OPOSSUM Online Workshop

Date: July 4, 2025

Time: 14:00 h (MEZ)

Location: Online (Link will be provided upon registration)

We are pleased to invite you to a first look at and demonstration of **OPOSSUM – the Open Source Optics Simulation System and Unified Modeler**. Developed within the **European THRILL project** ([www.thrill.eu](http://www.thrill.eu)), OPOSSUM aims to provide a flexible, extensible, and fully open-source platform for optical simulations.

While still in an early development and design phase, we will present the core concept, demonstrate initial capabilities, and discuss potential features. More importantly, we want to hear from you—our future users. Your insights and needs will help shape OPOSSUM’s roadmap by prioritizing features and guiding its evolution.

Our long-term goal is to integrate valuable community contributions directly into OPOSSUM’s codebase, ensuring that user-driven innovations become part of the platform. Therefore, we envision a plugin system that will enable seamless extensions and custom functionality. During the workshop, we would like to discuss with you how to implement this optimally to best support the needs of the community. Whether you are a researcher, engineer, or developer in optics and photonics, your input will be invaluable.

Join us in shaping the future of open-source optical simulation!

📢 Register now to secure your spot.