dynamics.

Together, these solutions help tackle key industry challenges such as safety, performance, and sustainability, faster and more efficiently than ever.

At AVSimulation, we don't just follow innovation : we accelerate it. Visit our stand to experience how simulation is redefining the way vehicles are developed.

www.avsimulation.fr

cosin scientific software

4

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www.cosin.eu

30



Deontic builds AI agents for ADAS and autonomous driving validation. The company helps OEMs, Tier 1 suppliers, simulation teams, and homologation engineers convert natural-language requirements, Operational Design Domain definitions, and regulatory constraints into executable, traceable OpenSCENARIO and OpenDRIVE assets.

As autonomous systems scale across vehicle platforms, regions, and software releases, validation teams face growing complexity: changing regulations, expanding ODDs, drifting requirements, and exploding scenario libraries. Deontic addresses this bottleneck by automating scenario engineering and supporting continuous homologation workflows. Its agentic platform can generate base scenarios, expand them through parameter sweeps, link them back to requirements, and prepare evidence for simulation-based validation.

Deontic is designed to fit into existing engineering environments through an API, WebUI, and agent integrations such as VS Code and Claude. It acts as a validation intelligence layer between requirements systems, ODD definitions, simulation environments, and compliance workflows.

By reducing manual scenario authoring from hours to minutes, Deontic enables faster coverage generation, lower validation cost, and more auditable safety evidence for software-defined and end-to-end autonomy programs. The company's focus is on making autonomy validation scalable, traceable, and regulator-ready

www.deontic.ai

34



dSPACE is one of the world's leading providers of simulation and validation solutions for the development of electric, autonomous, and connected vehicles. The company's range of end-to-end solutions is used, in particular, by automakers and their suppliers to test software and hardware components well before new models are approved for use on the road. dSPACE is not only a partner of choice for vehicle development, but also for its expertise, which engineers in the aerospace and industrial automation sectors rely on. Our portfolio ranges from providing comprehensive simulation and validation solutions to engineering and consulting services, as well as training and support. With more than 2,500 employees worldwide, dSPACE is headquartered in Paderborn, Germany, operates three project centers in Germany, and provides close support to its customers through local subsidiaries in the United States, the United Kingdom, France, Japan, China, Croatia, Korea, India, and Sweden.

www.dspace.com



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www.dynisma.com

37



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www.institutimage.ensam.eu

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With its GenAI agent, Wokie coupled with BOWL Studio, Epicnpoc brings a game changer tool for UI generation, system simulation and specifications.

Make your intentions becoming your reality and validate your ideas in a very short loop cycle: instant prototyping has arrived.

You bring your ideas, we generate a reference functional prototype with its SYSML specifications.

Curious and skeptical, come and challenge Wokie with your best prompt!

>From intent to reality, faster than ever!

epicnpoc.com



Etecmo is a technology company specializing in Driver-in-the-Loop (DIL) simulation.

Etecmo's main software product is the Simulation Suite, an integrated software solution for DIL simulation.

It has been developed with a holistic approach, aiming to become a state-of-the-art reference in simulation software, providing full control of the DIL simulation environment, from static simulators to the most advanced motion platforms.

The software supports advanced professional vehicle models such as Canopy or AVL VSM, integrates with tools already in engineering workflows, including Simulink®, Dymola, and other FMI/FMU-based models and provides real-time analysis and data acquisition tools.

It simplifies the operation of complex simulation architectures while enabling smaller teams with limited systems and engineering capacity to make professional use of simulation.

Its key software components are:

- Universo® – Real-time ray tracing-based rendering engine.
- Interact® – High-resolution tyre-terrain model with up to 1,000 contact points per tyre.
- Physics Host – Co-simulation master, enabling the use of different vehicle models (such as Canopy or AVL VSM) and tyre models.
- Control Panel – Single, unified UI for configuring and controlling all simulation operations, data acquisition, and analysis.

At Etecmo, we are committed to innovation and collaboration, helping our customers accelerate development, improve safety, and enhance user experience through state-of-the-art simulation technologies. By combining engineering excellence with flexible, customer-focused solutions, we enable organizations to transform complex mobility challenges into practical, high-performance simulation systems.

etecmo.es

22



As a global leader in virtual test driving technology, IPG Automotive develops innovative simulation solutions for vehicle development. Designed for seamless use, the software and hardware products can be applied throughout the entire development process, from proof-of-concept to validation and release. The company's virtual prototyping technology facilitates the automotive systems engineering approach, allowing users to develop, test and validate new systems in a virtual whole vehicle.

IPG Automotive is an expert in the field of virtual development methods for the application areas of Autonomous Vehicles, ADAS, Powertrain, and Vehicle Dynamics, committed to providing support to master the growing complexity in these domains. Together with its international clients and partners, the company is pioneering simulation technology that is increasing the efficiency of development processes.

www.ipg-automotive.com

32



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www.mathworks.com

28



MORAI is a leading provider of autonomous driving simulation and digital twin solutions based in South Korea. The company develops simulation platforms for the development, testing, and validation of autonomous driving and ADAS technologies, helping accelerate safe and reliable mobility innovation.

www.morai.ai



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Neural Balance Innovation (NBI) is an innovative Deeptech start-up. Our primary goal is to develop and deploy our STIMBOX, a novel sensory stimulation device that specifically targets the balance organ in a non-invasive manner. This project is based on the combined expertise of the best French specialists in neuroscience of balance, as well as cutting-edge academic research expertise in sensor technology and signal processing. Through this new sensory approach, we can effectively act on the balance and motor systems, as well as sensory synchronization. We are currently developing two devices: The first aims to reduce cybersickness and enhance the immersive experience in Virtual Reality by artificially stimulating the inner ear, thereby providing sensations of movement. This device has a wide range of potential applications, from virtual reality entertainment to applications such as pilot training to strengthen their skills and improve their performance.

The second aims to reduce motion sickness and provide gradual desensitization through a dedicated application.

nbi.fr



PROCUE
SIMULATOR MOTION WORKFLOW

How do you WIN BIG with motion simulators WITHOUT massive capital investment? What separates ELITE simulator programs from the rest?

You'd be forgiven for thinking that, so long as your motion simulator has enough performance in terms bandwidth, travel, latency, cross-talk and so forth, VALUE GENERATION should be easy.

And the newer the simulator, the better... right?!

Well, maybe...

The reality of motion simulators is that they are robotic systems. Performance, therefore, may be impeded, or maximized, by their 'intelligence'. More specifically, its MOTION CUEING algorithm and its parameterization in day-to-day operations.

Do cueing very well, you will surely crush the competition. Do it badly and you could profoundly damage your race weekend or vehicle development program. And you need to do this consistently, week after week.

Chances are your cueing and its processes can be upgraded at a much lower cost than buying a brand-new simulator. Of course, your new simulator can be greatly enhanced also.

But getting the most out of simulators is difficult, even for seasoned operators. This is unavoidable due to their complexity, combined with the unyielding and oftentimes hurried demands of the automotive and motorsport industries.

Our ProCue software removes the shakedown 'guesswork', replacing it with a proven workflow, state-of-the-art optimization and more. It will unleash the full potential of your existing cueing IP. Or give you a starting point.

Dr Craig Brown, ProCue's inventor, has 15+ years of experience in the simulation, embedded and automotive industries. He was initiated into the simulator world at McLaren, developing their state-of-the-art motion simulator in partnership with MTS—a multidisciplinary project encompassing control, simulation, motion cueing, software development and running simulator sessions for elite racing drivers.

He continued to specialize in motion simulators at Toyota Gazoo Racing as a founding member of a new UK office based in Epsom, building the foundations for TGR-Haas Formula One partnership. He was responsible for developing a global portfolio of motion simulators—from North Carolina to the base of Mount Fuji, with applications including Nascar, Hypercar, GT3, light commercial and passenger vehicle development.

He now works independently with major OEM's, universities, simulator vendors and consultancies in the relentless pursuit of motion simulator excellence. He regularly publishes scholarly articles about motion cueing and has given talks at DSC, ASCS and Royal Aeronautical Society events.

ProCue is the software embodiment of all this experience. The tool he "wishes he had". Let's OUT-CUE THE COMPETITION.

www.procue.xyz

project:syntropy

14

Project: syntropy (Magdeburg & Berlin/D, Gothenburg/SE, Shanghai/CN, Taiwan and Singapore) creates technologies and display solutions for professional Simulation- and Training Environments, interactive, immersive attractions and dome cinema as well as multimedia experiences.

<https://www.project-syntropy.de>



2

rFpro, a member of the AB Dynamics Group plc, provides a simulation environment for the automotive and motorsport industries. It is used for the development and testing of autonomous vehicles, ADAS, vehicle dynamics and human factor studies. rFpro's automotive customers are the world's largest car manufacturers, tier one suppliers and sensor developers. We enable them to simulate, test and validate new sensors, control systems and vehicle hardware systems. The top ten OEMs that were early adopters of rFpro technology have already launched road cars which started their development, not on a test track, but in a rFpro's virtual environment.

www.rfpro.com

sensodrive

6

Sensodrive Simulators. Perfect Simulations – Perfect Results. Sensodrive is a spin-off from the German Aerospace Center (DLR). The company was founded in 2003 by researchers from the DLR. Sensodrive is specialized in torque technology as well as in high-performance simulators. Sensodrive develops and produces tens of thousands of torque sensors and torque-controlled actuators every year for renowned companies worldwide. It was first company to launch specialized torque sensors for robotic drives. In addition to its leading role in drive technology, Sensodrive is known for its state-of-the-art force feedback products. The sophisticated simulators stand out due to sensitive force feedback and impressive realism. From the steering wheel to pedals, to rotary and push buttons, or an entire simulator cockpit – the Sensodrive simulators enable highend simulations in research and development.

www.sensodrive.de

20



Smart Eye is the global leader in Human Insight AI, technology that understands, supports and predicts human behavior in complex environments. Bridging the gap between humans and machines for a safe and sustainable future. Smart Eye offers the world's most advanced eye tracking systems for analyzing human behavior. Offering unparalleled performance in complex environments, our carefully crafted instruments enable insights into human behavior and human-machine interaction in automotive, aviation, assistive technology, media & marketing, behavioral science and many more fields.

www.smarteye.se

12



Thierry CLEMOT's company creates highly precise 3D environments for car simulators. These real environments are created from high-accuracy 3D laser scans that we perform ourselves. Available quickly, our 100 km urban models "CITY" allow us to create every exercise needed in fictive environments.

Today, our models are used by car manufacturers in the US, Asia, and Europe. What about you?

Don't hesitate to consult the database catalog on thierryclemot.com.

www.thierryclemot.com



VI-grade is the global provider of disruptive vehicle development solutions that are paving the way to developing vehicles with Zero Prototypes. Its human-centric solutions comprise industry-leading real-time simulation software, professional driving simulators and Hardware-in-the-Loop solutions that accelerate product development across the transportation industry.

The company's suite of scalable driving simulators covers a wide performance range to assess the multi-disciplinary driving experience. These proven solutions enable OEMs, suppliers, research centers, motorsport teams and universities to reduce physical prototypes while accelerating innovation in their quest to get ever nearer to achieving the ultimate development goal of Zero Prototypes.

VI-grade is part of HBK's Virtual Test Division, which focuses on providing real-time software, simulator, and hardware-in-the-loop solutions to virtually test products throughout the development cycle, helping companies accelerate innovation and reduce time-to-market, and improve their competitive advantage.

Since September 2018, VI-grade has been part of Spectris plc. The firm conducts business in four major segments – materials analysis, testing & measurement, in-line instrumentation and industrial controls – and serves a broad range of industries ranging from automotive and aerospace to electronics, energy, mining and pharmaceuticals.

www.vi-grade.com

VIS4ALL

VIS4ALL AG develops innovative systems for collaborative 3D visualisation in industry, engineering, research, and education. Our solutions enable two users to experience the same virtual scene simultaneously from individually correct viewpoints, creating a natural and highly effective way to review, discuss, and validate complex 3D content.

Our flagship product, Co4Two, is a turnkey collaborative 3D visualisation system that combines immersive multi-user visualisation with exceptional simplicity, mobility, and cost-effectiveness. For organizations operating existing PowerWall or CAVE installations, Co4CAVE provides a straightforward upgrade path, adding dual-viewpoint capability without replacing existing infrastructure.

VIS4ALL systems integrate seamlessly with leading industrial visualisation software and support applications such as engineering design reviews, visual simulation, BIM and architecture, scientific visualisation, education and training, and collaborative product presentations.

VIS4ALL also develops ultra-high-speed active 3D shutter glasses for professional visualisation systems. They are an integral part of Co4Two and Co4CAVE and are also available as stand-alone products for demanding 3D applications.

vis4all.ch



The *Driving Simulation Association* aims to:

- **promote and encourage driving simulation in all its aspects:** research, studies, developments, applications and products;
- **facilitate communication between people** involved or interested in driving simulation;
- **contribute to the organization of scientific conferences in the area of driving simulation,** Driving Simulation Conference (DSC) Europe, DSA seminars
- **organize special interest groups (SIG)** Driving Simulation Experience (SIGDSEP)
- **inform** about recent events new and trends

DSA Members & Partners

Our Members



and our Partners



Join the association, register now!

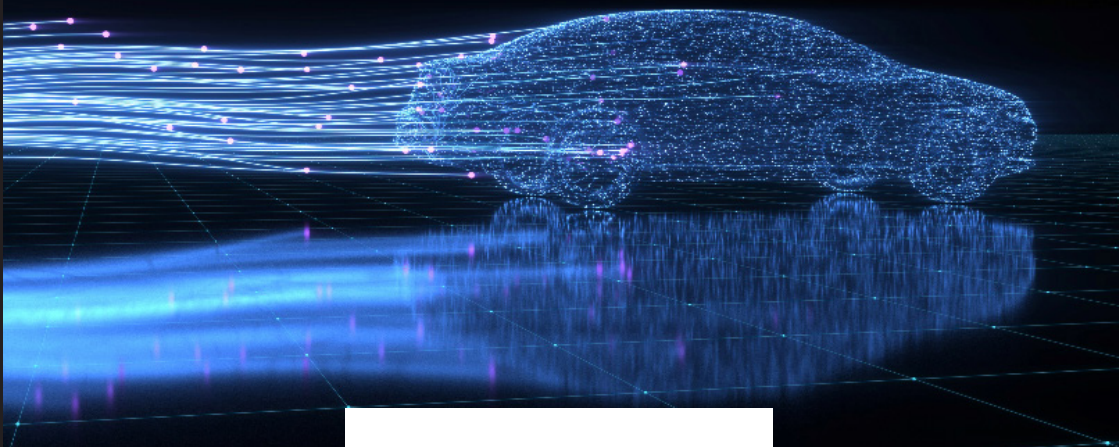


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