

**CALL FOR
SPEAKERS**

AS VIRTUAL AS POSSIBLE

Advancing virtual car body development as much as possible is becoming an increasingly prominent goal in the automotive industry: With development budgets shifting towards power train electrification and advancing autonomous driving, reducing costs and increasing efficiency in the car body development becomes more important – and that exactly is the promise of CAE-based virtualization.

Ideally, CAE tools should enable to predict, quickly, reliably and in as much detail as required, the consequences of each development decision – e.g. material selection, joining processes, production layout and production conditions – on all other areas, and on the final development goal, thus optimizing the overall product and the overall costs.

Forming, joining, thermal warpage, crash, NVH, electrocoat, painting and further simulation tools need to be optimised individually, but, at the same time, have to be efficiently embedded in a continuous virtual development chain.

Successfully **building bridges** is often decisive in such optimisations: Within an OEM, the smooth CAE data and information transfer between all departments is highly important, especially between product engineering and manufacturing engineering; within development partnerships, the exchange of virtual data between OEM and system suppliers or engineering service providers needs to be efficient and flawless.

Promoting effectiveness in the car-body-related virtual process chain, is what VirtualCarBody, Automotive Circle's international conference on simulation in automotive product and process development, is aiming at. On 23 and 24 October 2018, it again assembles its international network of expert engineers in Bad Nauheim, Germany, to discuss newest developments and experiences.

Specifically, the conference addresses progress in all virtual engineering systems having to do with the simulation of processes or properties, that have an influence on the performance of the painted car body as a product, or on its manufacturing processes, from the press plant to the paint shop.

THIS IS WHERE YOUR CONTRIBUTION IS BEING CALLED FOR

Enrich the conference with a technical presentation on your latest developments, achievements and experiences pertaining to:

- ▶ the virtual development of recently concluded car body projects
- ▶ the performance and efficiency of specific simulation tools
- ▶ the system integration of CAE tools to establish a more efficient continuous virtual development environment, and corresponding superordinate platforms
- ▶ methods and technologies enabling an efficient data management across the product and process development

OEM ADVISORY BOARD

Through its OEM Advisory Board, the conference programme is set up in collaboration with experts from the following companies: **Audi AG**, **BMW Group**, **Fiat Chrysler Automobiles S.p.A.**, **Ford-Werke GmbH**, **Opel Automobile GmbH**, **Renault S.A.S.**, **Volkswagen AG**, **Volvo Car Company**.

DEADLINE FOR SUBMISSIONS: 14 MAY 2018

Interested speakers are kindly requested to submit their suggestions for a relevant half-hour technical presentation via the conference's **online submission form**, including a concise abstract describing the results to be presented and their benefits for virtual car body development processes. Based on this information, the conference's OEM Advisory Board will decide on the acceptance of the suggestion

Further dates:

Notification of acceptance
Publication of the conference programme
Submission of the presentation files

End of May 2018
Beginning of June 2018
28 September 2018



YOUR CONTACT



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