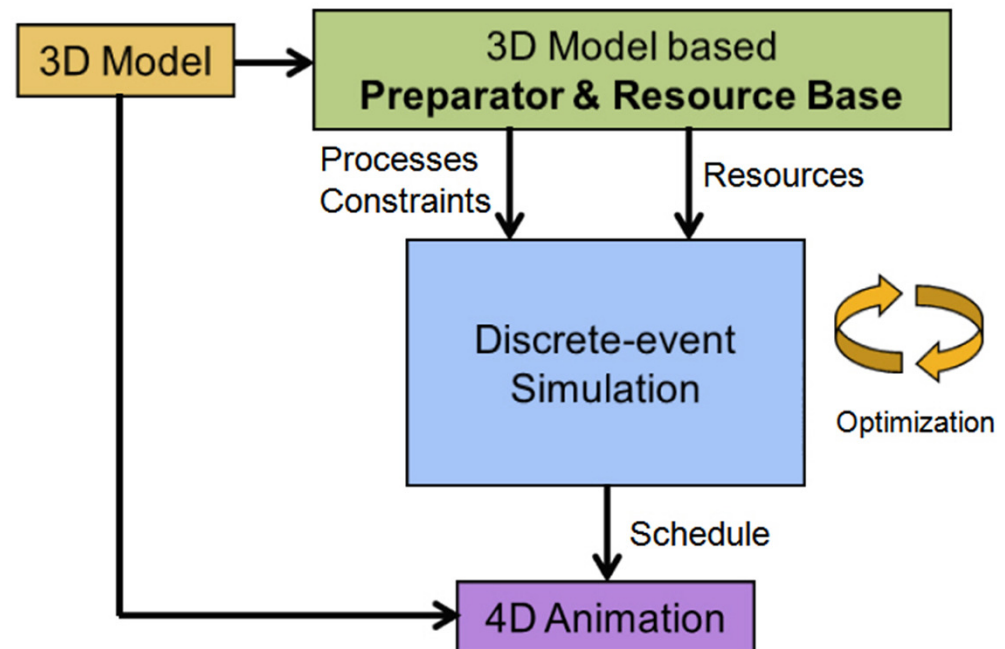


Project topic

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- Automation of construction-site simulations
- Creating an intelligent 3D-model
 - 3D objects
 - Construction methods
 - Resources
 - Preparator (VB .NET)
- Simulation (Java)
 - Schedule
- 4D Visualization (C++)
 - Game Engines



Preparator 2.0

2nd Supervisor: Simon Daum, daum@bv.tum.de

- Interactive Connection
 - 3D objects
 - Construction methods
 - Resources

- GUI
 - Define precedence constraints

- Resource Management
 - Worker
 - Machines
 - Materials

 - Java & Java 3D
 - XML

Project Characteristics			
Mathematical Modeling:	low	☆☆☆☆☆	high
Programming Skills:	basic	☆☆☆☆☆	advanced
Self-Reliance:	independent	☆☆☆☆☆	supervised

