

	PRO	PRE	ENT	ODO	OPD	OST	HDA	MVS	FIE	LEG
Intensity/Illuminance/Lumiance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Luminance Inverse Simulation		<input type="checkbox"/>	<input type="checkbox"/>							
Virtual Lighting Controller		<input type="checkbox"/>	<input type="checkbox"/>							
Human Vision			<input type="checkbox"/>							
VIS (360nm-830m)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
UV-NIR (100nm-2.5µm)		<input type="checkbox"/>	<input type="checkbox"/>							
UV-FIR (100nm-100µm)									<input type="checkbox"/>	
Basic Surfaces	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Projection Lens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
TIR Lens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Optical Lens					<input type="checkbox"/>					
Optical Surface					<input type="checkbox"/>					
Light Guide					<input type="checkbox"/>					
Sharp Cut-Off					<input type="checkbox"/>					
Poly-Ellipsoidal Surface					<input type="checkbox"/>					
Micro Optical Stripes					<input type="checkbox"/>					
Field Of View						<input type="checkbox"/>				
Camera Sensor						<input type="checkbox"/>				
LiDAR Sensor						<input type="checkbox"/>				
Sensor Fusion						<input type="checkbox"/>				
Hud Optical Analysis							<input type="checkbox"/>			
Hud Optical Design							<input type="checkbox"/>			
Target Specification								<input type="checkbox"/>		
Tolerance Study								<input type="checkbox"/>		
Optimizer				<input type="checkbox"/>						
Simulation Wizard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Colorimetry: Colorimetric Analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Colorimetry: Spectral Analysis		<input type="checkbox"/>	<input type="checkbox"/>							
Light Expert: Light Patch Finder and Ray Tracing Filtering	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Light Expert: Ray Tracing Filtering and Source Filtering		<input type="checkbox"/>	<input type="checkbox"/>							
3D Textures		<input type="checkbox"/>	<input type="checkbox"/>							
3D Energy Density		<input type="checkbox"/>	<input type="checkbox"/>							
Polarization		<input type="checkbox"/>	<input type="checkbox"/>							
Fluorescence		<input type="checkbox"/>	<input type="checkbox"/>							
Virtual Reality		<input type="checkbox"/>	<input type="checkbox"/>							
Sky		<input type="checkbox"/>	<input type="checkbox"/>							
Visibility & Legibility			<input type="checkbox"/>							
Stray Light Analysis		<input type="checkbox"/>	<input type="checkbox"/>							
High Dynamic Range			<input type="checkbox"/>							
Virtual BSDF Bench			<input type="checkbox"/>							
Thermic Source									<input type="checkbox"/>	
MODTRAN Interface									<input type="checkbox"/>	
Night Vision Goggle									<input type="checkbox"/>	
Windshield Regulation Tests										<input type="checkbox"/>
Windshield Analysis										<input type="checkbox"/>
Windshield Dynamic Distortion										<input type="checkbox"/>