**OPOSSUM online workshop on 4 June 2025**

**The first online workshop on OPOSSUM – the Open Source Optics Simulation System and Unified Modeler – will take place on Wednesday, 4 June 2025, from 2-4 pm CEST via Zoom. The event will provide a first look at OPOSSUM, developed within the European THRILL project.**

Although still in early development, OPOSSUM aims to be a flexible, extensible, and fully open-source platform for optical simulations. The workshop will showcase its core concept, demonstrate initial capabilities, and open discussions on future features. Community input is essential, and attendees will have the opportunity to help shape the tool’s roadmap by prioritizing features and guiding its evolution.

The developers aim to integrate valuable community contributions directly into OPOSSUM’s codebase, ensuring that user-driven innovations become part of the platform. To facilitate this, they plan to implement a plugin system that will enable seamless extensions and custom procedures. The workshop will include discussions on the best approach to designing this system to effectively support the needs of the community.

Researchers, engineers, and developers in optics and photonics are encouraged to participate and contribute to the future of open-source optical simulation.

Please register at <https://indico.gsi.de/event/21895/>