COMMIT/

Enabling new technology

Universiteit Utrecht

[Faculteit Bètawetenschappen
Informatica]

A commit to crowd simulation research

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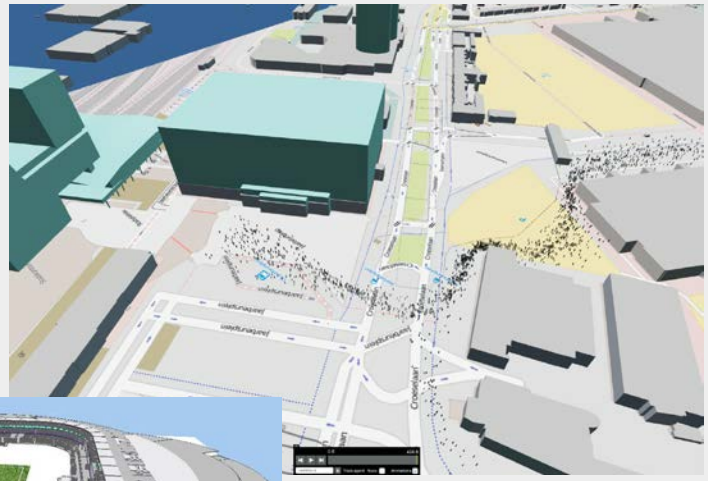
COMMIT/ ROYALE: Final event

9 November 2016

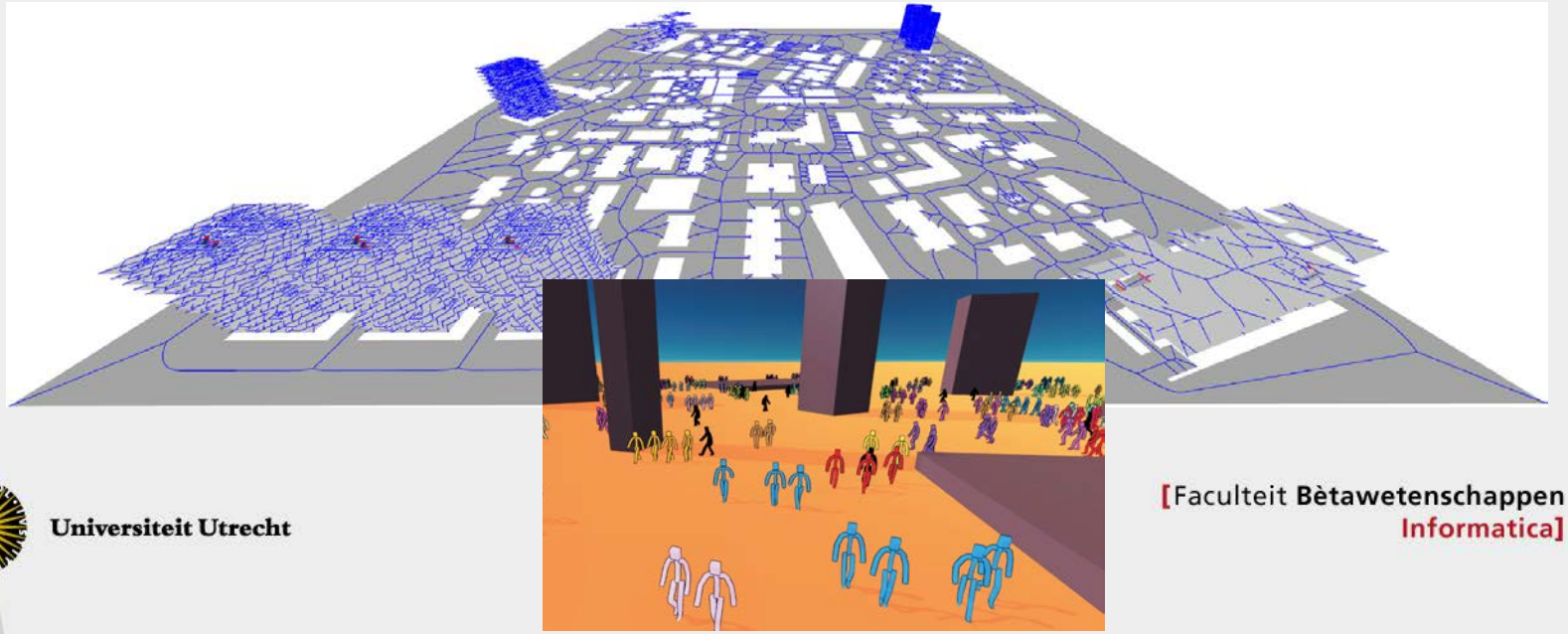
Crowd simulation in smart cities

- Challenges
  - Determining evacuation times in complex buildings
  - Avoiding overcrowded areas during mass events
  - Improving the crowd flow in cities



Our contributions

- Our research and simulation engine
  - simulates >50.000 individuals in real-time;
  - simulates more than one million people on 1 PC;
  - deals with huge 3D multi-layered environments;
  - deals with changes in the environment in real-time; and
  - delivers realistic simulation (including social groups).
- We are investigating crowd prediction



More information

- We welcome researchers and companies to collaborate!

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