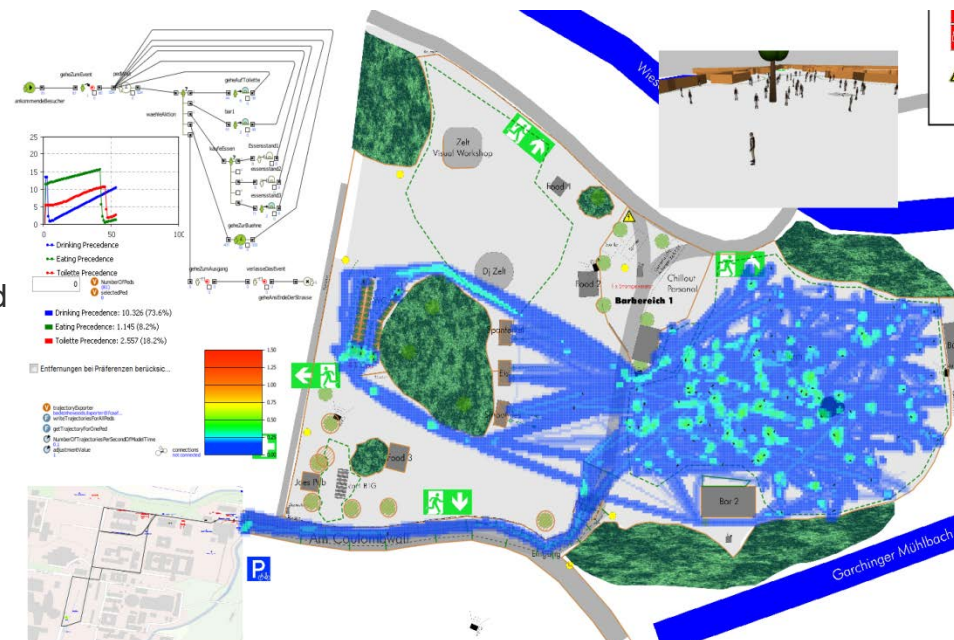


Dynamic visualization of pedestrian simulation data

- Simulation of pedestrian flows can help to avoid crowd disasters like the one at the 2010 Love Parade on the one hand and to optimize event layouts on the other hand
- Showing 2D results is nice, showing animated 3D results is fantastic
- Game Engines are powerful tools to 3D-visualize data generated by pedestrian simulators
- Your Task:
 - Create a 3D pedestrian simulation visualizer based on a modern state-of-the-art game engine
 - Develop analysis tools to go beyond visualization
 - Use out simulation data to test your developed software
- Programming language: C#, C++, UnityScript, UnrealScript

Project Characteristics

Modeling: ★★☆☆☆
Mathematics: ★★★★★
Programming: ★★★★★



Your result might look like this:

