

From Light Bulbs to Photonics – Challenging Demands of Optical Design Software in the Automotive Industry

Rainer Födisch

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From Light Bulbs to Photonics – Synopsys Optical Simulation Tools in the Automotive Industry

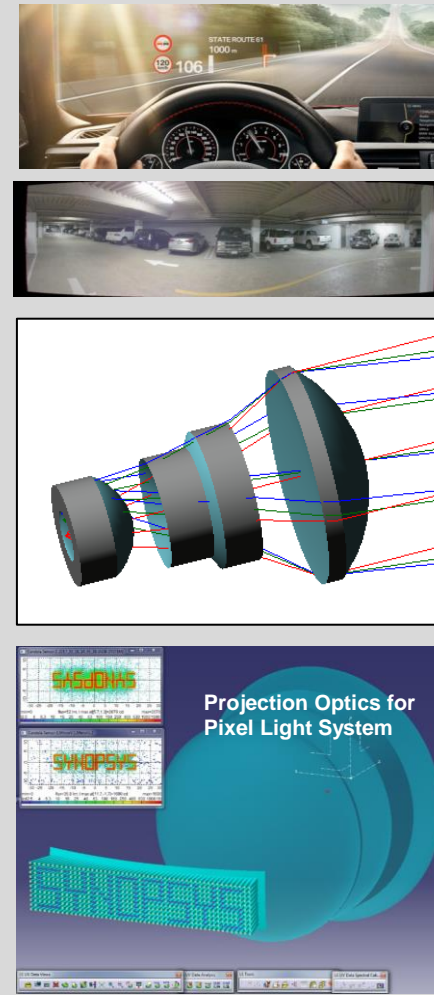
LucidShape and LucidShape Catia V5 / 3D Experience Based for Automotive Lighting



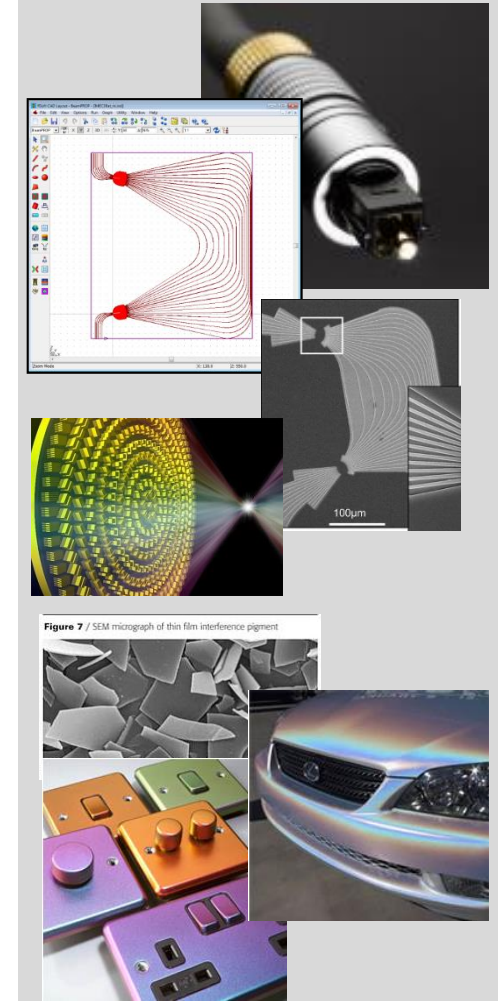
LightTools for Interior Lighting and Sensor and LIDAR



CODE V for Automotive Imaging Optics

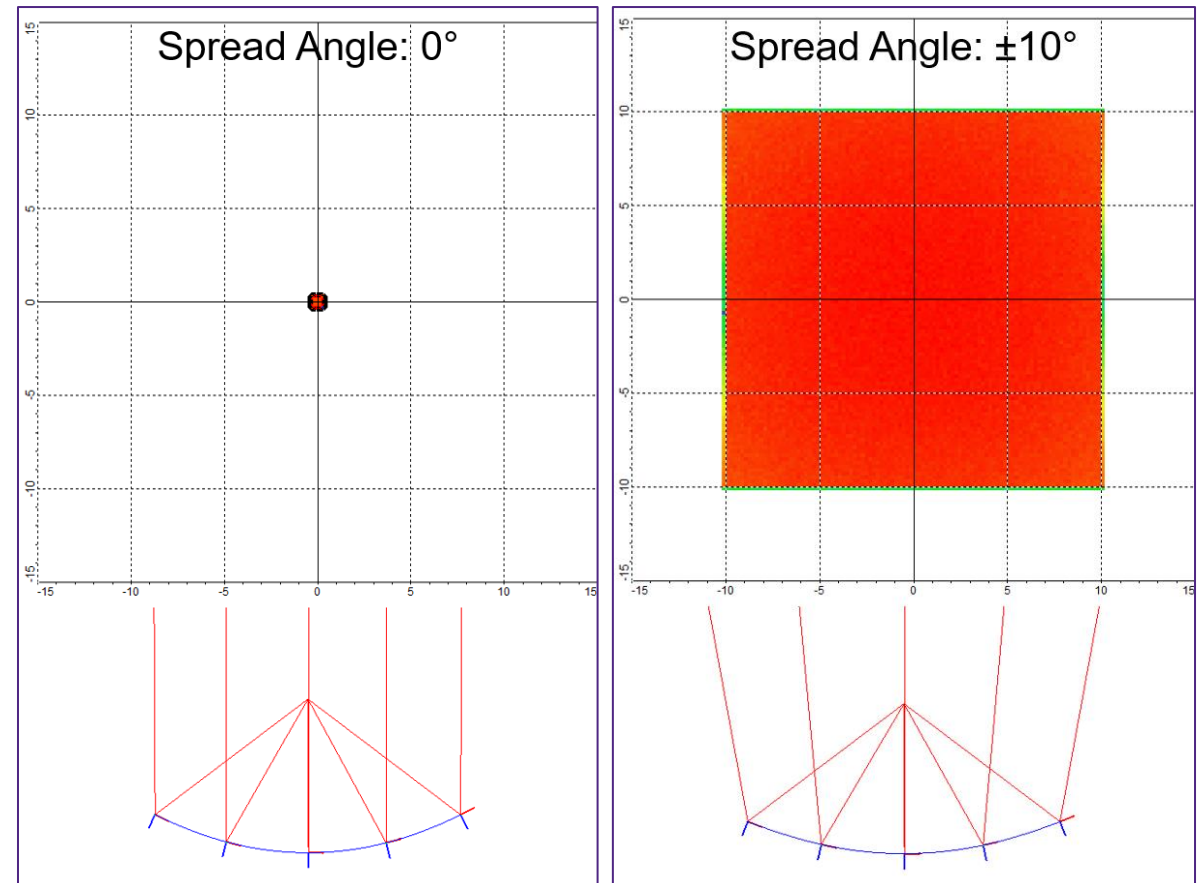


RSoft Design Tools Photonic Devices & Optical Communications



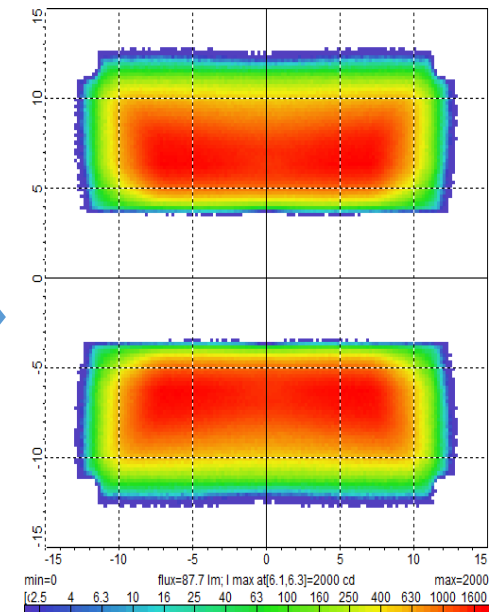
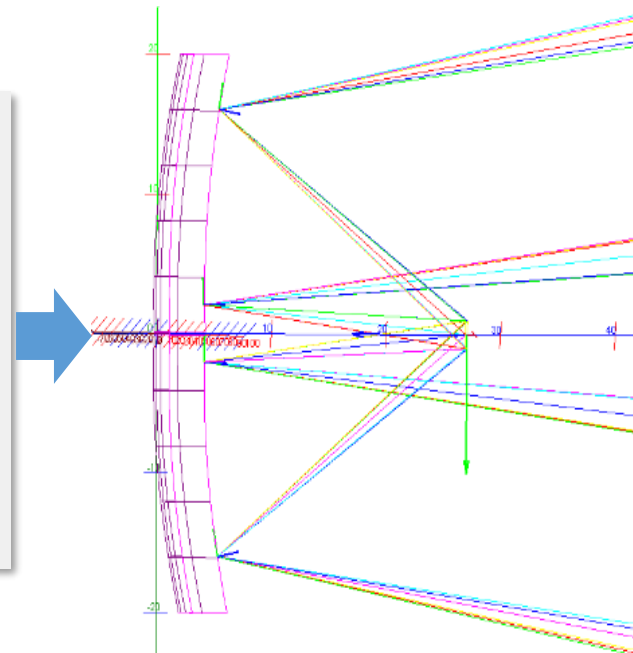
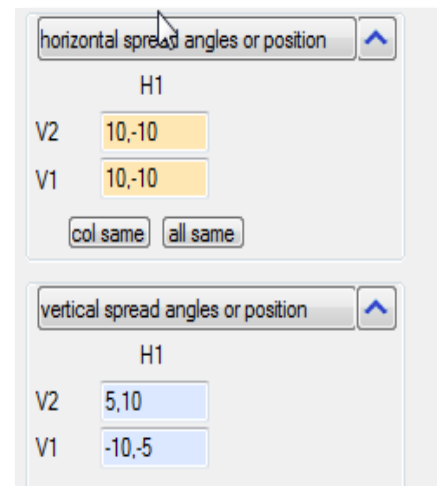
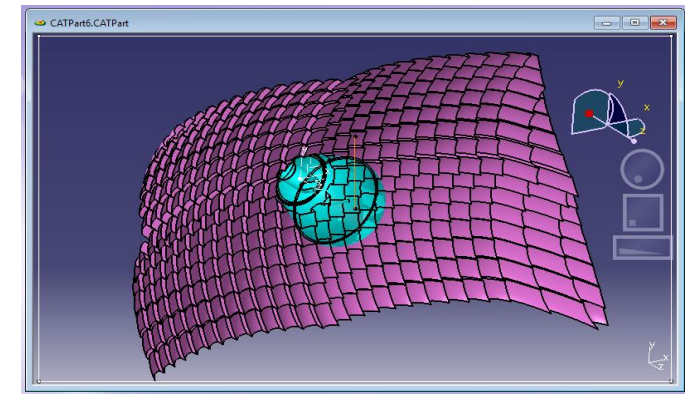
Lucidshape Concept: Functional Geometry (FunGeo)

- LucidShape Functional Geometry uses algorithms that automatically calculate and construct optical geometries based on user-defined intensity and illuminance distributions.
- Gives you the freedom to focus on overall design objectives rather than on the creation of sophisticated freeform surfaces.

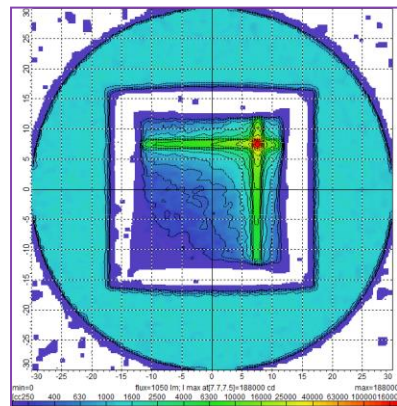
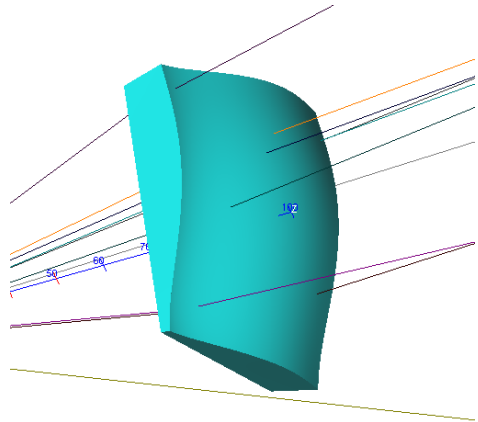
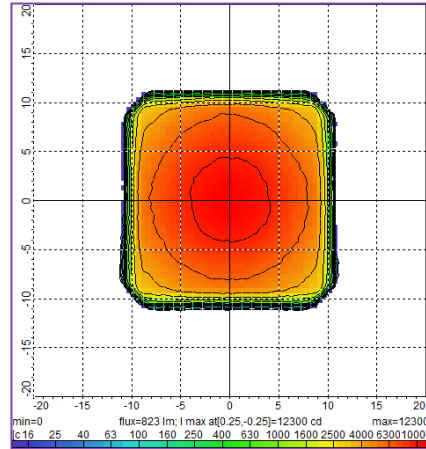
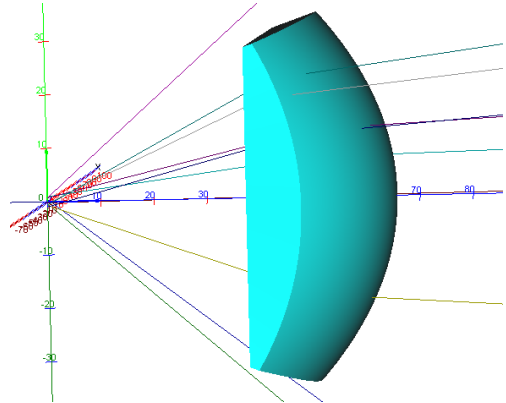


LucidShape FunGeo

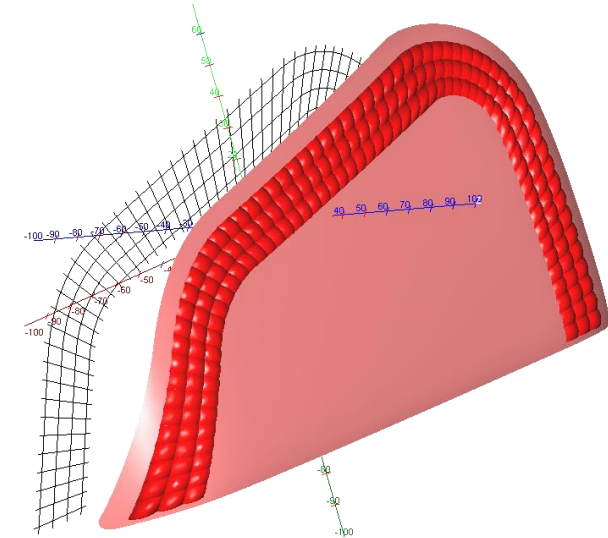
- Design by function:
 - The engineer can directly control the light output.
 - LucidShape will create the optical surfaces.
 - Used in all advanced surface design tools of LucidShape.
- 2 facets with different light spreads:
 - Upper facet from 5 to 10°.
 - Lower facet from -5 to -10°.



LucidShape Freeform optical elements

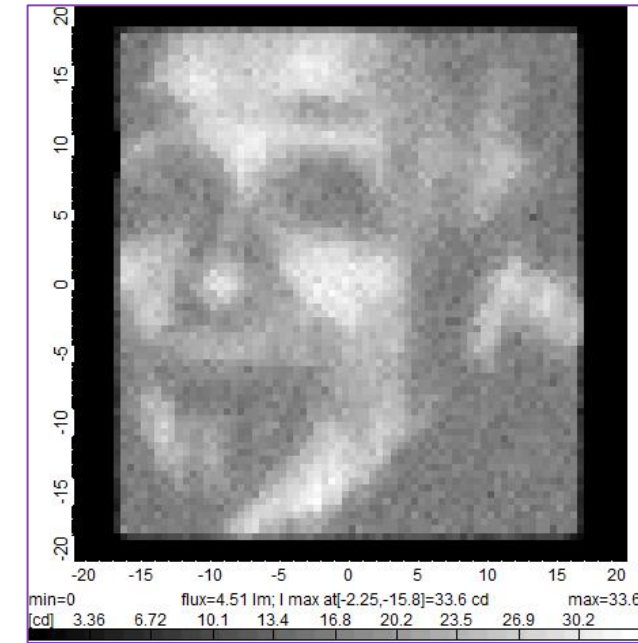
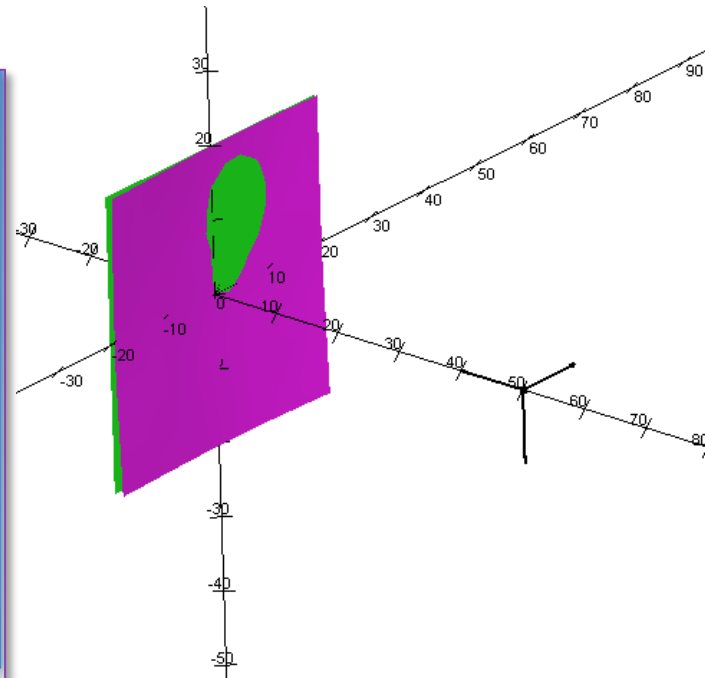
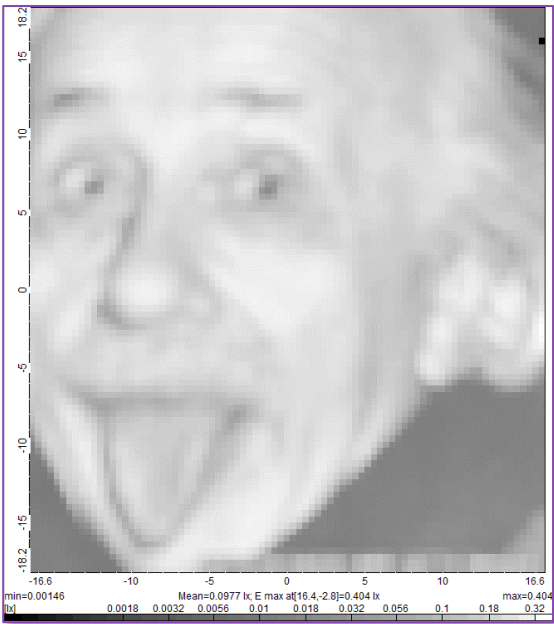


- Grid based on curves: You can customize the shapes and sizes of your facets as you desire.
- Can be useful for styling purposes.



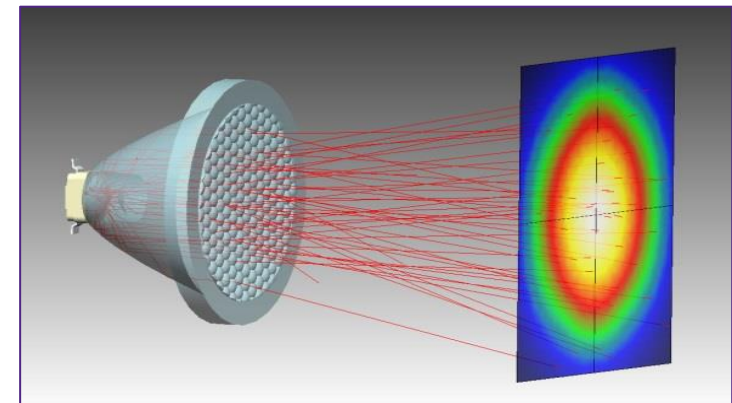
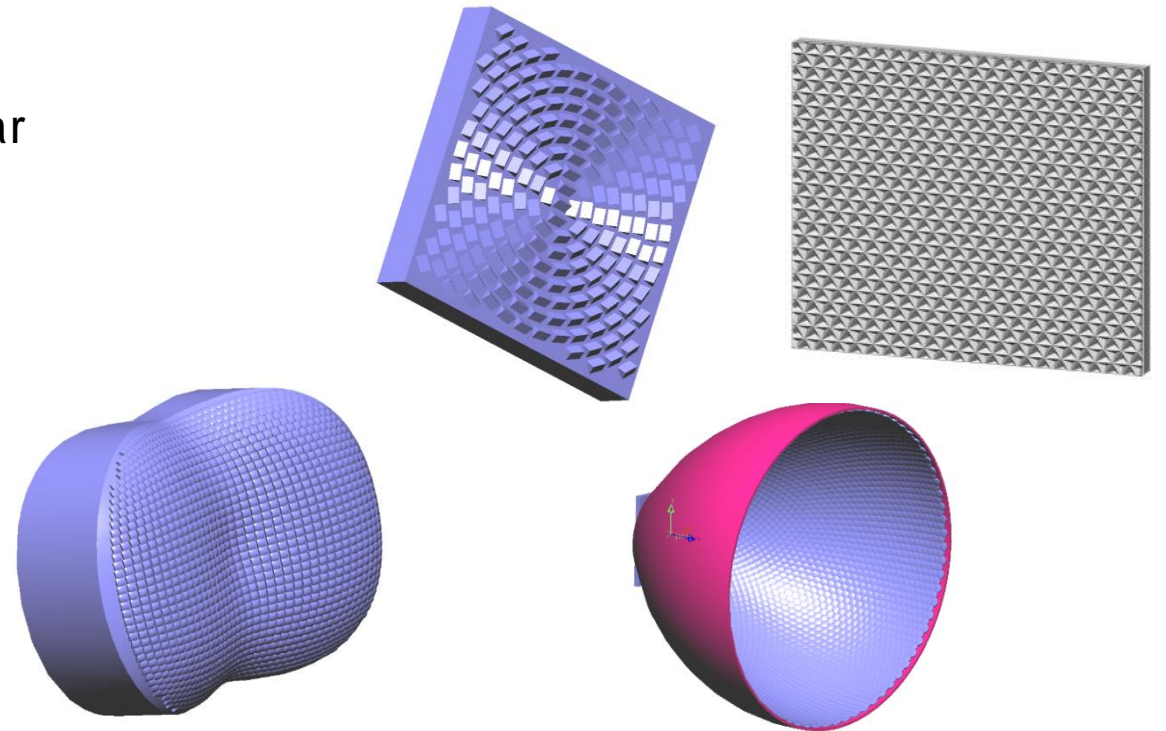
LucidShape MacroFocal Freeform Design Capabilities

- Freeform Design capabilities: You can load a grayscale image as a target, and the shape of the reflector will be adapted to produce the desired light distribution.



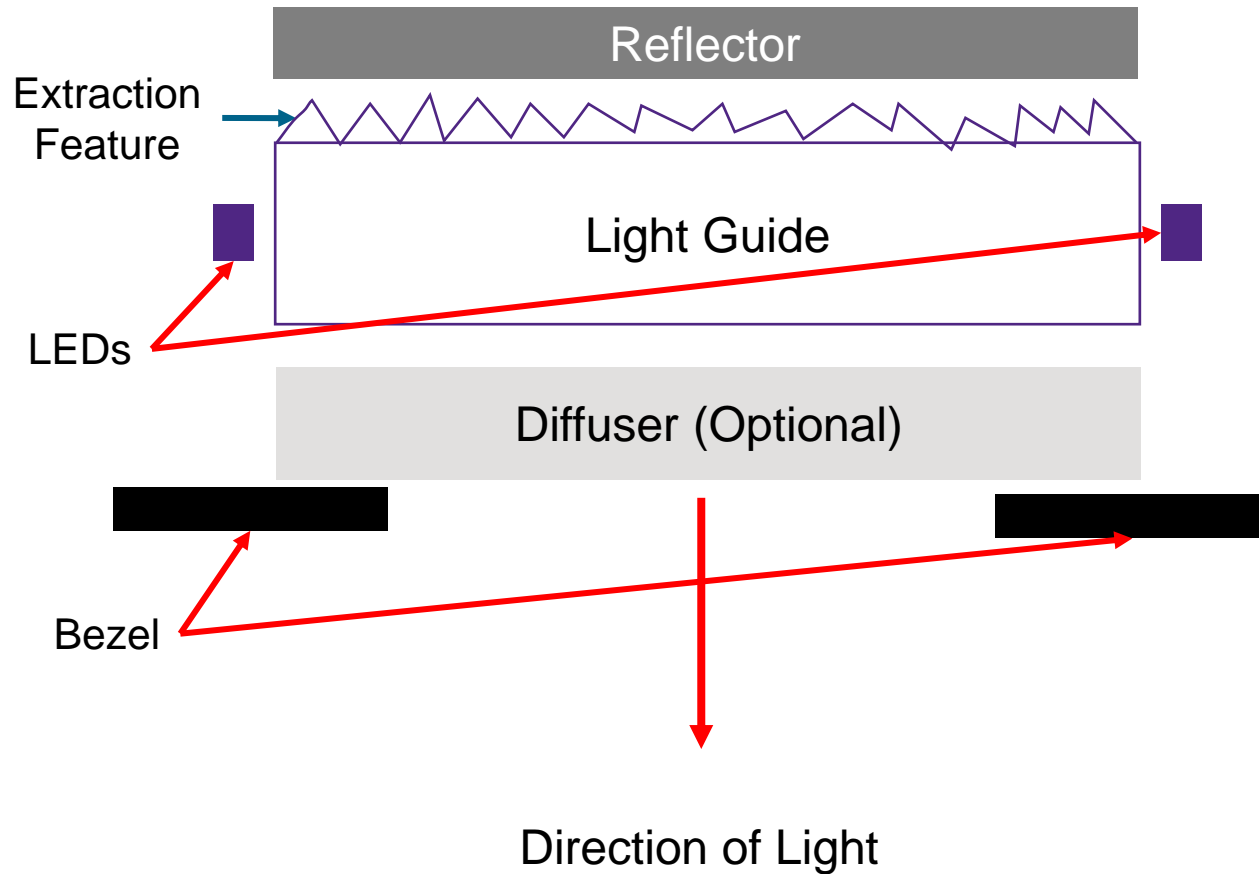
LightTools 3D Mini & Micro Textures on any Surface Shape

- Define arbitrary numbers of identical or similar structures on flat and freeform surfaces
- Perfect for:
 - Backlight light extraction
 - LED color shift mixing
 - Controlled angular spread
 - Light pipe light extraction
 - Fly's eye condensers
- Predefined shapes
 - Spherical, prismatic, cylindrical, etc.
- Customer structure, e.g., imported from CAD
- Structures vary across surface by:
 - Size, orientation, density, shape, etc.



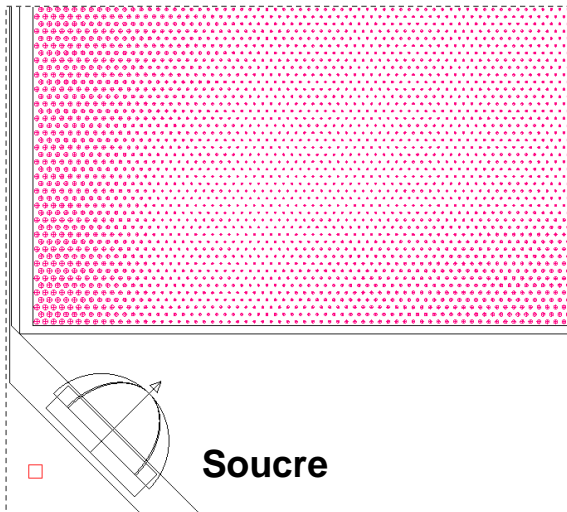
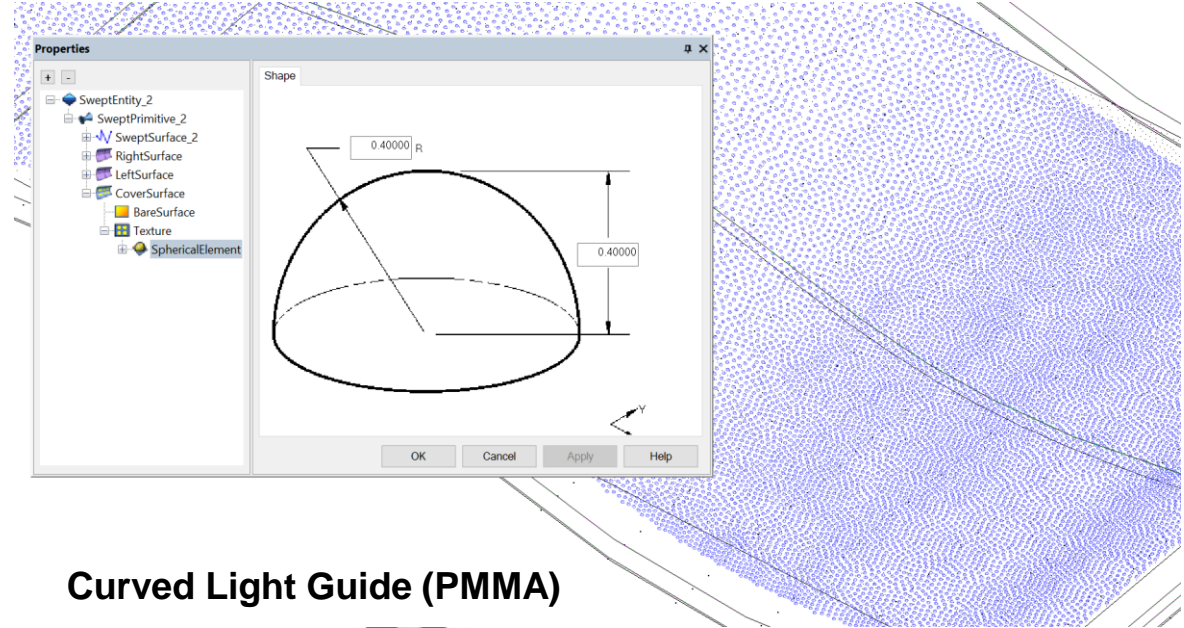
Anatomy of a Back light and area lighting system

- Similar to a backlight unit from an LCD display, without the LCD
- Components include:
 - Edge-lit light guide with extraction features
 - Reflector
 - Specular or diffuse for recycling light that leaves the light guide in the wrong direction
 - LEDs
 - Bezel
 - For hiding the electronics from an observer
 - Diffuser (Optional)
 - Scattering sheet or bulk diffuser to further spatially mix the light leaving the light guide



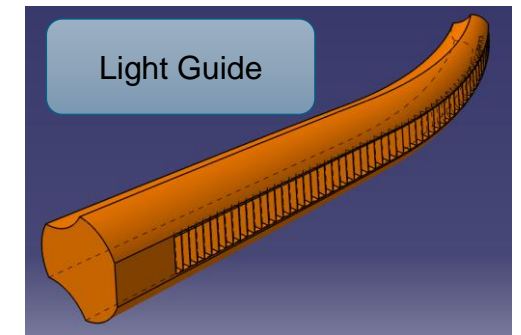
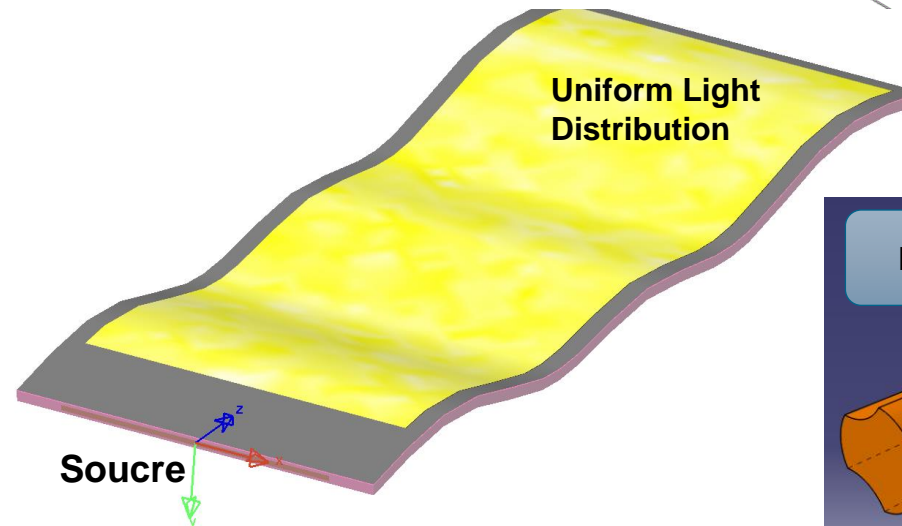
LightTools Texture Optimization for Area Illumination

- Fast simulation for both printed 2D patterns and 3D textures
- Logos, decorative light elements, display backlight
- Optimization for uniform output using specialized Backlight Pattern Optimizer tool
- Example with 27.000 spherical texture elements (Radius = 0.4 mm)
- Optimization time about 10 min



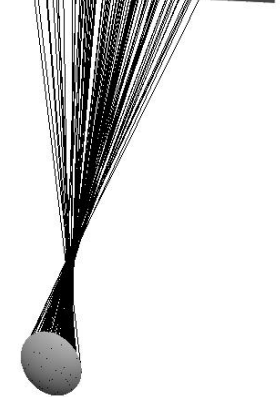
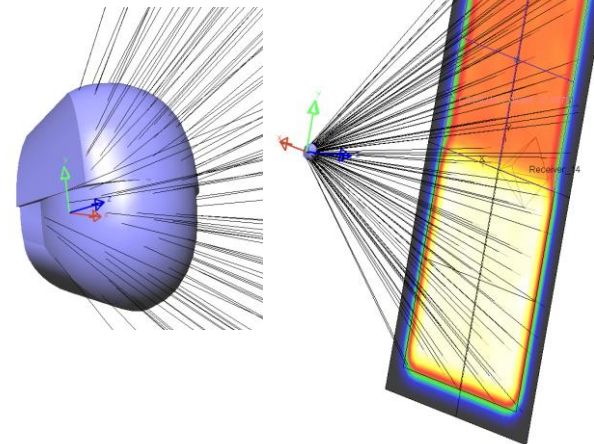
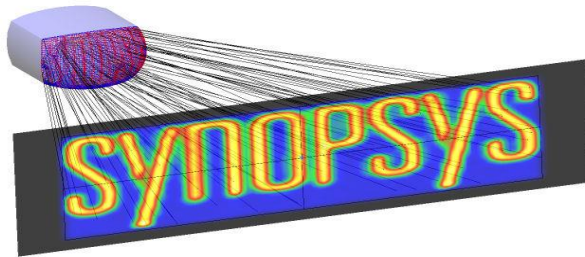
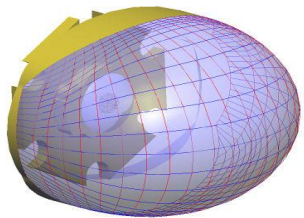
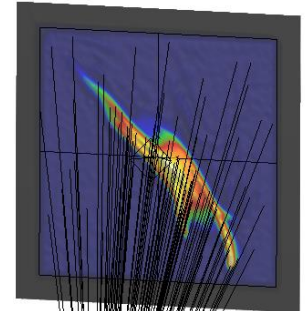
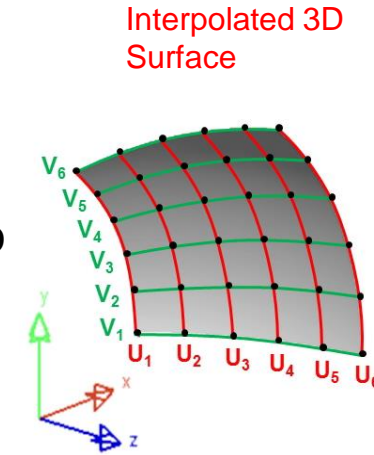
Optimized Pattern Placement

Curved Light Guide (PMMA)

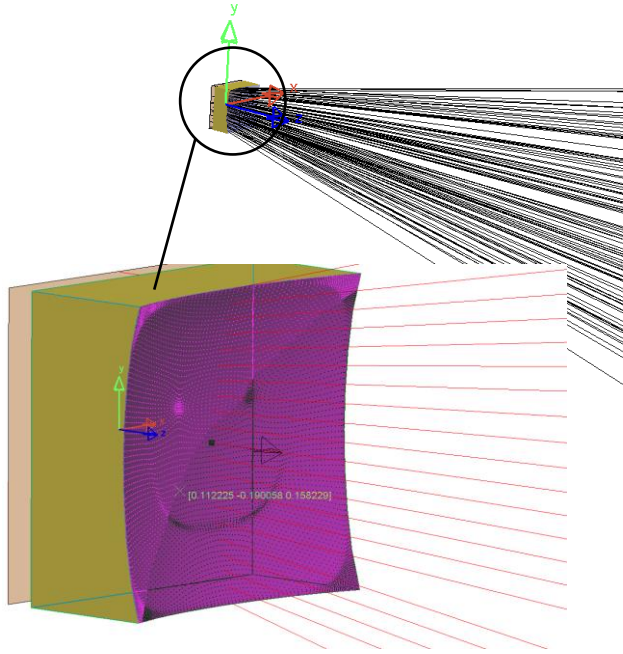


LightTools Freeform Design Feature

- Useful for designing non-faceted freeform reflective and refractive surfaces
- Most suitable for systems with sources that are small relative to the size of the optic (e.g., LEDs, small halogen sources, arc lamp)
- Target distributions can be simple or complex
- Illuminance and intensity targets

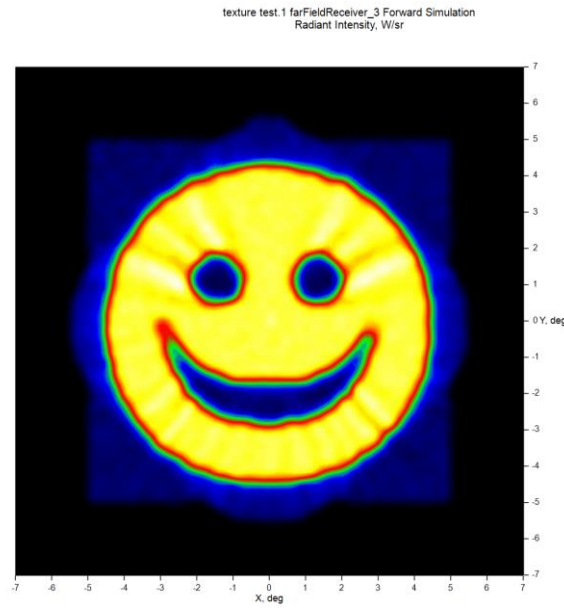


LightTools Freeform Lens Arrays

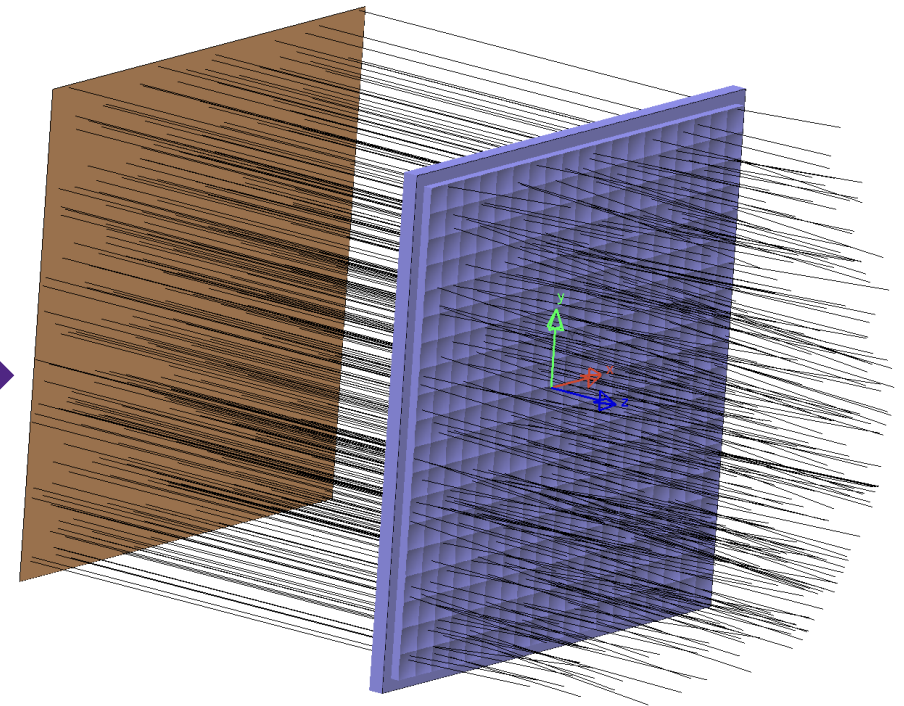


1 x 1 mm Freeform Lens

(Lens dimensions down to 5-10 μm possible)



Intensity distribution

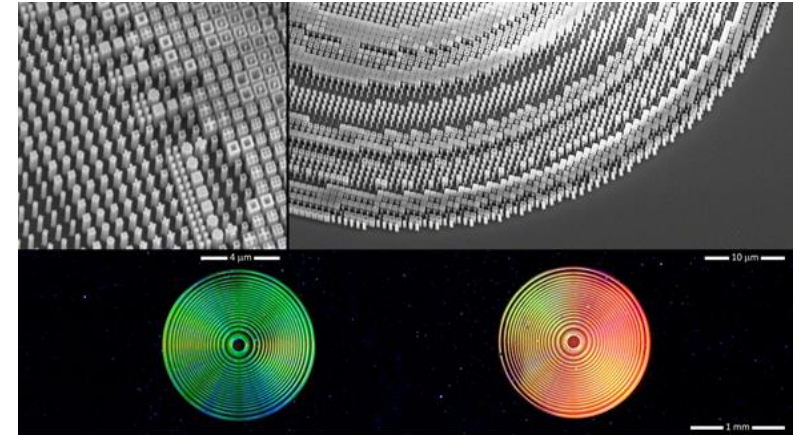


**20 x 20 mm Lens Array with
400 single lens elements**

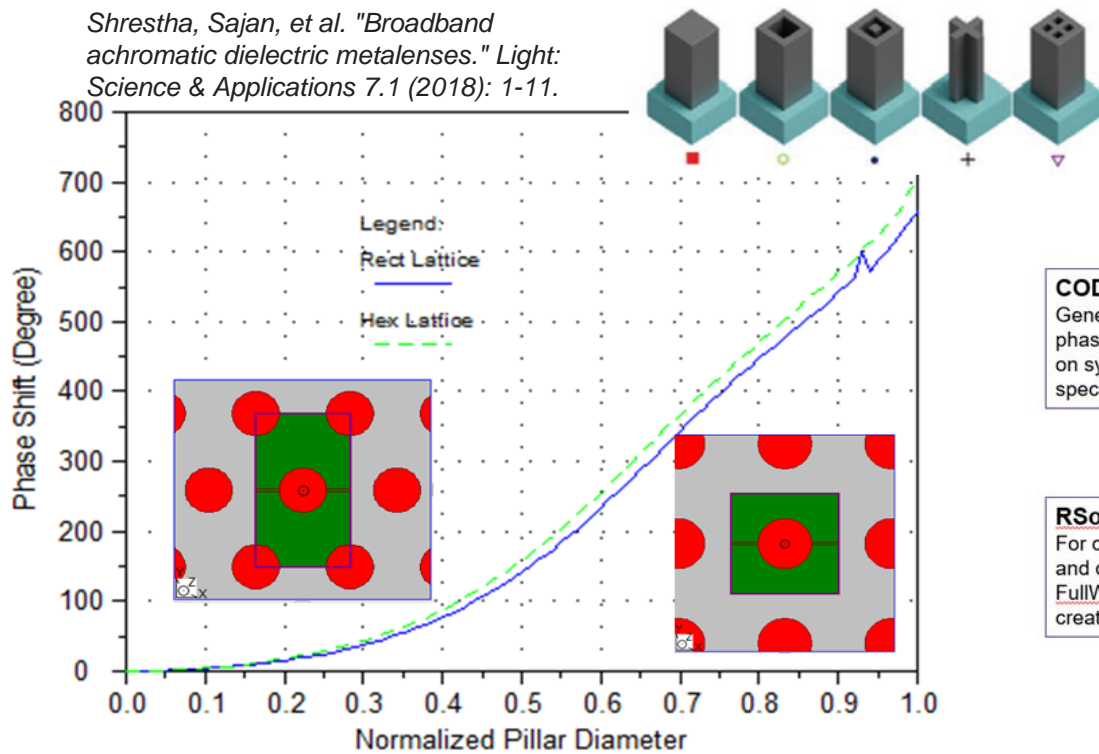
RSofT: Meta surfaces design and simulation

DiffractMOD RCWA is part of design flow for MetaSurface design. This algorithm is perfectly suitable for generation of phase shift induced by meta-atoms and it would be typically ~30X faster than FDTD

<https://phys.org/news/2018-10-revolutionary-ultra-thin-meta-lens-enables-full-color.html>



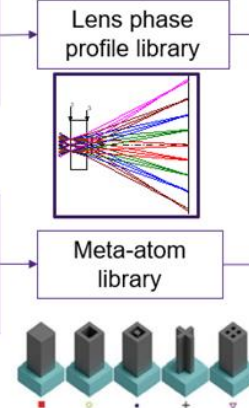
Shrestha, Sajan, et al. "Broadband achromatic dielectric metalenses." *Light: Science & Applications* 7.1 (2018): 1-11.



1. Build Libraries

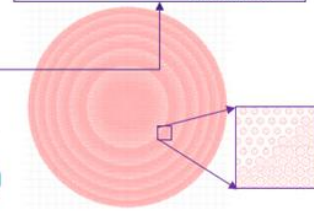
CODE V Optimizer:
 Generates desired phase profile(s) based on system performance specification

RSofT Simulator:
 For chosen meta-atom and design variable, FullWAVE, DiffractMOD creates transfer function



2. Build Metalens

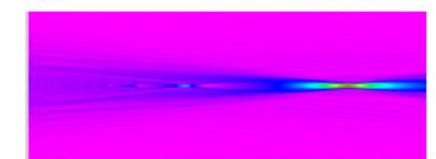
Layout:
 Based on required phase, designer picks suitable meta-atoms to form the metalens



3. Simulation

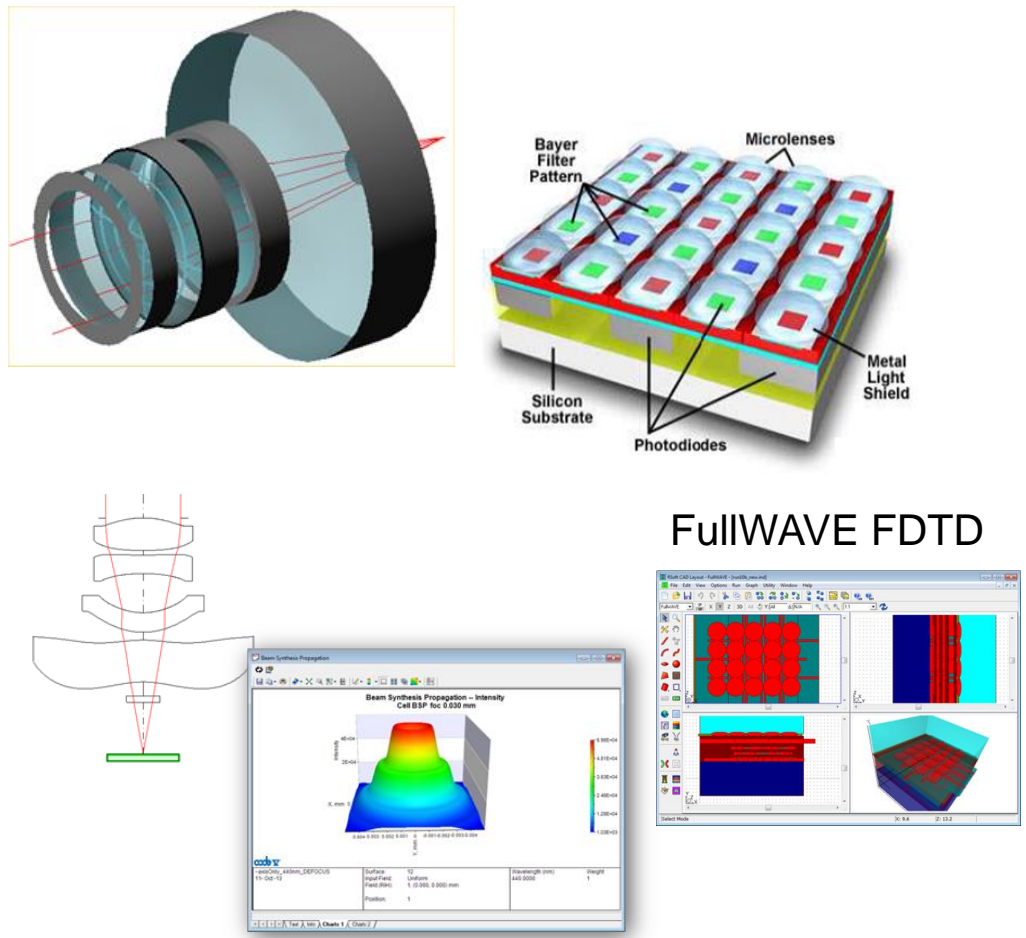
Verification:
 Simulate the built metalens by suitable approach

- FullWAVE FDTD
- BeamPROP FFT-BPM
- BeamPROP FD-BPM
- CODE V ray-tracing
- CODE V BSP

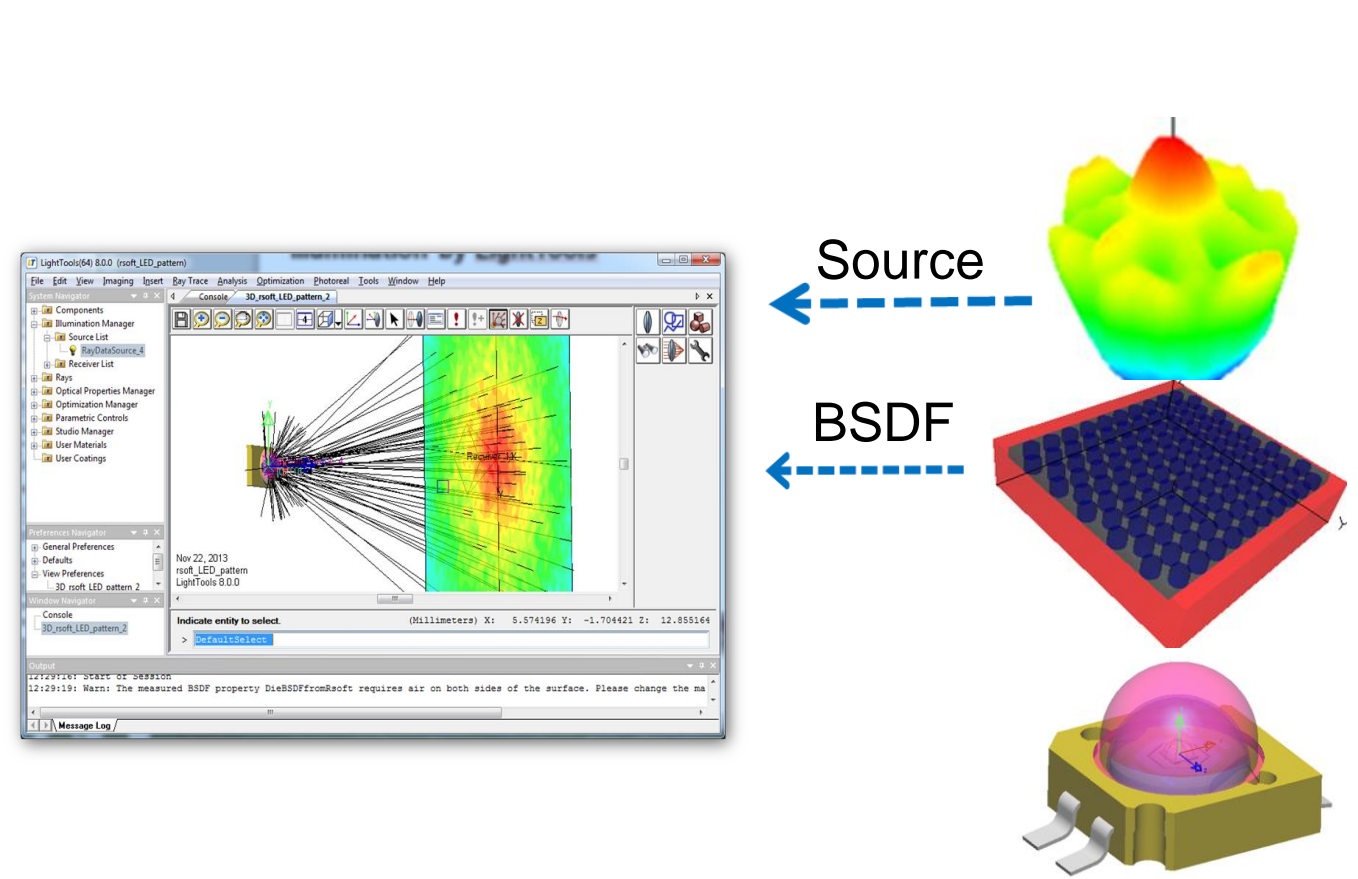


Rsoft: Combined tools for more challenging designs

Cell phone camera: CODE V - RSoft



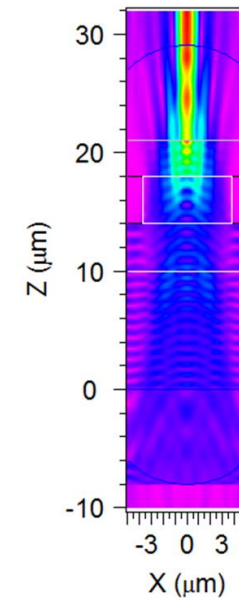
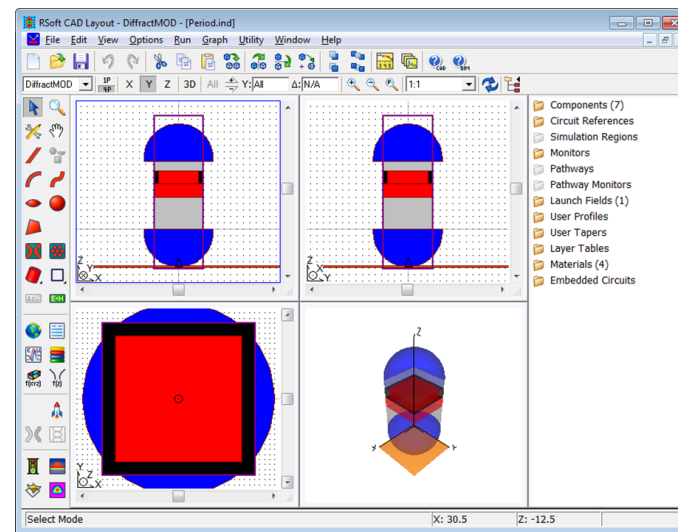
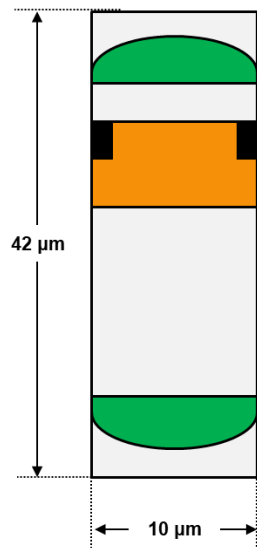
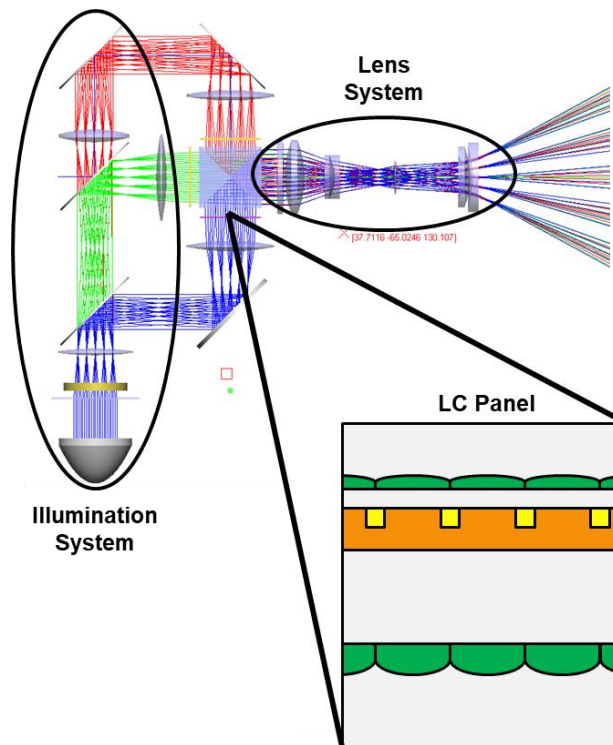
Illumination: Arbitrary Intensity Distributions with LEDs



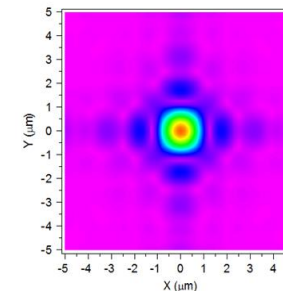
Rsoft: Combined tools for more challenging designs

Projector Design using LightTools and RSoft DiffractMod

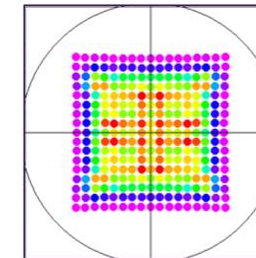
MLA on Liquid Cristal Panel



Near field



Far Field



Thank You

