

# 3D INDOOR MODELS FOR THE FIRE DEPARTMENT

AN INVESTIGATION OF THE POSSIBILITIES

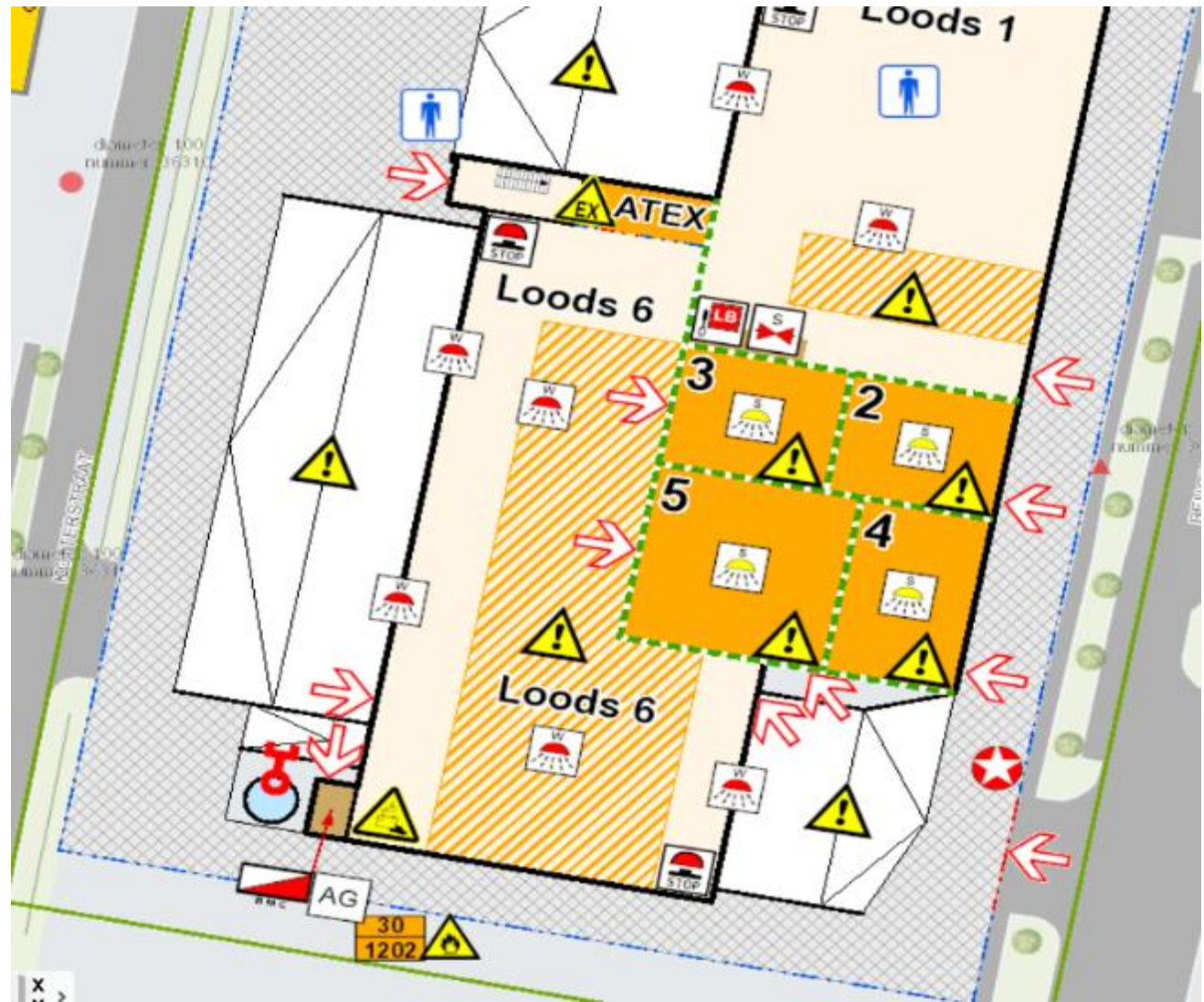
Internship at Veiligheidsregio Rotterdam Rijnmond  
Department Research & Analysis

# SIMS3D

Developing fast methods to produce smart indoor 3D models



# UPGRADE FOR MOI

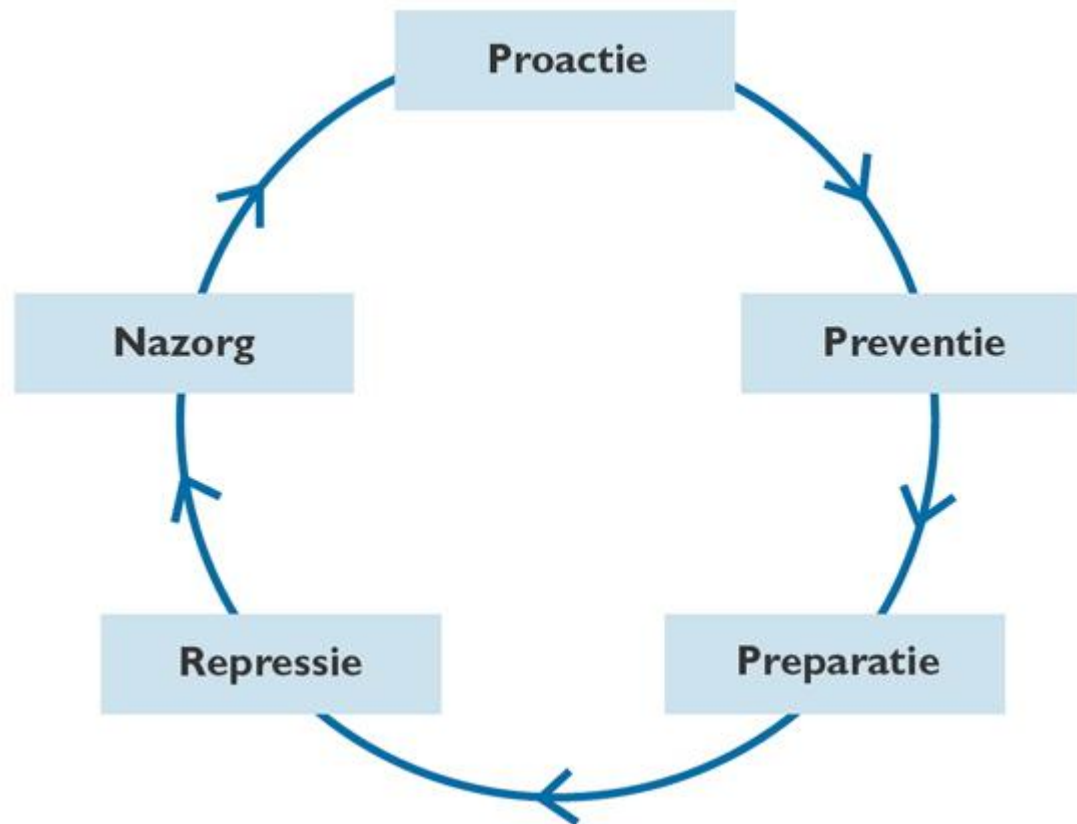


# RESEARCH TARGETS

- **What are 3D-indoor models?**
- **How does the fire department work?**
- **How can 3D-indoor models be applied?**

# METHODS

- Literature
- Many interviews
- Broad approach



# 24-HOURS SHIFT

Showed me the importance of quick and intuitive information supply



# PREVENTION

- Building state changes constantly
- 3D-overview of prevention measures



# PREPARATION

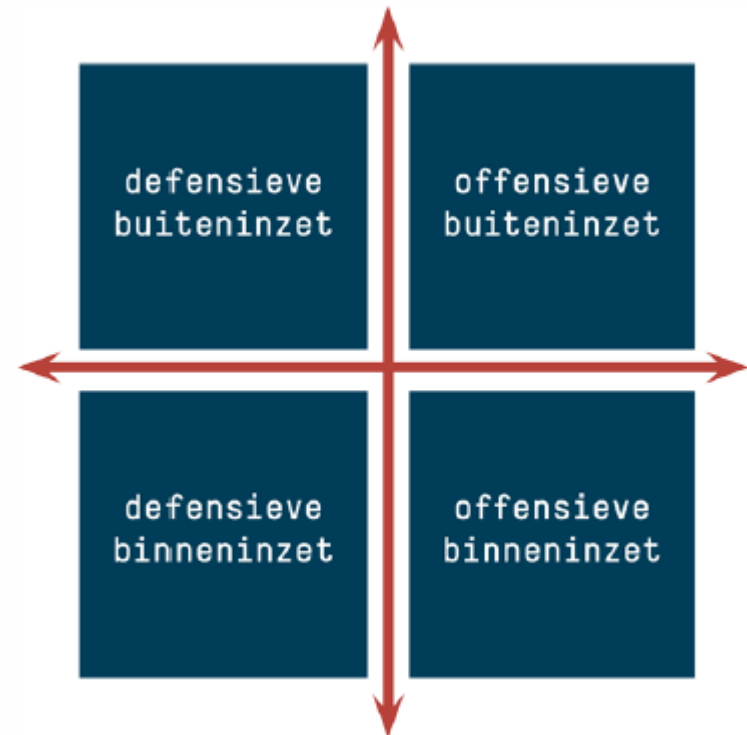
- Virtual trainings in real buildings
- Making attack plans





# REPRESSION 1/2

- Indoor tracking
- Choosing a strategy



# REPRESSION 2/2

- Finding important items
- Indoor navigation zero sight



# AFTERCARE

- **Fire research: seeing the pre-fire state of the building**



# DIFFERENT OPINIONS

- Same targets, different approaches
- Old school VS New school
- Different levels of trust in models



# COMPLEX DEVELOPMENT

**Upgrades needed in:**

- **Software**
- **Hardware**
- **Humanware (training)**

# RESEARCH CONCLUSION

- **Much effort and money needed, but it will be worth it!**
- **Making the Netherlands a safer place**

# LINKING SIMS3D WITH FIREDEPARTMENT

**Forming a link between two organisations:**

- **Informing SIMs3D about the fire department**
- **Informing the fire department about 3D-indoor**

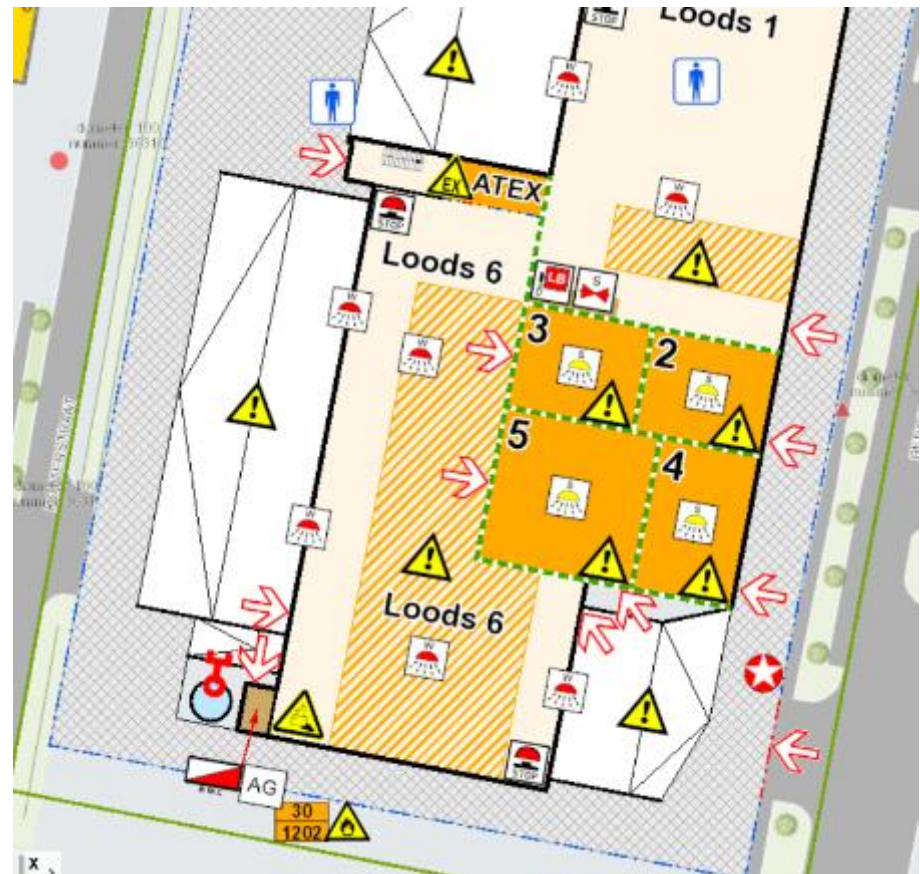
# WHAT WENT WELL?

- **Got to know the organization quickly**
- **Made a broad overview**
- **Everyone was cooperative**



# WHAT COULD HAVE WENT BETTER?

- Small 'clash' with the makers of the MOI



# WHAT I LIKED MOST

- **Working with passionate people**
- **Contributing to something important**

# WHAT I WOULD HAVE LIKED

- **Building more technical skill in 3D**

# GREAT EXPERIENCE

**Thanks for your attention**