



ESI unleashes further productivity and time gains with the latest release of its multi-domain platform Visual-Environment 11.5

Expanding into Systems Modeling and Manufacturing Assembly

Paris, France – March 3, 2016 – [ESI Group](#), pioneer and world-leading solution provider in [Virtual Prototyping](#) for manufacturing industries, announces the latest version of its multi-domain simulation platform, [Visual-Environment 11.5](#). ESI Visual-Environment manages simulation processes in a single unified environment — from pre- and post-processing to meshing, viewing results, automating tasks – across multiple domains. By relying on a single core compute model, Visual-Environment eliminates tedious data exchange, hence helping industrial manufacturers reduce product development cost and time. The latest version [Visual-Environment 11.5](#) now supports Modelica®-based systems modeling and simulation, and virtual product assembly. Meanwhile, the new ESI-Player application enables engineers to visualize their ESI result files anywhere at any time.

Venu Kommanaboyina, Section Manager at Renault Nissan Technology & Business Center in India, comments: *“The implementation of CAE automation with Visual-Environment platform in RNTBCI enables drastic reduction of manual effort in all operation activities by 90%. It also enables quick turnaround as there is no lead time between pre-processing, solver run, post-processing and report generation. In addition to direct benefits like cost savings, it minimizes human error and enables engineers to concentrate on improving vehicle performance without considering underlying CAE technology, as the technology is standardized and controlled centrally by dedicated CAE experts. The platform Visual-Environment makes possible easier data, knowledge and technology management. Using the same integrated framework, ESI’s concept of Virtual Integration Platform provides RNTBCI with many opportunities in knowledge-based engineering and data mining.”*

In [Visual-Environment 11.5](#), the system modeling and simulation module based on Modelica® enables systems modeling architects and engineers to manage the traceability between requirements and models, and to virtually connect complex systems, accounting for different physics. [Visual-Environment 11.5](#) integrates the Modelica® Standard Library and is compatible with third party libraries and ESI specific Modelica® libraries. Users benefit from advanced functionalities enabling the storage and management of mechatronic models, control models and data across organizations. Systems engineers can thus work collaboratively to successfully manage emerging programs, as well as ensuring consistency and maturity of the technologies in place.

Also new in ESI [Visual-Environment 11.5](#) is the integration of a module dedicated to manufacturing assembly: Visual-Assembly. By taking into account manufacturing effects upfront in the design



process, Visual-Assembly enables the prediction of Stamp-Weld Assembly simulation chains to control and validate distortion and product performances. Benefits of this new solution include reduced costs in both design and manufacturing by dramatically reducing physical prototyping and testing, while guaranteeing quality achievements.

To complement this release, ESI launches ESI-Player: a new, light application for Windows, iOS mobiles and iOS tablets. ESI-Player enables engineers to easily share simulation results across multiple teams and different devices. ESI-Player Windows version can be downloaded from ESI's customer platform, [myESI](#), while the iOS app can be downloaded from Apple's [AppStore](#).

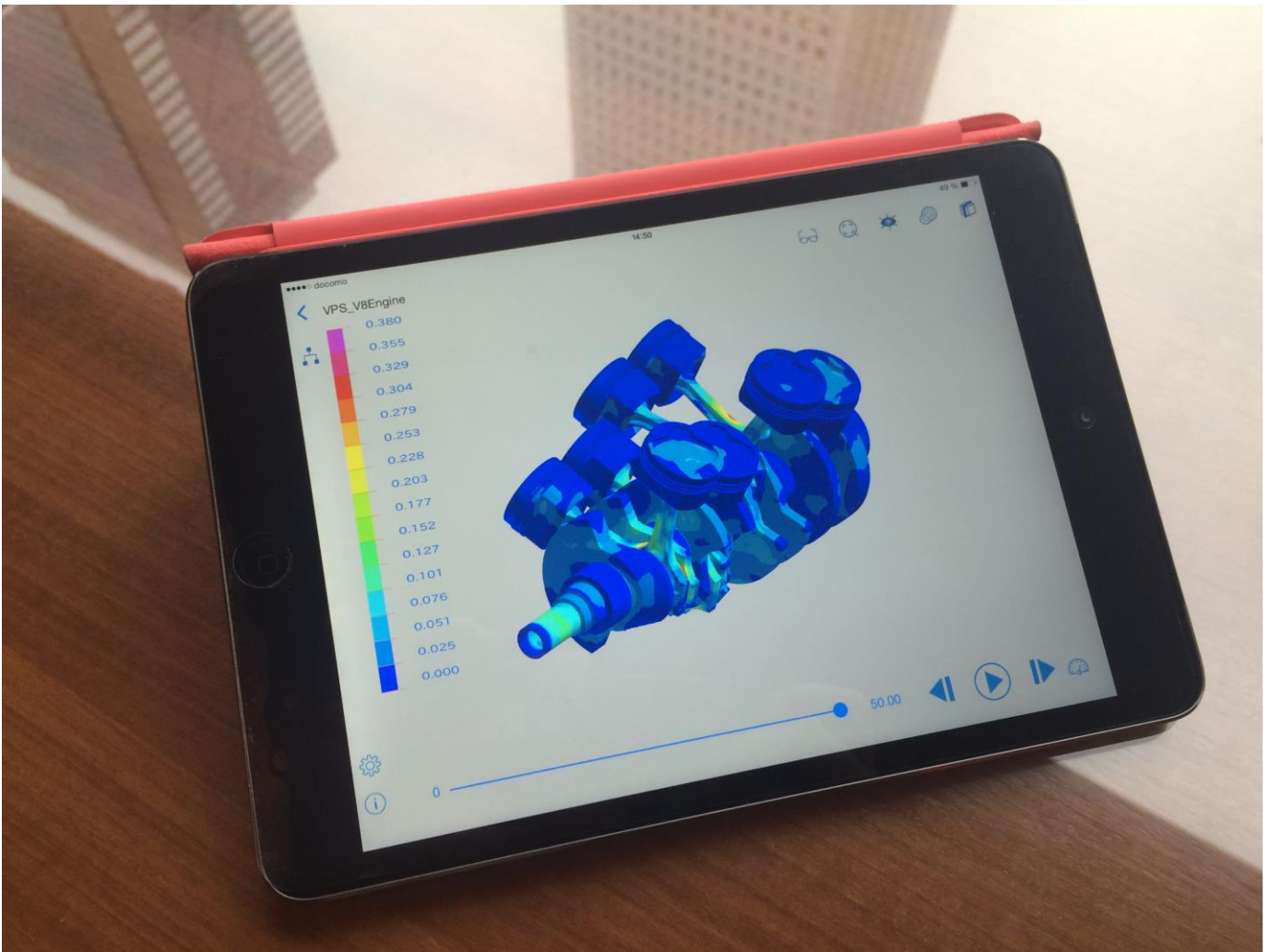


Image: ESI Virtual Performance Solution results, shared using ESI-Player, on a tablet.

Join ESI's customer portal [myESI](#) to get continuously updated product information, tips & tricks, view the online training schedule and access selected software downloads: <https://myesi.esi-group.com>

For more ESI news, visit www.esi-group.com/press

ESI Group – Media Relations
[Céline Gallerne](#)



+33 1 41 73 58 46

For additional information, please feel free to contact our international communications team:

North America

[Natasha Petrous](#)

+1 248 3818 661

Germany, Austria, Switzerland

[Alexandra Lawrenz](#)

+49 6102 2067 183

South America

[Daniela Galoflo](#)

+55 11 3031 6221

United Kingdom

[Hannah Amiss](#)

+44 1543 397 905

Italy

[Maddalena Marinucci](#)

+39 051 633 5577

Japan

[Nozomi Suzuki](#)

+81 363818486

France

[Gaëlle Lecomte](#)

+33 4 7814 1210

Spain

[Monica Arroyo Prieto](#)

+34 914840256

South Korea

[Gyeong Hee Lee](#)

+822 3660 4507

Eastern Europe

[Lucie Sebestova](#)

+420 511188875

Russia

[Natalia Nesvetova](#)

+7 343 311 0233

China

[Yuxiang Guo](#)

+86 (0)10 18500685938

About ESI Group

[ESI](#) is a world-leading provider of Virtual Prototyping software and services with a strong foundation in the physics of materials and Virtual Manufacturing.

Founded over 40 years ago, [ESI](#) has developed a unique proficiency in helping industrial manufacturers replace physical prototypes by virtually replicating the fabrication, assembly and testing of products in different environments. [Virtual Prototyping](#) enables [ESI](#)'s clients to evaluate the performance of their product and the consequences of its manufacturing history, under normal or accidental conditions. By benefiting from this information early in the process, enterprises know whether a product can be built, and whether it will meet its performance and certification objectives, before any physical prototype is built. To enable customer innovation, [ESI](#)'s solutions integrate the latest technologies in high performance computing and immersive Virtual Reality, allowing companies to bring products to life before they even exist.

Today, [ESI](#)'s customer base spans nearly every industry sector. The company employs about 1000 high-level specialists worldwide to address the needs of customers in more than 40 countries. For further information, visit www.esi-group.com

Connect with [ESI](#) on

