



# Engineering Initiatives and Application Case Studies of Driving Simulator Technologies in the Mazda–S&VL Collaboration

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# Agenda

- S&VL Business
- Mazda–S&VL Technical Collaboration
- Recent Research Topics of S&VL
- Driving Simulator Application for Body Development
- Mazda's Philosophy
- Challenge / Value
- Development Steps and Example
- Summary



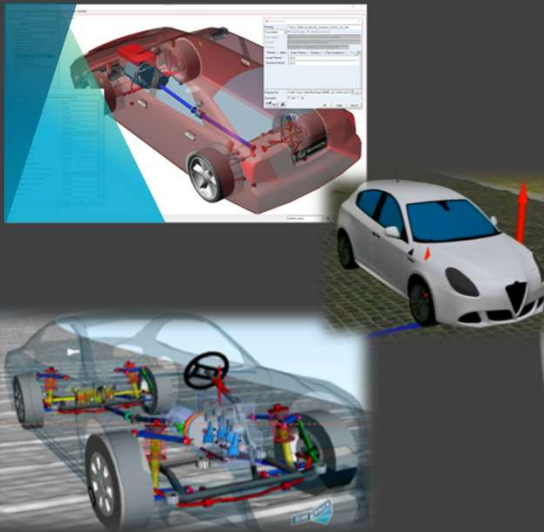
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# S&VL Business: One-Stop Driving Simulator Services (DiM300)

## ① Real-Time modeling service

VICRT, Carsim, Simpack RT, ADAMS, etc...



## ④ Testing service by DiM300

Provides total test facilities include DiM300, office space and relaxation space



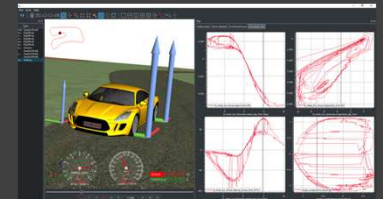
## ② DiM300 operation service

Carrying out total operation of DiM300  
Such as model checking cueing and measurement.



## ③ Technical consulting

Analyzing the testing results and propose how to improve the performances



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# Mazda–S&VL Technical Collaboration

- Mazda and S&VL agreed in October 2025 to collaborate on digital and human-centric technologies for next-generation vehicle development.
- Responding to shorter development cycles and the rapid shift toward simulation-driven, model-based engineering.
- S&VL, equipped with the advanced DiM300 driving simulator, provides high-fidelity human-in-the-loop virtual testing.
- Through joint research and technical collaboration, the partners aim to accelerate innovative vehicle development with enhanced safety and comfort.



# Recent Research Topics of S&VL

Driving simulators (DS) offer high reproducibility and safe testing conditions, making them well suited for research on human perception and feelings. Below are the human research-related devices owned by our company.



**Steering Wheel Grip Force Sensor**  
Measurement of the driver's tension level and research on its use as an interactive device.



**Varjo XR-4 Focal Edition**  
Research on factors affecting immersion and their application to HMI development.



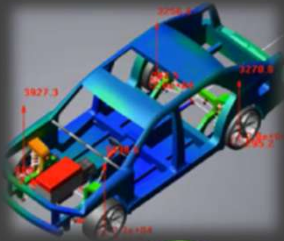
**Blueskeye AI B-Automotive**  
Capture facial skin movements on video and analyze them with AI to estimate the driver's feeling.



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# Driving Simulator Application for Body Development

## 1: Checking Vehicle Model



Model check and confirm RTF  
If needed, reduced # of DOFs  
or improve the model

## 2: Preparation of Driving Test Scenario



Propose and develop  
test scenarios that meet  
customer requirements.

1

2

3

5

4

## 3: Verification



Adjust the cueing  
together with the  
customer's driver, and  
check the scenarios.

## 5: Data Analysis

Based on the collected data, conduct  
analysis with the customer and  
propose improvements to vehicle  
performance.

## 4: Testing

Conduct tests together with the  
customer, and collect the driver's  
subjective feedback and objective data.



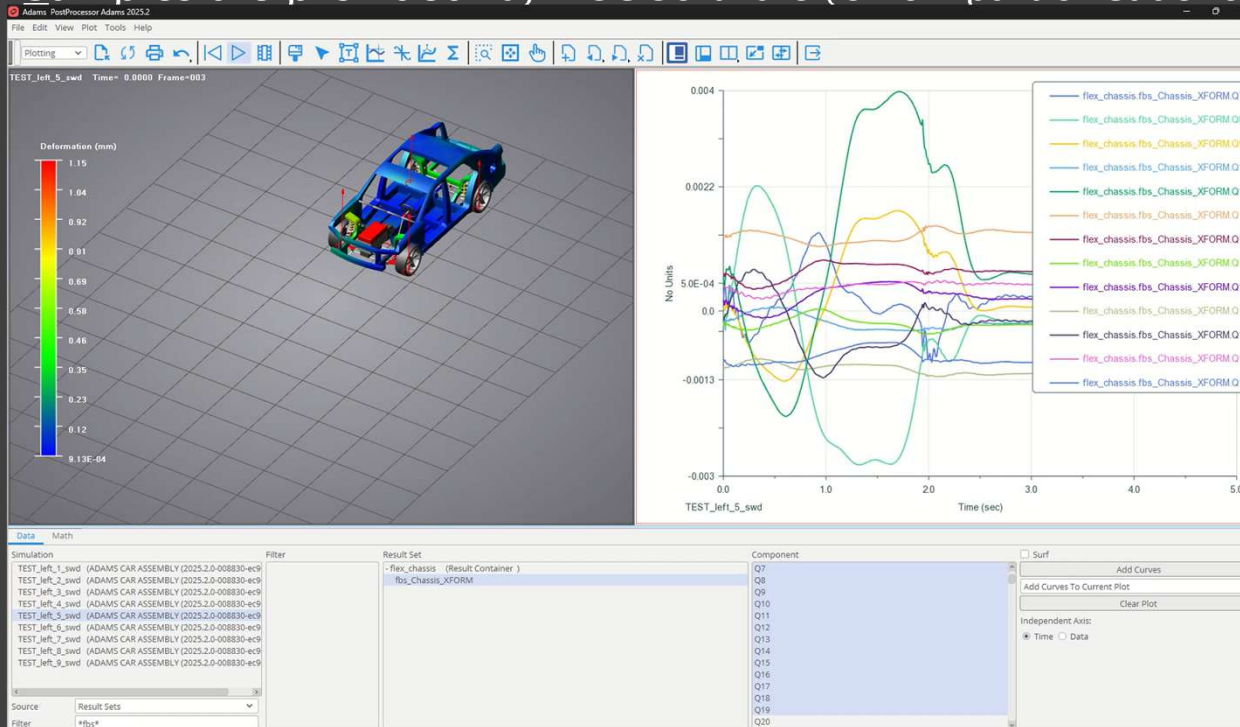
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# Driving Simulator Application for Body Development

## How to reduce RTF when using flexible bodies in Adams.

Samples are provided by MSC Software (is now part of Cadence Design Systems)



Mode #

	Natural Frequency	Enabled
1	-7.8168806795E-05	
2	-6.0648842918E-05	
3	-4.1751736717E-05	
4	-2.8014417694E-05	
5	2.7982507163E-05	
6	3.7011042878E-05	
7	36.3768844604	*
8	38.9458732605	*
9	45.5921707153	*
10	50.1027908325	*
11	51.6534576416	*
12	58.623752594	*
13	60.9107017517	*
14	64.2746963501	*
15	66.6403884888	*
16	68.8988723755	*

- Import the flexible body model (MNF) into Adams
- Check mode shapes and frequencies
- Remove modes not affecting the target phenomena
- Optimize the RTF
- Run offline calculations
- Compare with the original model and verify no differences

**Identify areas for improvement by conducting subjective evaluations before body design release.**



# OUR PHILOSOPHY: Human-Centered

## ■ DEVELOPMENT PHILOSOPHY

Strong culture of Model-Based Development

## ■ PRODUCT PHILOSOPHY

Human-centered

- Revitalize human life through driving

Key value: Sense of accomplishment and Personal growth



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# CHALLENGE: Subjective evaluation in real world

## ■ HUMAN-CENTERED?

Activates physical and cognitive capability  
Driver involvement is essential

### REQUIREMENTS

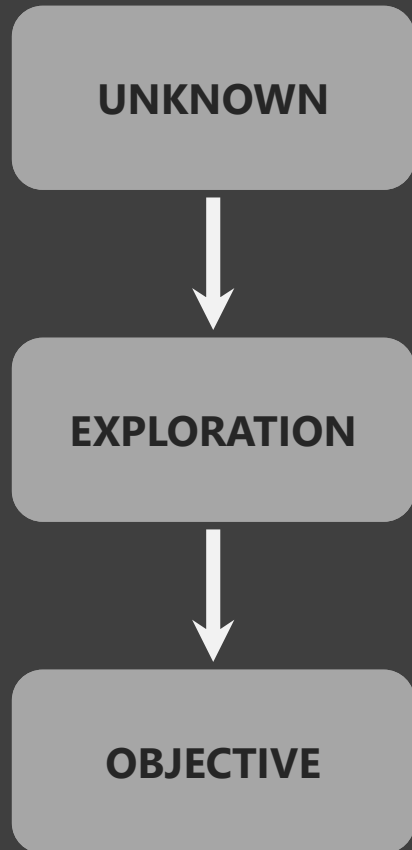
- ✓ Drive with confidence
  - Safety at all times
- ✓ Behave as intended
  - intuitive vehicle response

## ■ CHALLENGE

Extensive subjective evaluation with in-vehicle  
because underlying mechanisms are not fully understood  
e.g. Vehicle dynamics vs Human sense



# VALUE: Bringing Subjective Evaluation into Simulation



## ➤ CURRENT LIMITATION

Subjective evaluation with physical prototypes

- Costly and limited coverage
- Conservative design is forced due to limited understanding of underlying mechanisms

## ➤ WITH DRIVING SIMULATOR

Enable design exploration

- at early phase without physical prototypes
- Controlled experiments
- for target clarification and human analysis

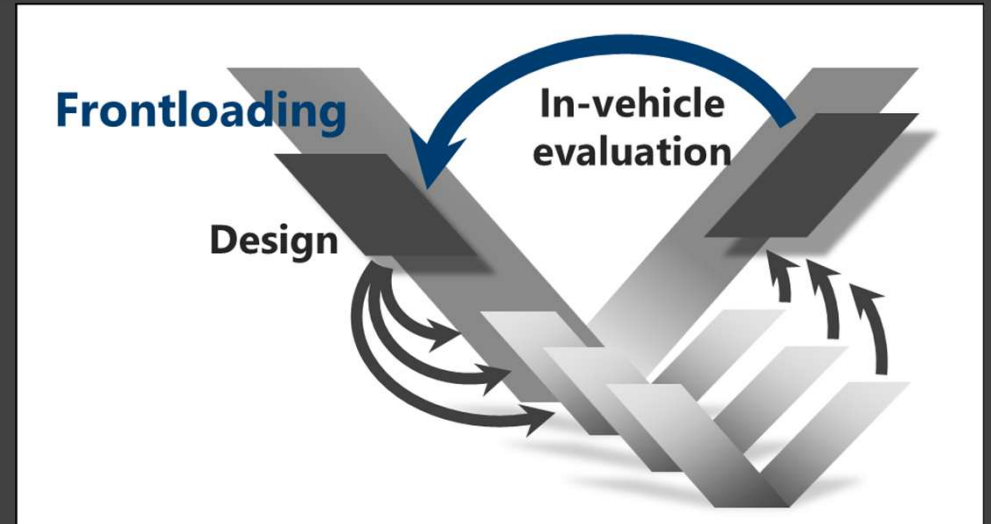
# TOWARD ZERO PROTOTYPE

## Step1. EXPLORATION

-Virtualize and upstream

## Step2. OBJECTIVE

-Subjective perception to Objective



→ Two examples using DiM300 for vehicle dynamics

# STEP 1: EXPLORATION Virtualize and Upstream

## ■ APPROACH

Perform subjective evaluation in simulation  
Front-load requirement alignment and function allocation

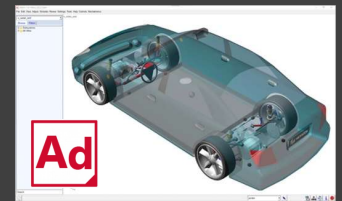
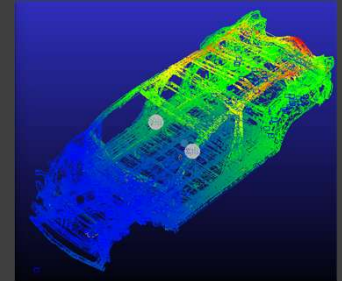
## ■ EXAMPLE

Body stiffness design:

- derive structure requirements from vehicle dynamics
- Vehicle model: Multi-Body Dynamics (Adams Flex)

## ■ IMPACT

Less conservative design for underlying mechanism not understood  
Reduce rework, cost, and effort by fewer physical iterations  
Increase evaluation coverage beyond real-world constraints



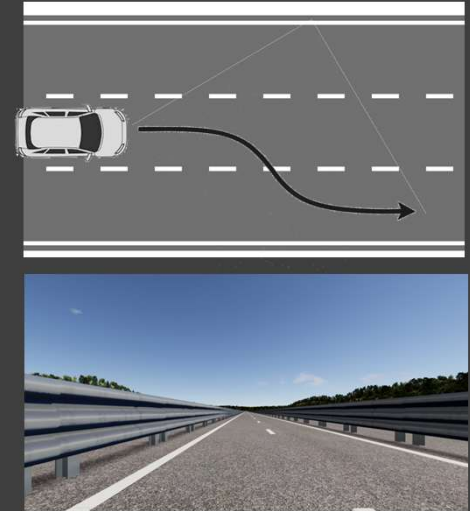
# STEP 2: OBJECTIVE Subjective to Objective

## ■ APPROACH

Convert driver perception into objective  
Define tolerance ranges through controlled testing

## ■ EXAMPLE

ADAS lane change controller calibration:  
- objective + perceived controllability  
- Vehicle model / Control model: Simulink



## ■ IMPACT

Quality/performance improvement by objective metrics  
Cross-vehicle / platform development with consistent targets  
Strategic design across projects  
- scalable, reusable, commonized

# SUMMARY

## Driving simulator enables the transformation of subjective evaluation through simulation

### STEP 1 (Exploration)

Move subjective evaluation upstream

→ Less conservative design + better efficiency

### STEP 2 (Objective)

Translate subjective into objective targets

→ Strategic design and Vehicle-less development

### ■ Outcome

DS strongly contributes to vehicle-less development

