

# 2026 *HVE Forum*

## Workshop Schedule



	Room	Monday**	Tuesday	Wednesday	Thursday	Friday
<b>8:30 a.m.</b>  <b>**</b> <b>Monday</b> <b>8:30 am - 8:45 am</b> <b>Opening Remarks in General Session Room</b>	A	Fundamentals of HVE Simulation: Part I	Fundamentals of HVE Simulation: Part III	Fundamentals of HVE Simulation: Part V	3D Editor: Functionality, Friction Zones, Overlays & Importing Models	Movies & Advanced Video Techniques
	B	Simulation Case Studies & Advanced Methods for HVE: Part I	Simulation Case Studies & Advanced Methods for HVE: Part III	Simulation Case Studies & Advanced Methods for HVE: Part V	Advanced3D Environments: Part I	Advanced 3D Environments: Part III
	C	Beyond the Core: Extending HVE Through Pre/Post Processing: Part I	Beyond the Core: Extending HVE Through Pre/Post Processing: Part III	Beyond the Core: Extending HVE Through Pre/Post Processing: Part V	The Theory Series: Advanced <i>SIMON</i>	The Theory Series: <i>BrakeDesigner</i>
<b>12:00 pm - 1:30 pm</b>		Lunch Break (On Your Own)	Lunch Break (On Your Own)	Lunch Break (On Your Own)	Lunch Break (On Your Own)	End of 2026 HVE Forum
<b>1:30 p.m.</b>	A	Fundamentals of HVE Simulation: Part II	Fundamentals of HVE Simulation: Part IV	<b>HVE White Paper Session</b>  <b>Tips, Tricks and Tech Support</b>	Building Vehicles	
	B	Simulation Case Studies & Advanced Methods for HVE: Part II	Simulation Case Studies & Advanced Methods for HVE: Part IV		Advanced3D Environments: Part II	
	C	Beyond the Core: Extending HVE Through Pre/Post Processing: Part II	Beyond the Core: Extending HVE Through Pre/Post Processing: Part IV		The Theory Series: <i>DyMESH</i>	
<b>5:30 pm - 6:30 pm</b>		Social Hour - (5:30 - 7:00 pm)	Social Hour - (5:30 - 6:30 pm)	Social Hour - (5:30 - 6:30 pm)	Social Hour - (5:30 - 6:30 pm)	Rev. 7/9/25

\* Schedule Subject to Change.