



Transforming the Realism and Usability of Driving Simulation



Driving Simulation & Virtual Reality
Conference & Exhibition

# since **2007**





#### Model the **real world**

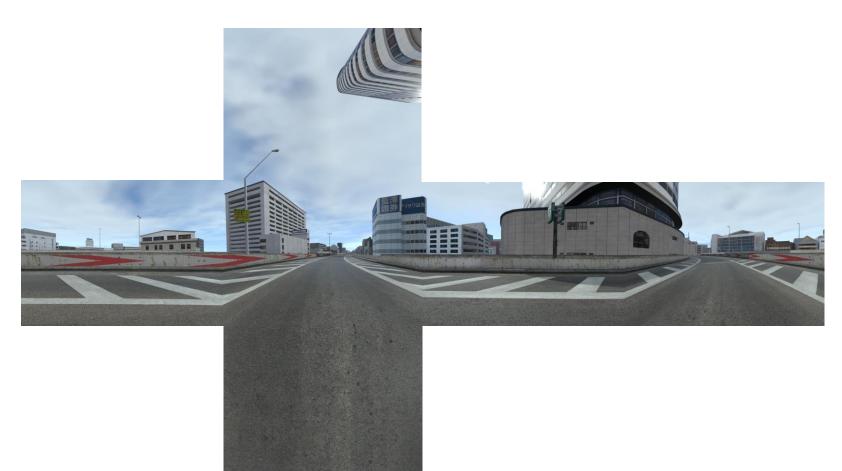
Allow you to **interact** with that world

Scale testing & training data, massively

# Driver in the Loop

#### Driver in The Loop

- HDR10 compatible displays
- Varjo headset support
- 360° playback videos for VR





## **Proving Grounds**

### **Public Roads**





**Testing & Race Circuits** 

**Parking Locations** 





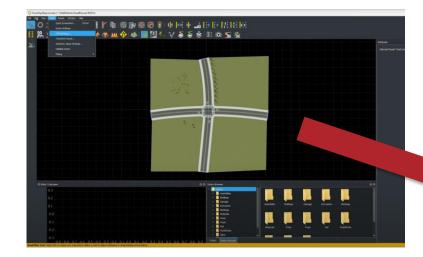


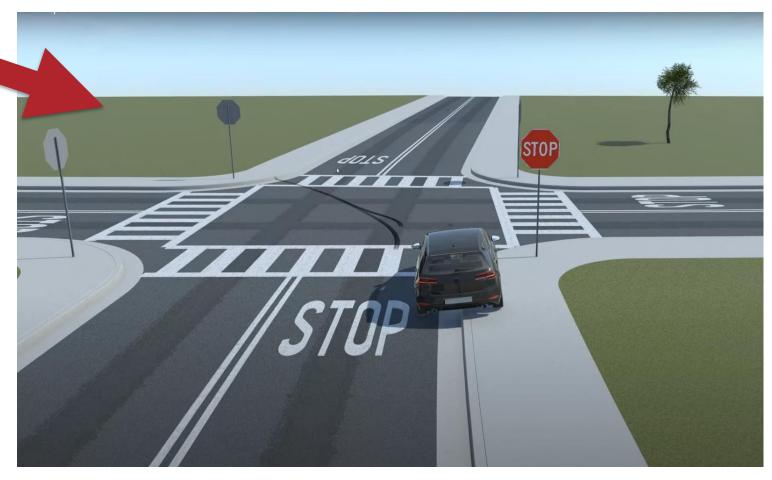
# 15 Private Proving Grounds

for

11 Different OEMs / Tier 1s

#### MathWorks RoadRunner rFpro Export

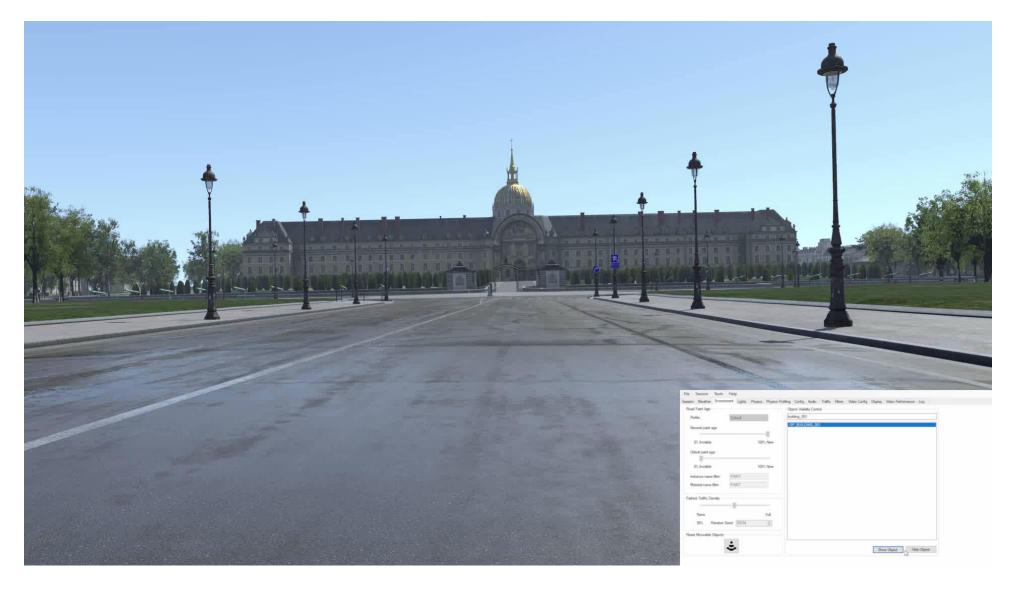






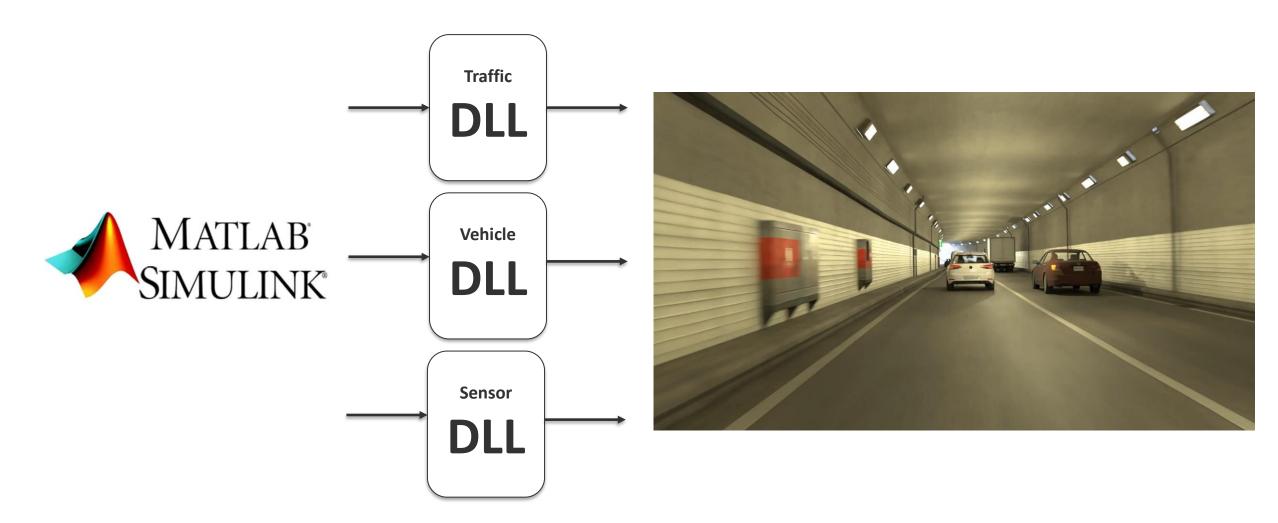
## Automotive & ADAS

#### Live Object Visibility Control





#### Traffic Simulink Traffic Plugin

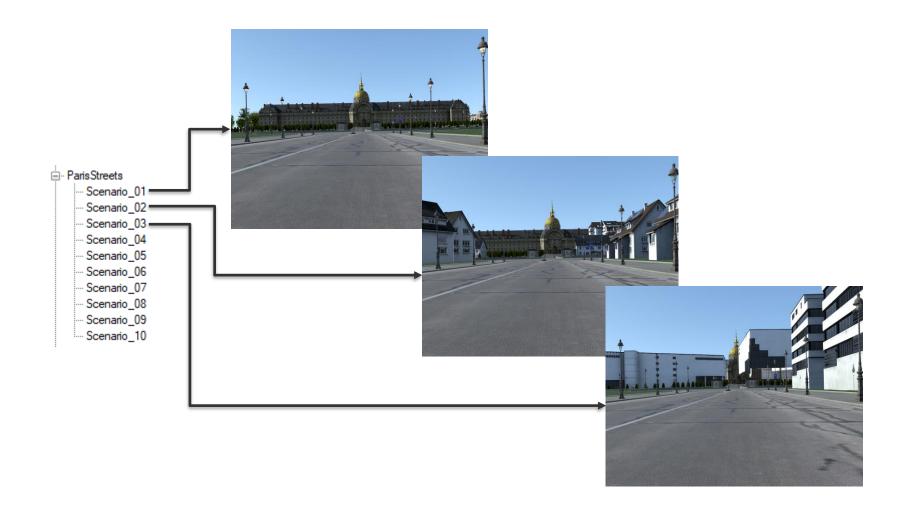




#### Scene Variations – Python Scripted Objects



#### Preconfigured Scenes





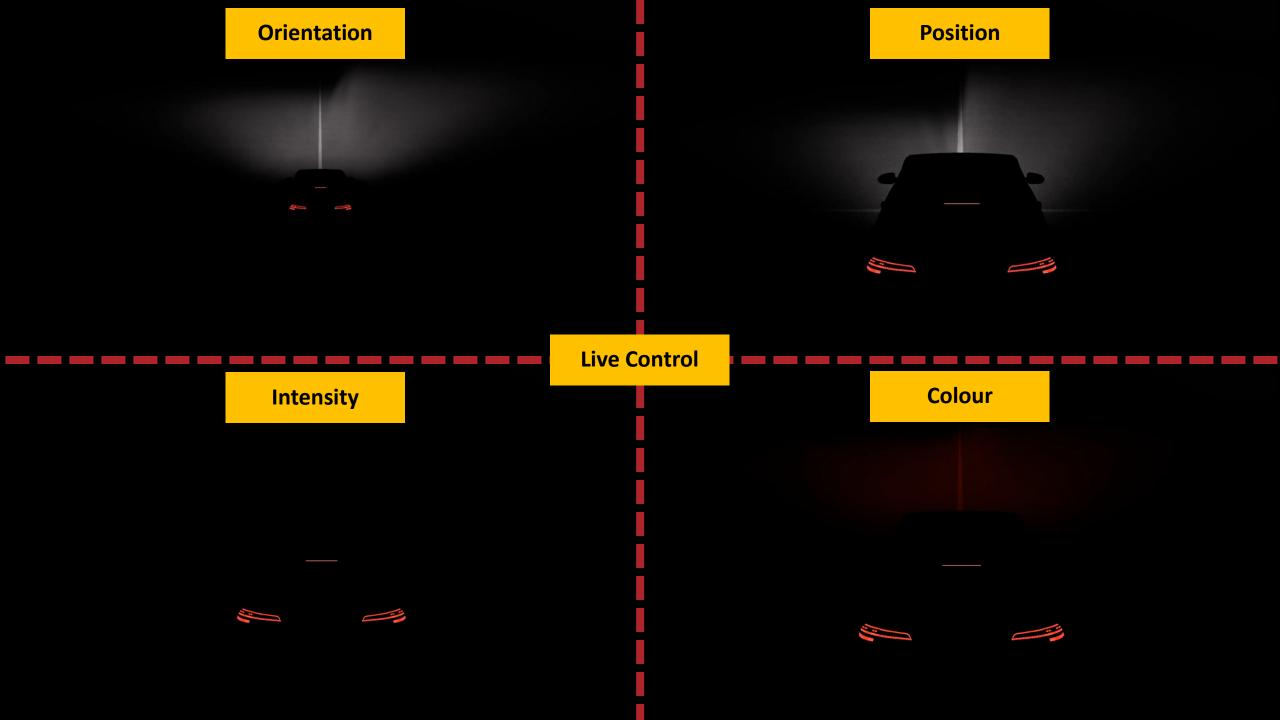
# Advanced Lighting

Hi-Def headlight & street lighting profiles

Using industry standard IES definitions



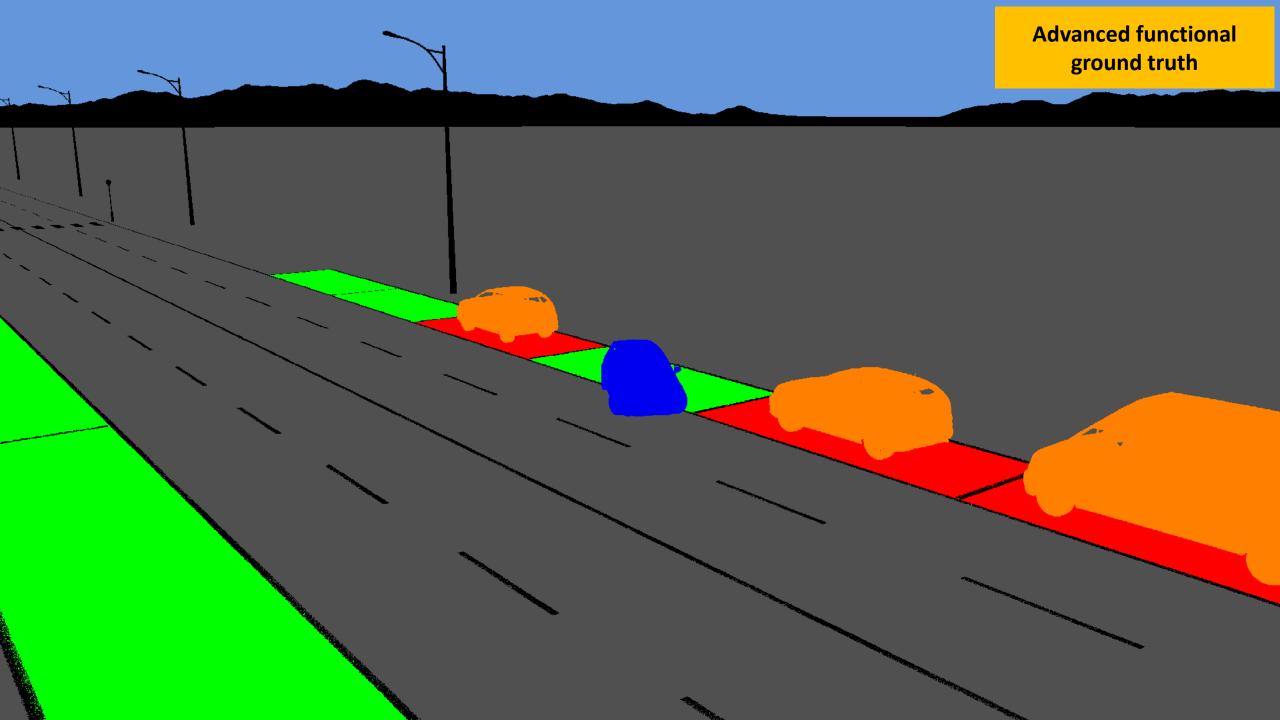






# Training Data Generation



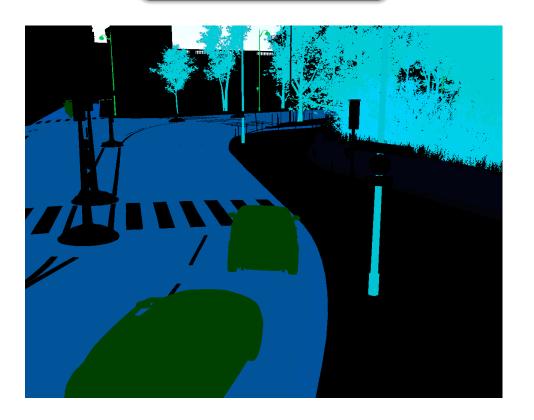


#### **Ground Truth Classification**

## Sensor 1



### Sensor 2







#### Sony Semiconductor Solutions' sensor models integrated into rFpro

"The **collaboration** between **rFpro** and **Sony** Semiconductor

Solutions will provide an automotive-grade End2End **perception simulation** pipeline to the ADAS perception

system developers.

Sony has prepared a sensor model based on the internal architecture of the image sensors used in camera systems to achieve automotive-grade fidelity"



Kenji Onishi

Deputy Senior. General Manager,

Automotive Business Department,

Sony Semiconductor Solutions Corporation



