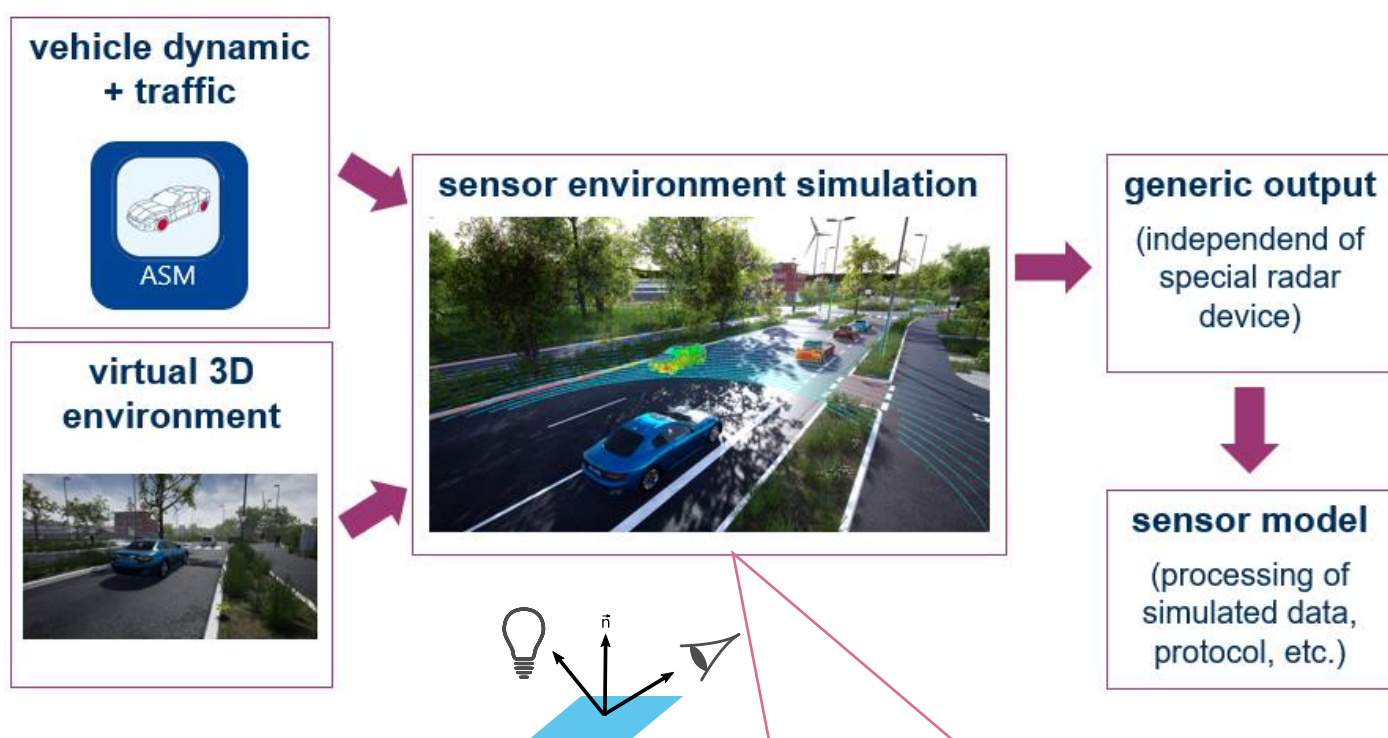




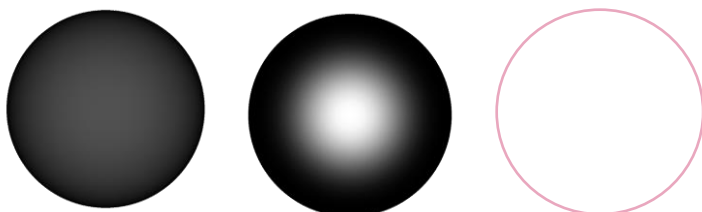
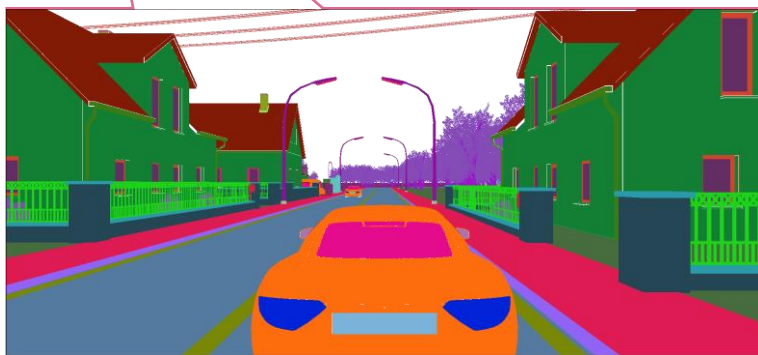
VALIDATION OF TEST INFRASTRUCTURE II

Software in the Loop Sensor Simulation Environment

Frederik Ikemeyer, dSPACE



- Material defines physical properties (e.g., reflectivity)
- Material information is part of 3D library
- Surface material is defined on a per-pixel basis



- Different materials can have drastically different angle-dependency
- Material properties can be very different compared to visible light (e.g., leaves are highly reflective)
- Three different material models are implemented:
 - **diffuse**,
 - **specular** and
 - **retroreflecting** materials.
- Parametrizable combination of material models and reflection coefficient



Source: Fraunhofer (IOSB)

- **Bidirectional reflectance distribution function (BRDF)** for multipath propagation
- incl. retroreflecting direction
- measured wavelength: 905 nm

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