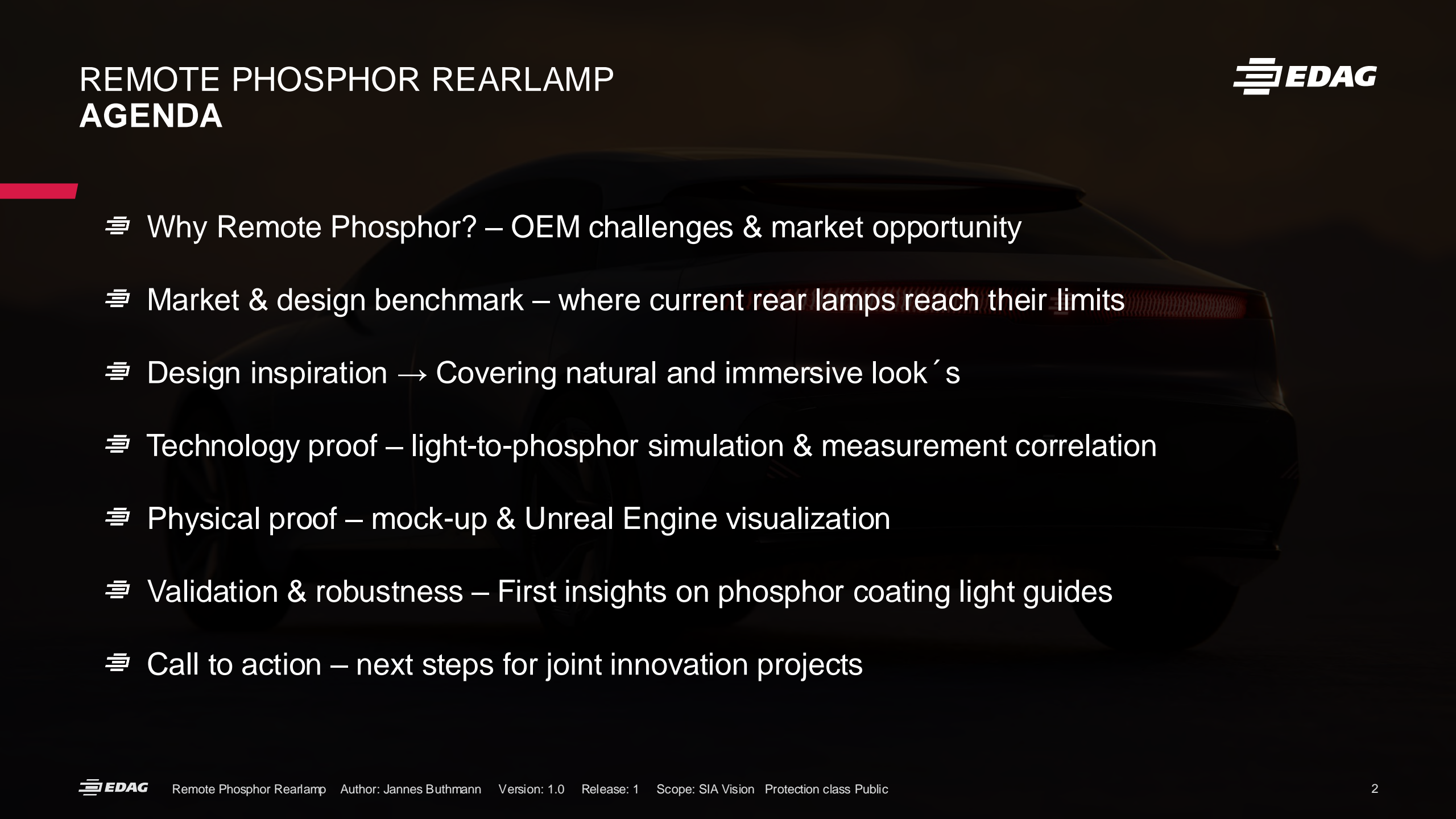




**NATURAL 3D APPEARANCE, UNBOUNDED FORM:  
EDAG'S REMOTE PHOSPHOR APPROACH FOR LAMP DESIGN**

# REMOTE PHOSPHOR REARLAMP AGENDA

- 
- ⇒ Why Remote Phosphor? – OEM challenges & market opportunity
  - ⇒ Market & design benchmark – where current rear lamps reach their limits
  - ⇒ Design inspiration → Covering natural and immersive look´s
  - ⇒ Technology proof – light-to-phosphor simulation & measurement correlation
  - ⇒ Physical proof – mock-up & Unreal Engine visualization
  - ⇒ Validation & robustness – First insights on phosphor coating light guides
  - ⇒ Call to action – next steps for joint innovation projects

# REMOTE PHOSPHOR REARLAMP PROJECT PARTNERSHIP



## “LIGHTING PARTNERSHIP FOR INNOVATION DEVELOPMENT”



- Development lead
- Styling and design
- Electronic & Software development
- Validation of phosphor coating
- Realisation of mock-up



- Correlation of optical simulation for light conversion
- Design of pre development components
- Visualization of mock up in unreal engine



- Technical input of physical data for phosphor
- Guidance for process handling
- Delivery of raw phosphor material


Thesis 24Q3-24Q4


Sem. Project 25Q1-25Q2


Sem. Project 25Q4-26Q1

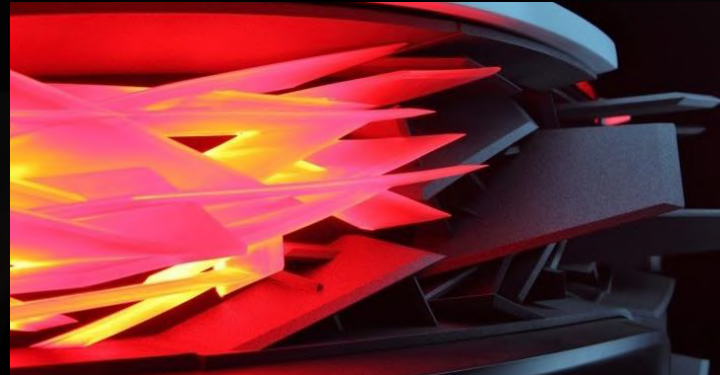


# REMOTE PHOSPHOR REARLAMP BENCHMARK & STATUS QUO

 Mercedes-Benz EQS

 Alfa Romeo Bertone Pandion

 Saab PhoneiX



Sculpted 3D repetition

Organic unpredictable complexity

Flat display-inspired design

# REMOTE PHOSPHOR REARLAMP BENCHMARK & STATUS QUO

STRONG DESIGN POTENTIAL IN  
TAIL LIGHTS THAT EXPLORE:

- INTRICATE GEOMETRY
- VOLUMETRIC LAYERING
- EXPRESSIVE STRUCTURES



# REMOTE PHOSPHOR REARLAMP

## INSPIRATION BEYOND THE OBJECT - VISUAL METAPHORS

### KRYPTONITE CRYSTAL

– IRREGULAR, REFRACTIVE, GLOWING FROM WITHIN



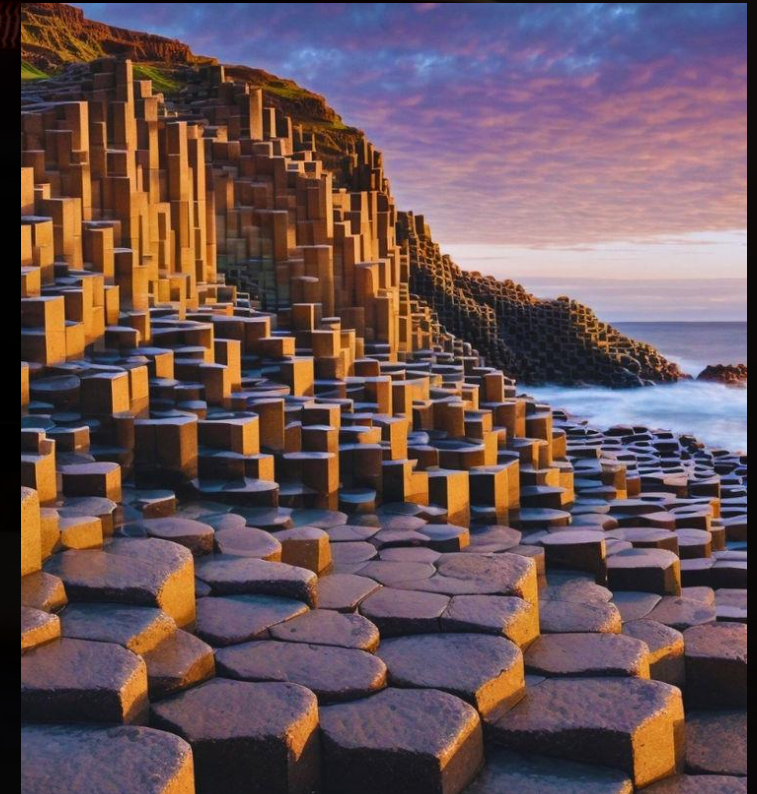
### INFINITE MIRRORS

– PERCEIVED DEPTH, LAYERED LIGHT, SURREAL DIMENSION



### GIANT'S CAUSEWAY

– NATURAL HEXAGONAL REPETITION, GEOLOGICAL ORDER VS. CHAOS



# REMOTE PHOSPHOR REARLAMP

## INSPIRATION BEYOND THE OBJECT – NATURAL OBJECTS

### MOLTEN LAVA OR MAGMA

– GLOWING FLOW, ENERGY UNDER TENSION,  
ORGANIC DANGER



### BIOLUMINESCENT ALGAE

– LIGHT REACTING TO MOVEMENT,  
EPHEMERAL GLOW, MAGICAL



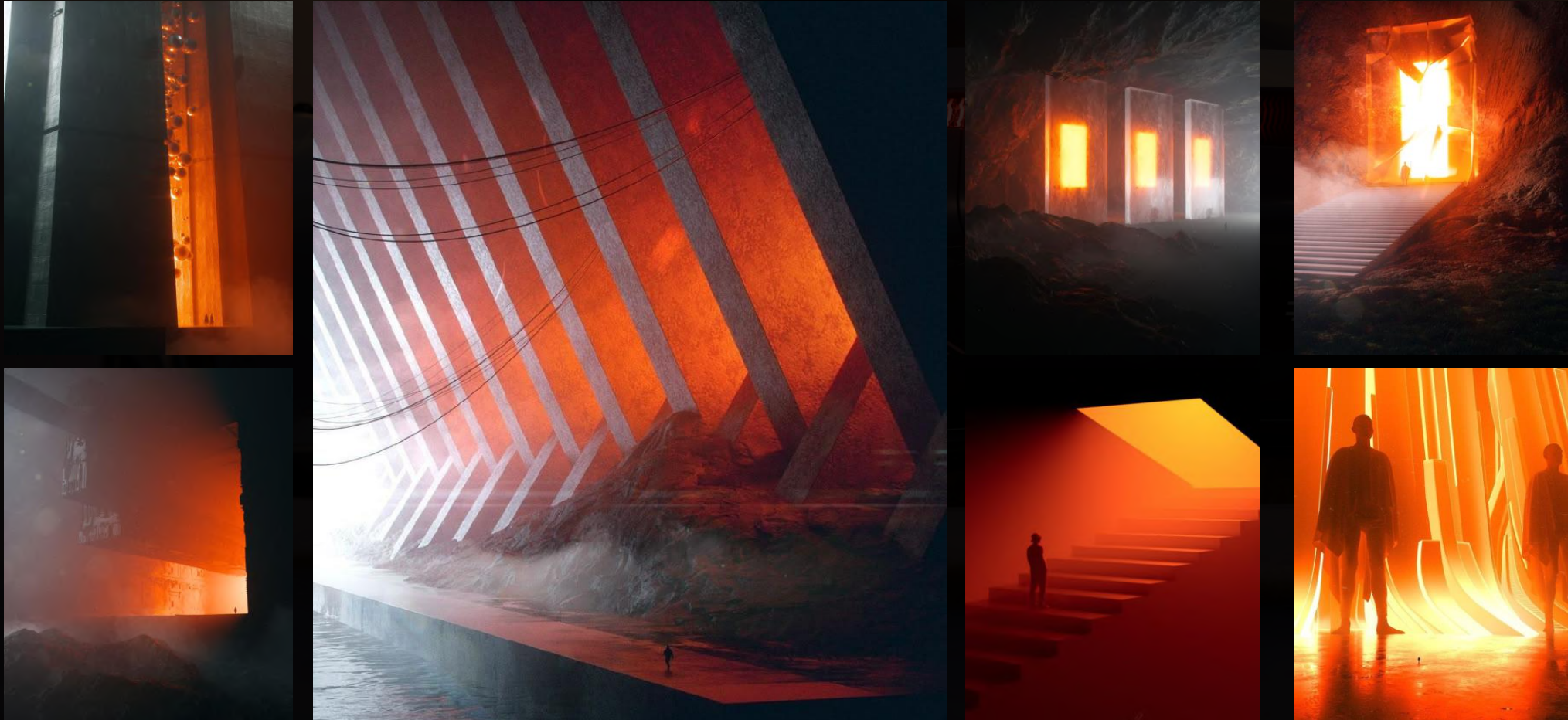
### ICE SHARDS

– SHARP, TRANSLUCENT, LIGHT-CATCHING  
EDGES



# REMOTE PHOSPHOR REARLAMP ALIVE FROM WITHIN - INNER FORCE

## LIGHT EMERGING FROM THE CORE



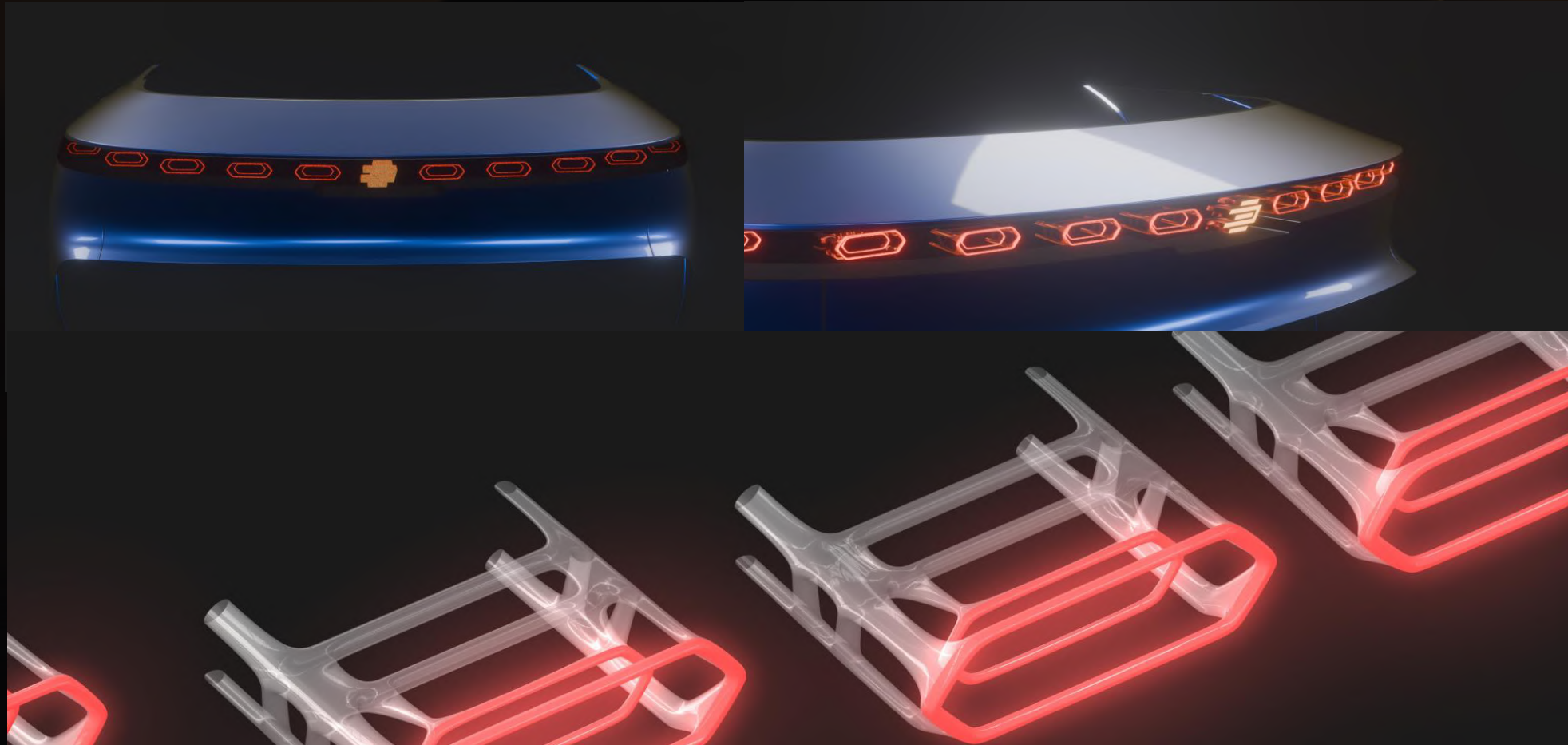
# REMOTE PHOSPHOR REARLAMP EPHEMERAL TRAILS

MOMENTS OF MOTION CAPTURED IN LIGHT AND FLUID



# REMOTE PHOSPHOR REARLAMP DESIGN CONCEPTS

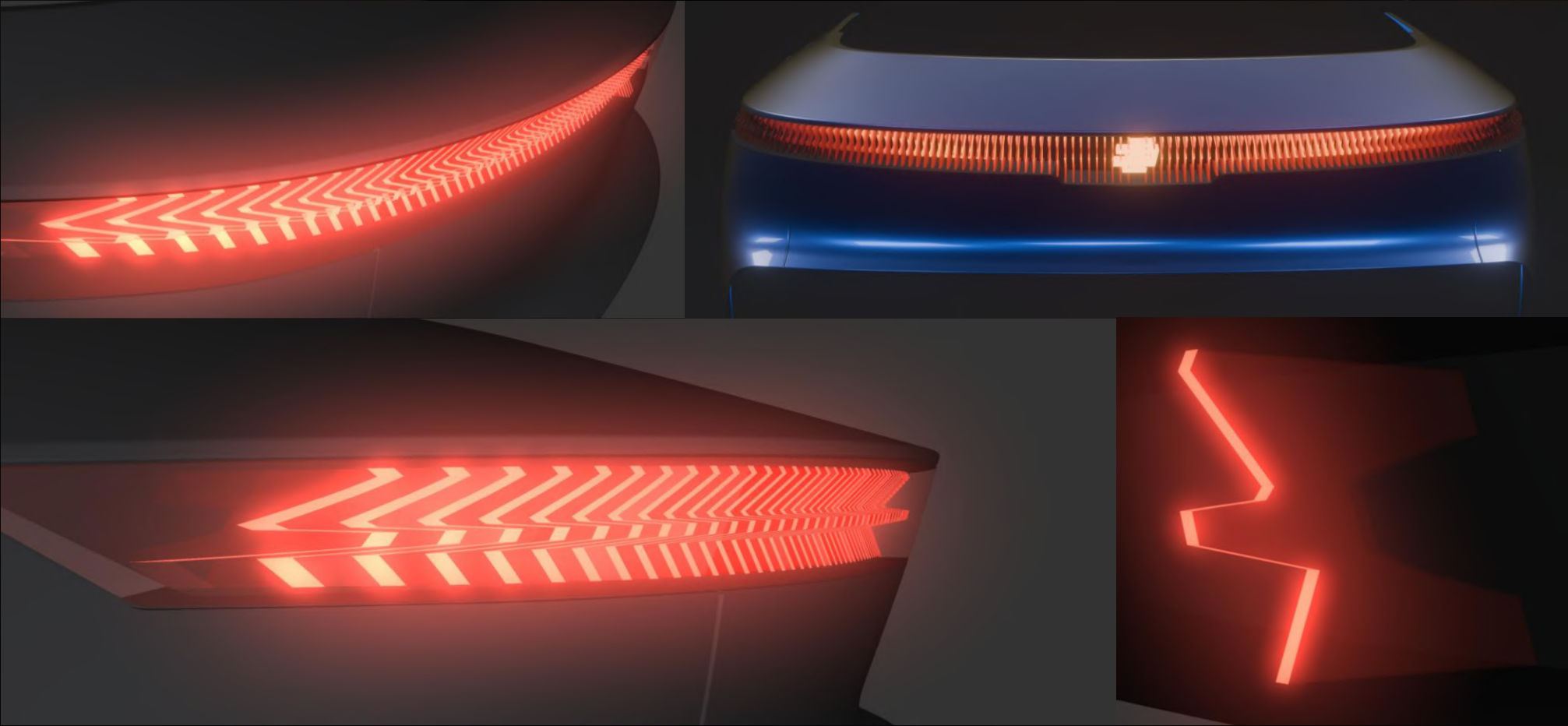
## DESIGN CONCEPT 1 - FROM INTANGIBLE GESTURE TO PHYSICAL STRUCTURE



# REMOTE PHOSPHOR REARLAMP CONCEPT STUDIES

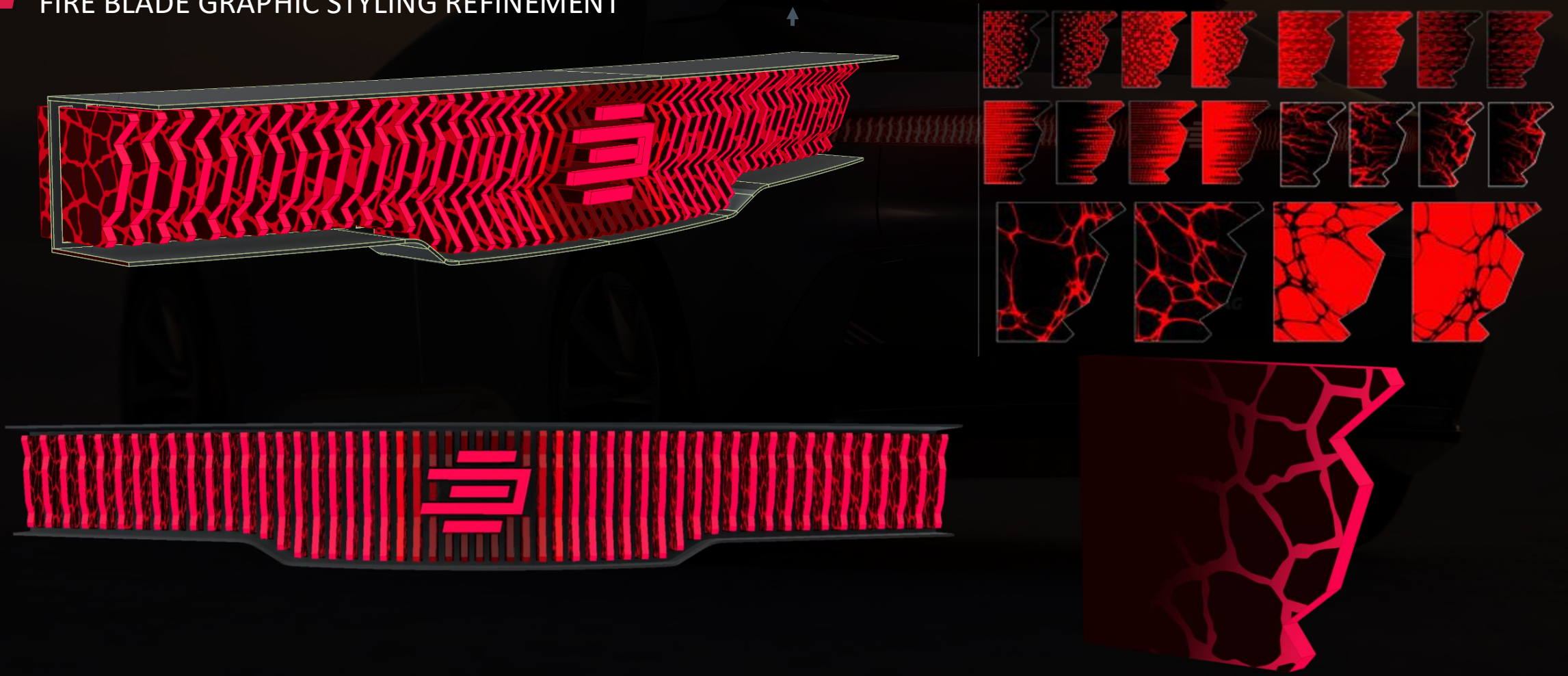


## DESIGN CONCEPT 2 - LIGHT EMERGING FROM THE CORE



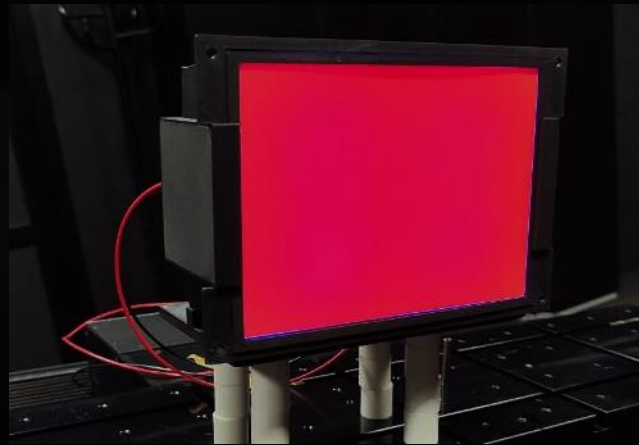
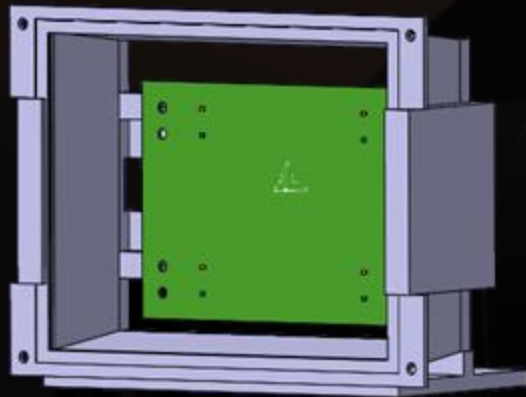
# REMOTE PHOSPHOR REARLAMP MOCKUP STYLING

## FIRE BLADE GRAPHIC STYLING REFINEMENT

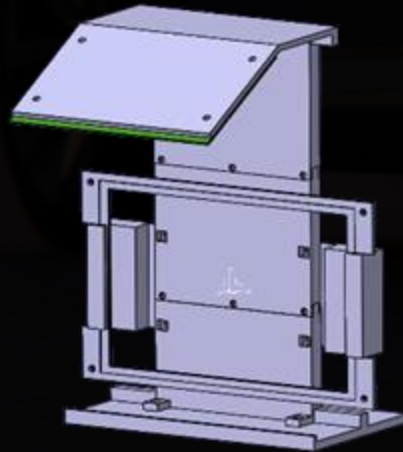
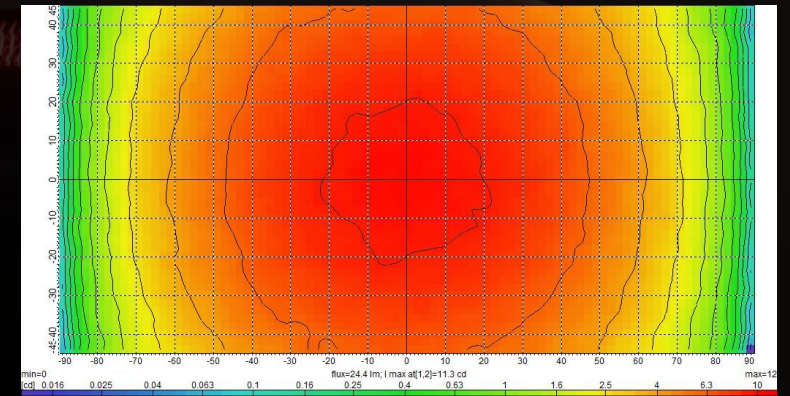


# REMOTE PHOSPHOR REARLAMP CONVERSION OF LIGHT

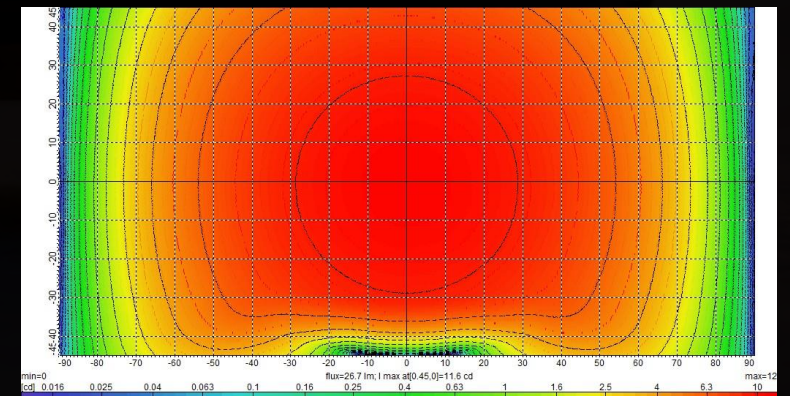
## LIGHT / PHOSPHOR INTERACTION CORRELATION TESTS



Simulation in LightTools:



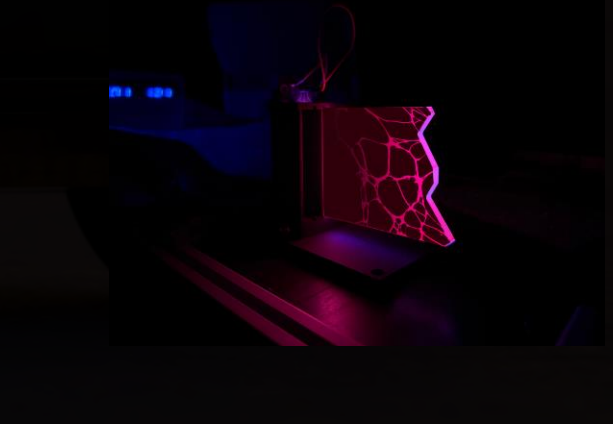
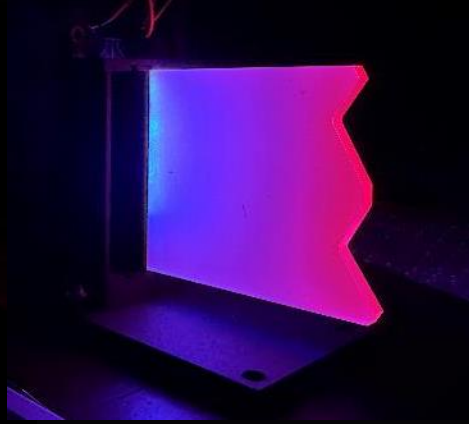
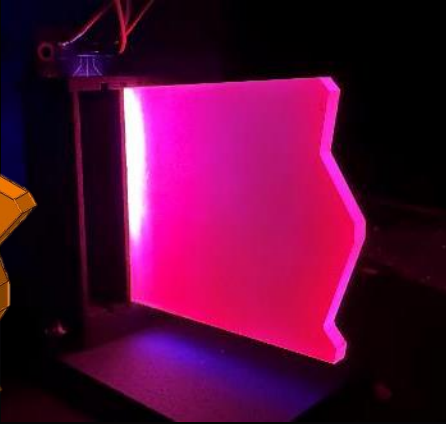
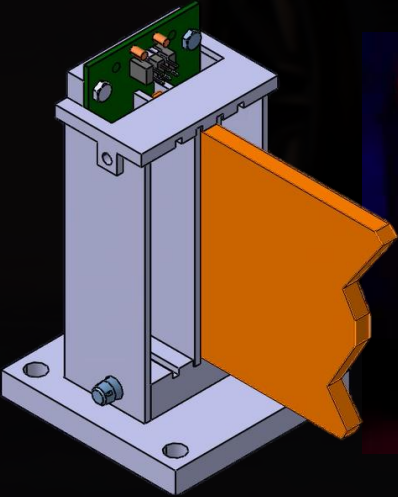
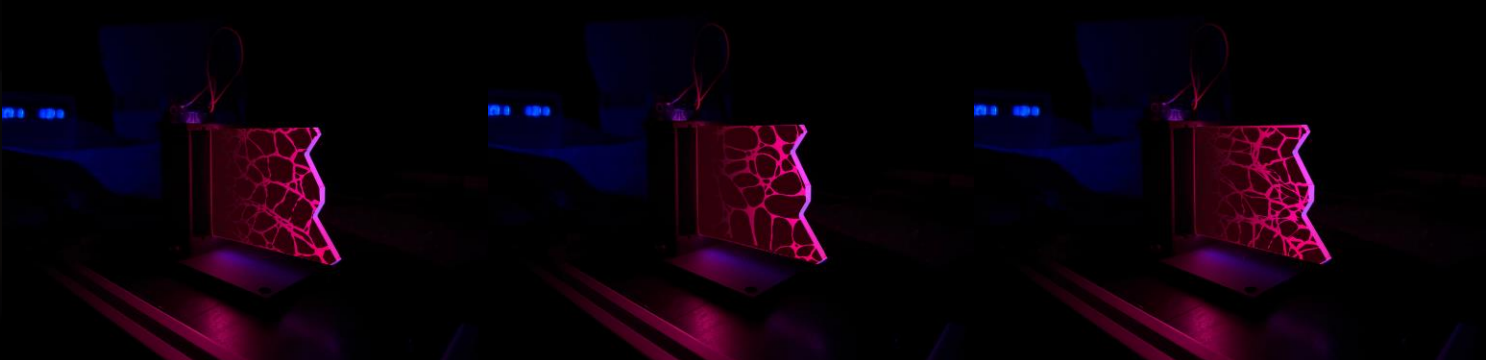
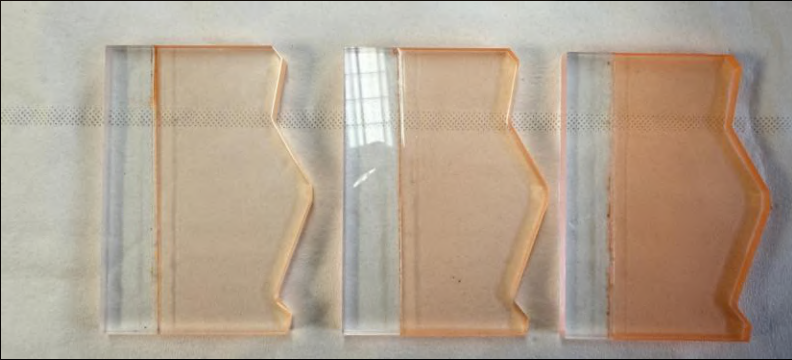
Measurement:



# REMOTE PHOSPHOR REARLAMP COATING TRYOUTS



## LIGHT / PHOSPHOR INTERACTION CORRELATION TESTS



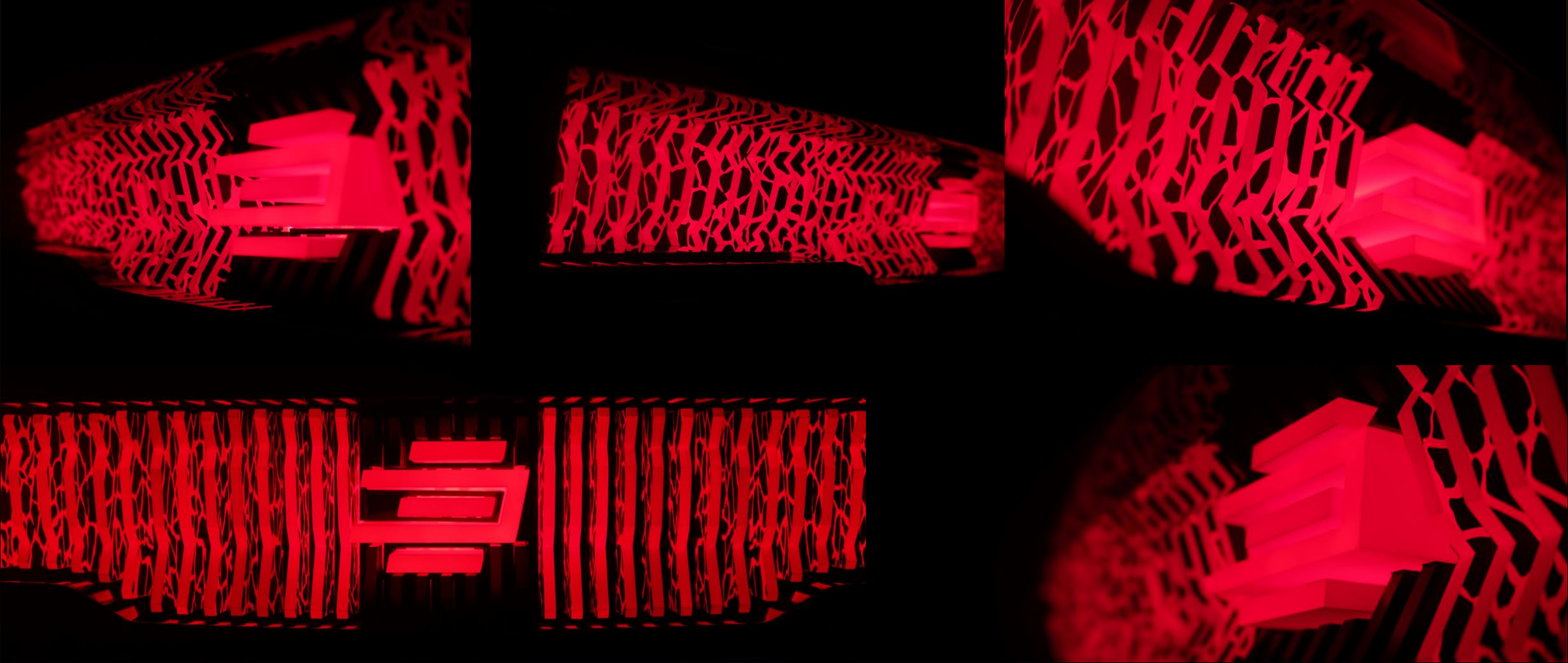
# REMOTE PHOSPHOR REARLAMP DESIGN VISION

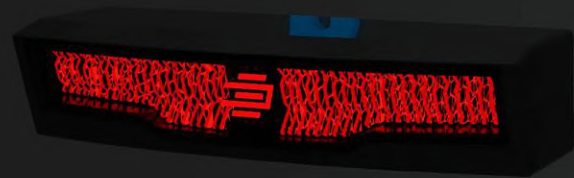
“Imagine molten lava frozen into a controllable light signature.”





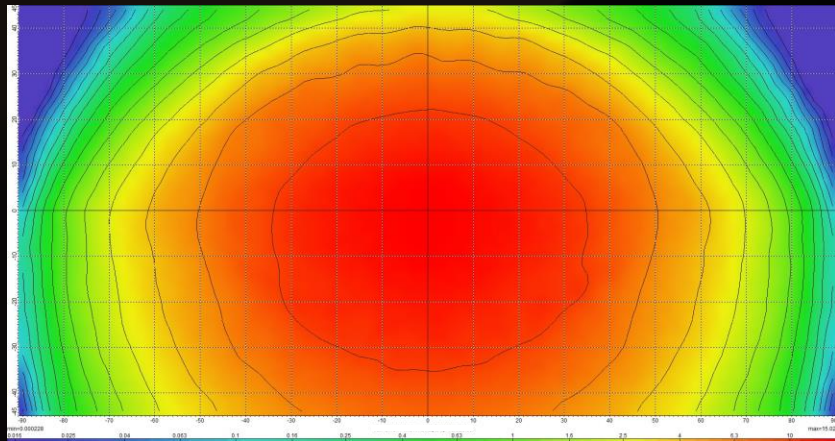
# REMOTE PHOSPHOR REARLAMP PHYSICAL MOCK-UP





# REMOTE PHOSPHOR REARLAMP OPTICAL STATUS

## GONIO MEASUREMENT



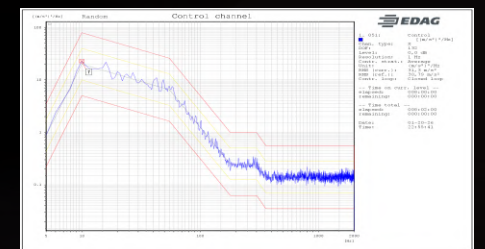
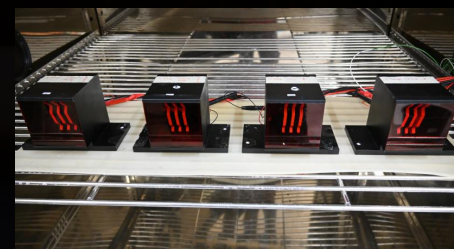
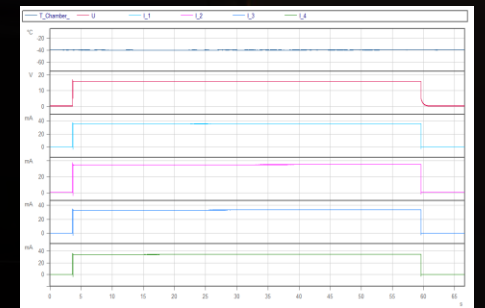
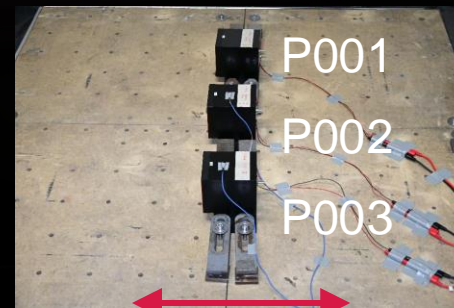
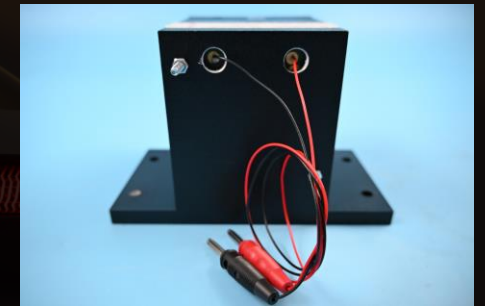
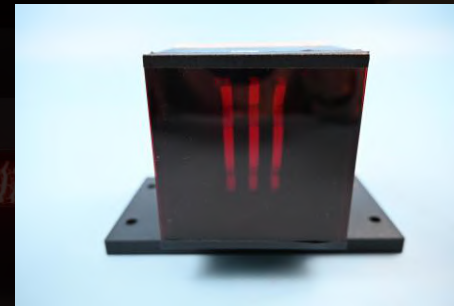
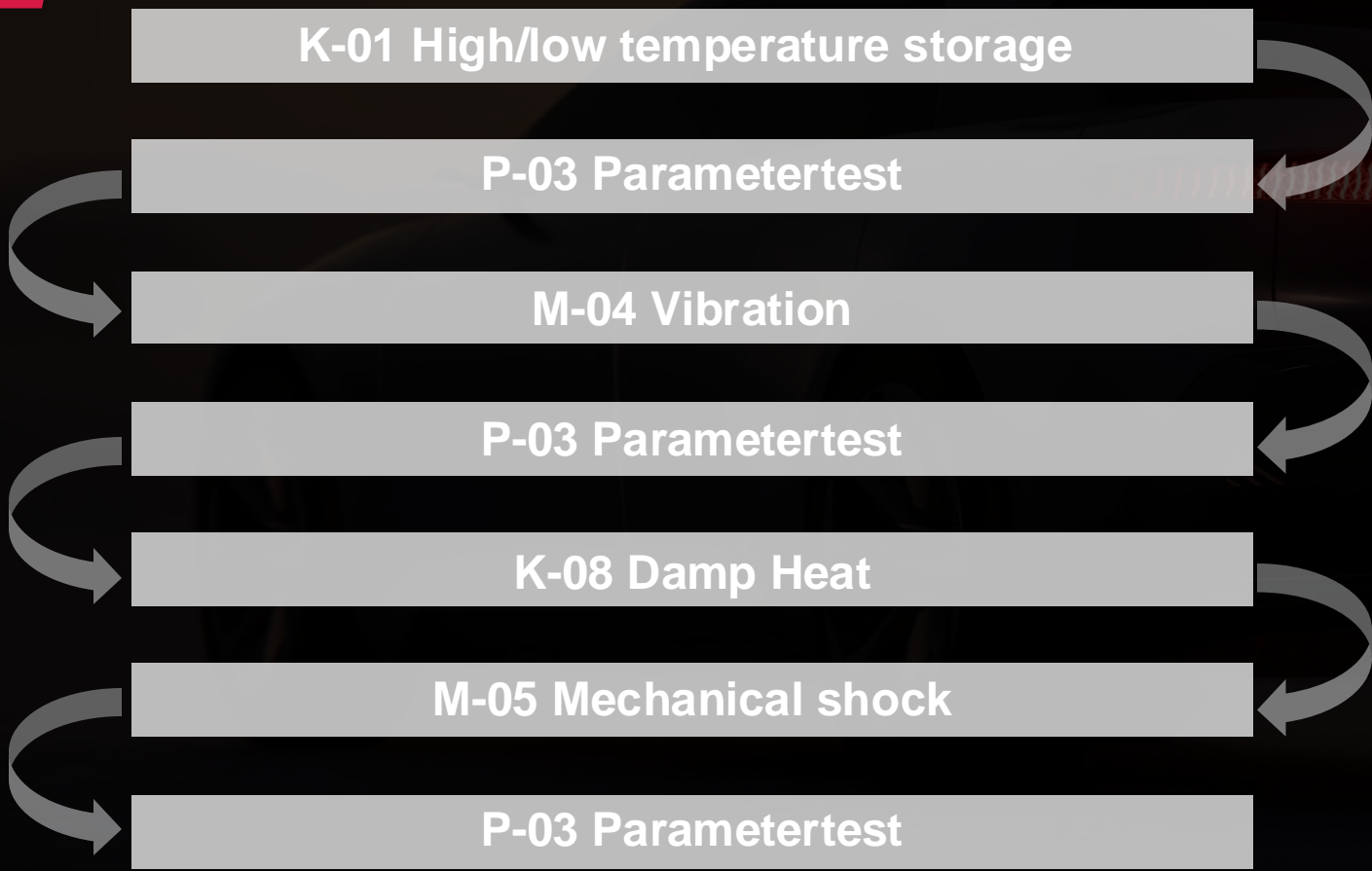
ECE R148, rear position light left											
H/V	-45	-30	-20	-10	-5	0	5	10	20	30	80
15	17					17					17
	2.1					2.8					0.7
	0.05					0.05					0.05
10					17		17				
					4.2		4.2				
					0.8		0.8				
5						17		17	17	17	
						4.2	4.9	4.9	4.9	4.9	
						0.4	0.8	2.8	0.8	0.4	
0						17	17	17	17	17	17
						4.2	4.2	4.2	4.2	4.9	0.7
						1.4	3.6	4	3.6	1.4	0.05
-5						17	17	17	17	17	17
						4.9	4.9	4.9	4.9	5.6	0.7
						0.4	0.8	2.8	0.8	0.4	0.05
-10						17		17			
						4.9		4.2			
						0.8		0.8			
-15						17		17			17
						2.8		2.8			0.7
						0.05		0.05			0.05

## LMK MEASUREMENT



→ Phosphor concept leading to OK position light results on complete rearlamp level

# REMOTE PHOSPHOR REARLAMP ENVIRONMENTAL TESTS



# REMOTE PHOSPHOR REARLAMP ENVIRONMENTAL TESTING

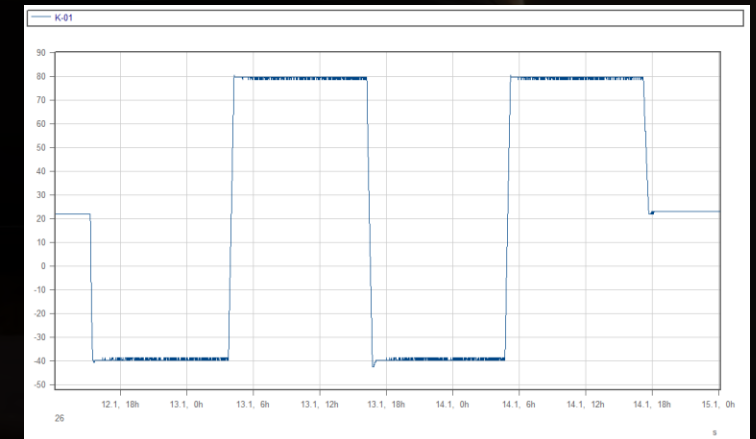
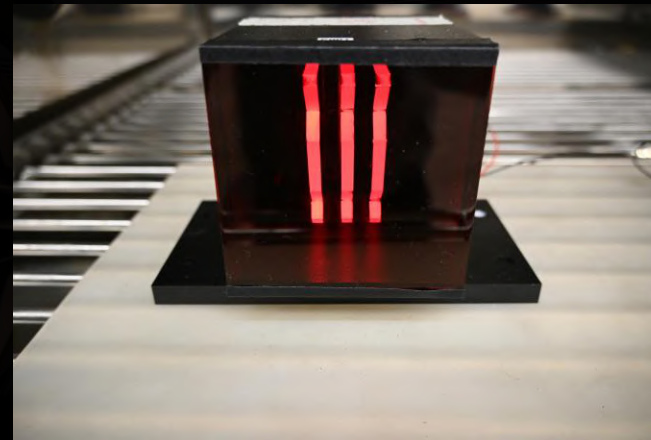
## Testing in accordance with DIN EN 60068-2-30

Test duration and conditions:

- Total test duration → 144h
  - Operating mode of the test sample
- Parameter test P-01 after reaching the upper (55°C) and lower (25°C) test temperature for 10s at UB

## Test duration and test temperature:

- 2 cycles of 24 hours each, consisting of:
- 12 hours of storage at  $T_{min}$  (-40°C)
- 12 hours of storage at  $T_{max}$  (80°C)

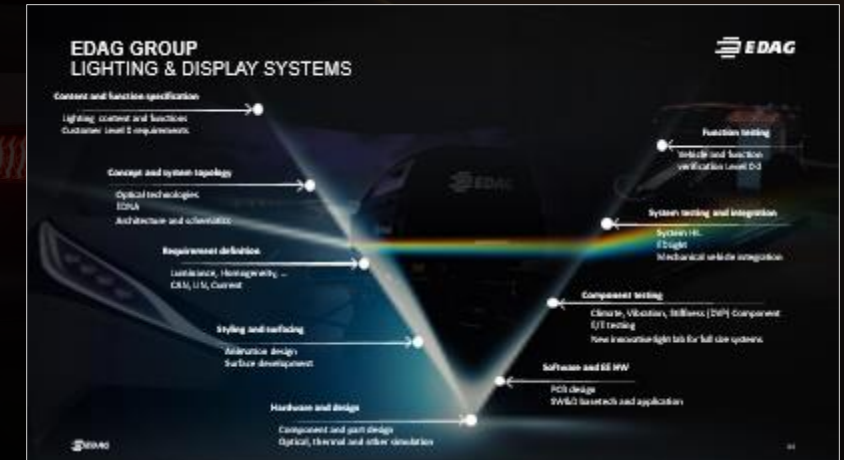


→ NO OBSERVATION OF PHOSPHOR CHANGES OR LIT ON / LIT OFF APPEARANCE AFTER TEST SEQUENCE

# REMOTE PHOSPHOR REARLAMP CALL TO ACTION & SUMMARY

## Summary:

- Remote Phosphor unlocks new levels of 3D depth and design freedom in rear-lamp concepts
- Approach is technically validated through simulation, physical mock-ups, and testing
- EDAG's service portfolio is showcased on our project in a fruitful partnership cooperation with Nichia & H2 Magdeburg → Thanks to everyone working hard!



## Call to action:

- Identify fit and differentiation potential for your current rear-lamp roadmap
- Start with a design study or technology feasibility assessment

**“Let's get in touch to identify match zones with your current lighting roadmap or innovate it!”**

**EDAG** Lighting & Display Systems



**THANK'S AND SEE YOU!**