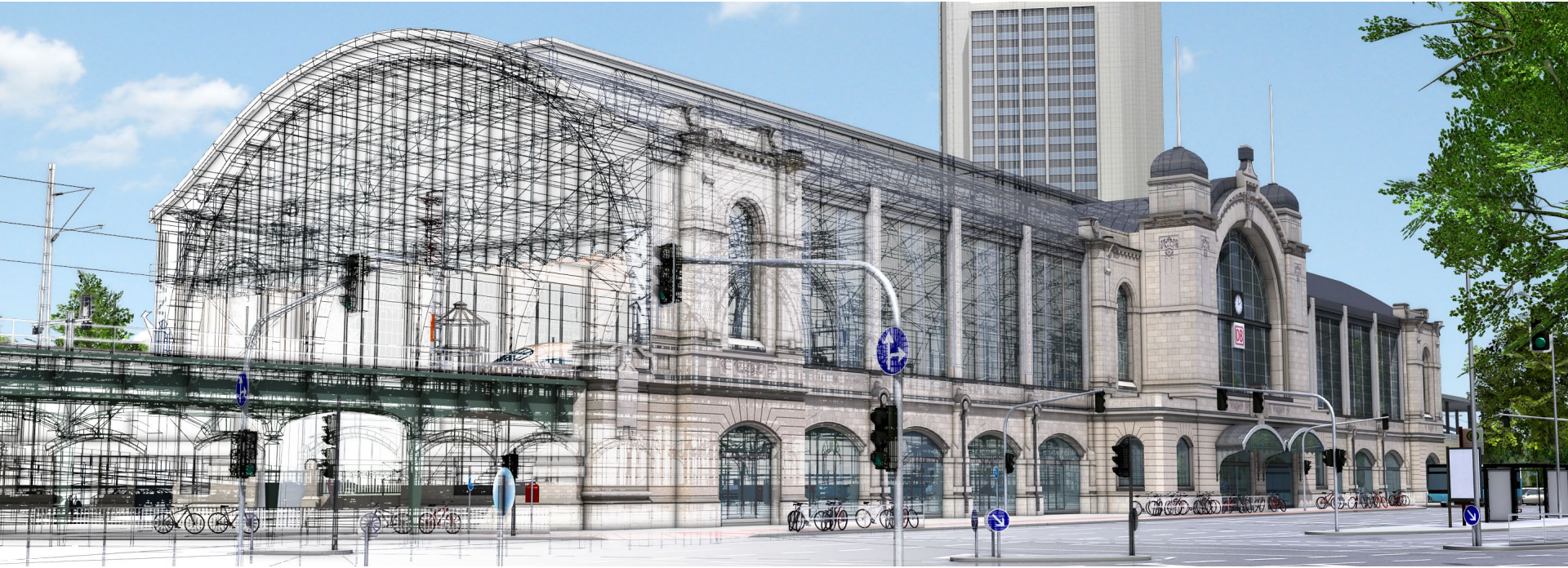


2ND ANNUAL
**DIGITAL
CONSTRUCTION**
SUMMIT

STEIGENBERGER HOTEL AM KANZLERAMT
BERLIN, GERMANY

28 - 29 MARCH, 2019



Games technology in asset construction and management

Dr. Ilka May

Berlin, 28 March 2019

Introduction



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Games technology in construction?



1. Low-cost methods for modelling existing assets
2. Digital twins and the V-process
3. The value of semantic models for data integration

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Digital Twins



Digital Twins are virtual copies of real world existing or planned assets or spaces.



Example: Verbund GmbH, Austria

Models of the built environment – „Bestandsmodelle“



How do you want them to be?

For example..

... cheap?

... fit for purpose?

... available quickly?

... based on open standards?

... small file size?

... semantic?



Example: WorldInsight, DB Systel GmbH, S11

Use games technology!

More efficiency in data capturing

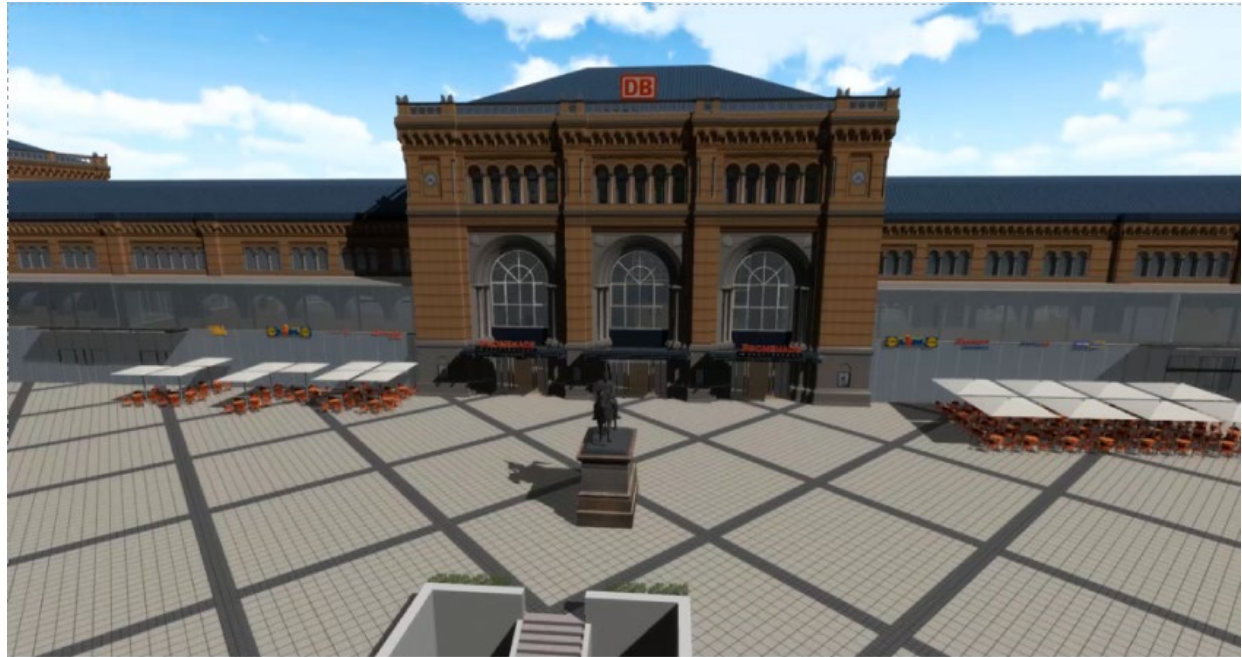


Quiz time:

Data capturing of all public areas, including outdoor areas, station concourses, all platforms and pedestrian tunnels, at a city center station with around 60,000 passengers per day and 14 long-distance tracks.

How long do you think it took?

3 man-hours



Example: WorldInsight, DB Systel GmbH, Hannover Hbf.

Video: https://www.dropbox.com/s/cxha4rnw0qltm1g/WOI_Hbf%20Hannover.mp4?dl=0

Reduce data volume



Quiz time:

Which one is real?

What is the file size of one of these buildings in the model?

What is the file size of a 3D city model with more than 1200 buildings?

Answers:

~ 80 kb

~250 MB



Automation using games technology



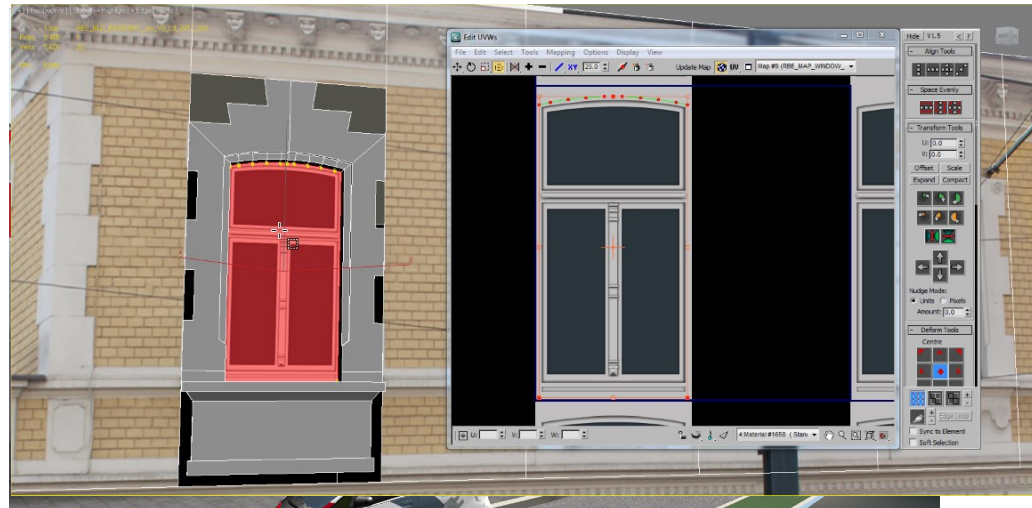
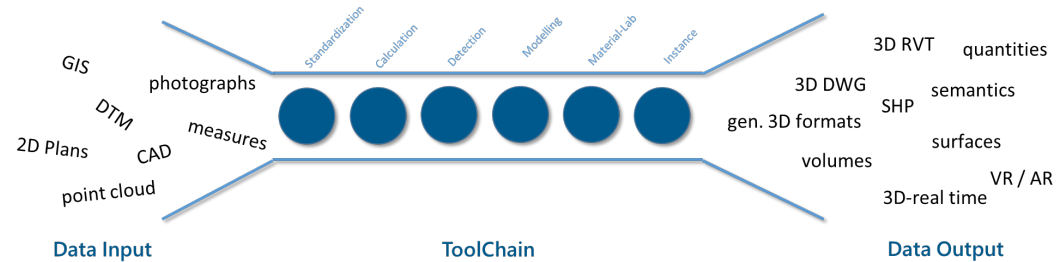
We use normal photographs as our main input data.

3D modeling is a semi-automated process based on our ToolChain, an “assembly line” of algorithms for processing the input data.

First of all we produce a master photography and use the principles of descriptive geometry to produce a 3D model.

Then our algorithms detect patterns, vectors and objects in the digital model

These objects are replaced by corresponding items from our vast object library. This is a key step, because a) it ensures that the dataset remains small and b) it generates semantic models



Automation using games technology



What do you think was the processing time to produce this model of Milan Central Station?

~ 1 week



Example: Milan Central Station

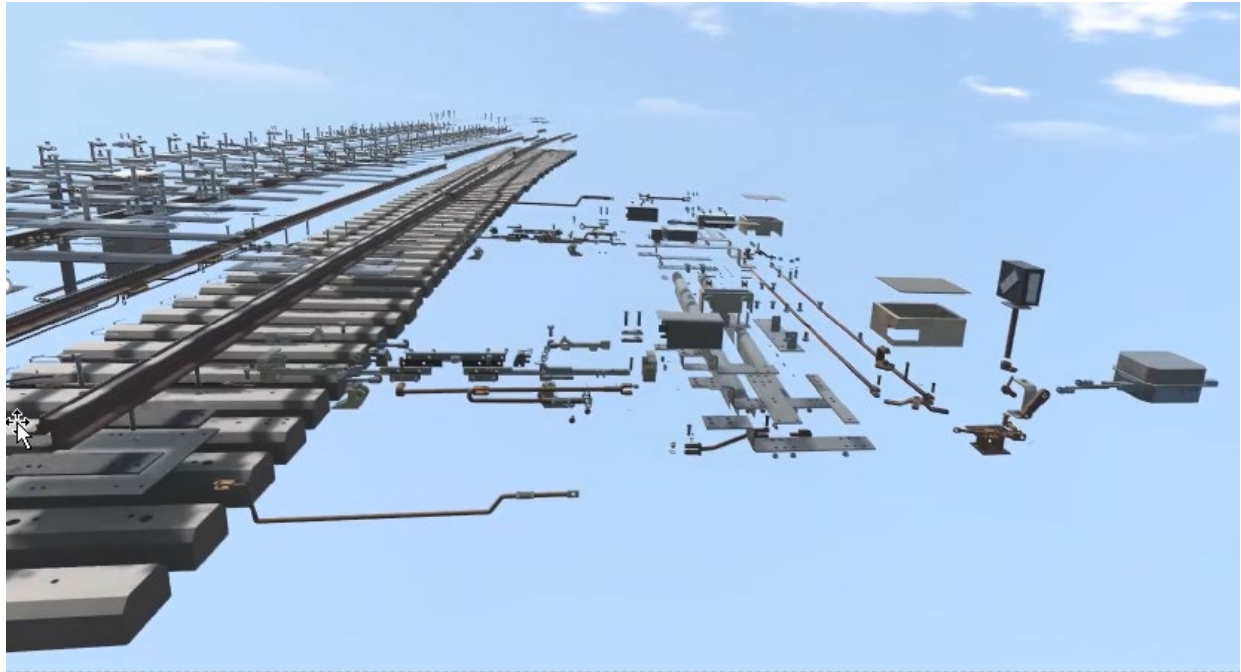
Video: <https://www.youtube.com/watch?v=FNp7XZ9ItoM>

Player: https://www.dropbox.com/s/pzu9je8vr6m6hin/Italy_MilanStation_Player.zip?dl=0

Object-based by default



A vast object library is at the heart of our technology, containing digital representations of real world objects. Started 15 years ago, it now contains a vast amount of street furniture, building components, rail equipment, technical objects, materials and textures from all over the world. The library enables the semantics in our digital twins.



Example: WorldInsight, DB Systel GmbH, Exploding Switch
Video: https://www.dropbox.com/s/kaklxe2xmi335yc/TLL_Exploding%20switch%20%28White%29.mp4?dl=0

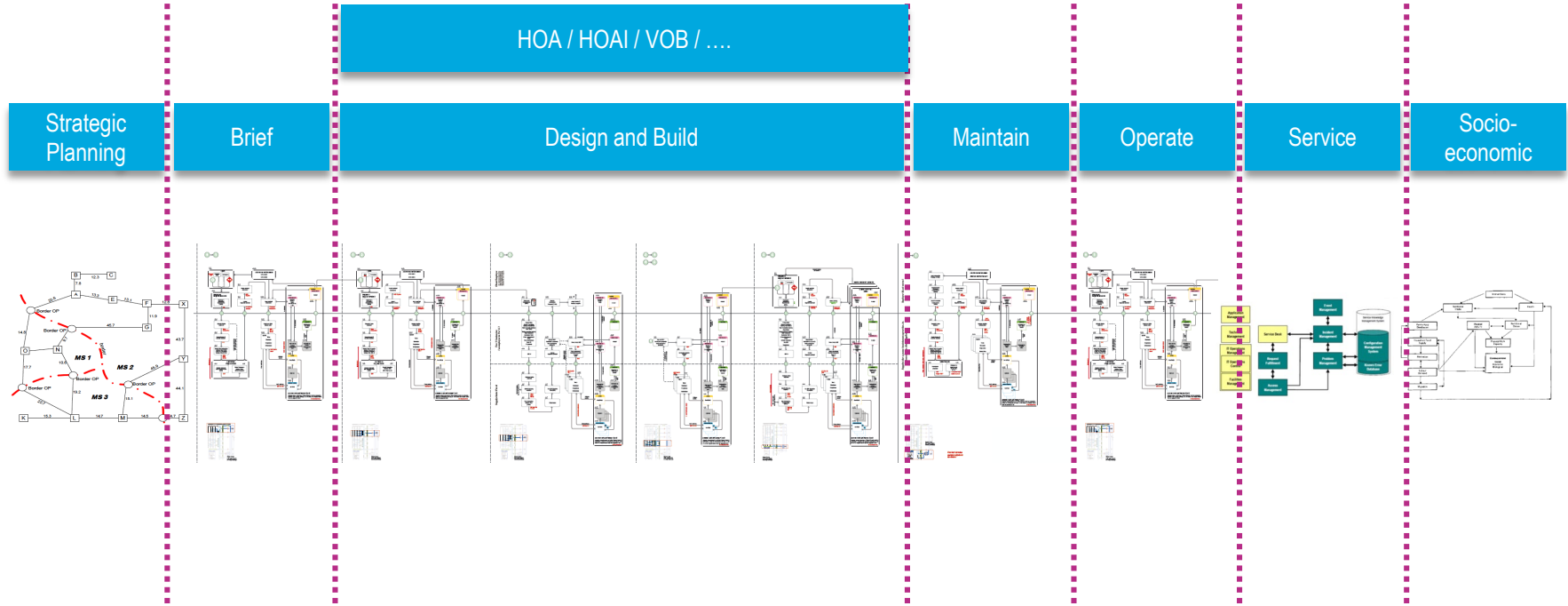
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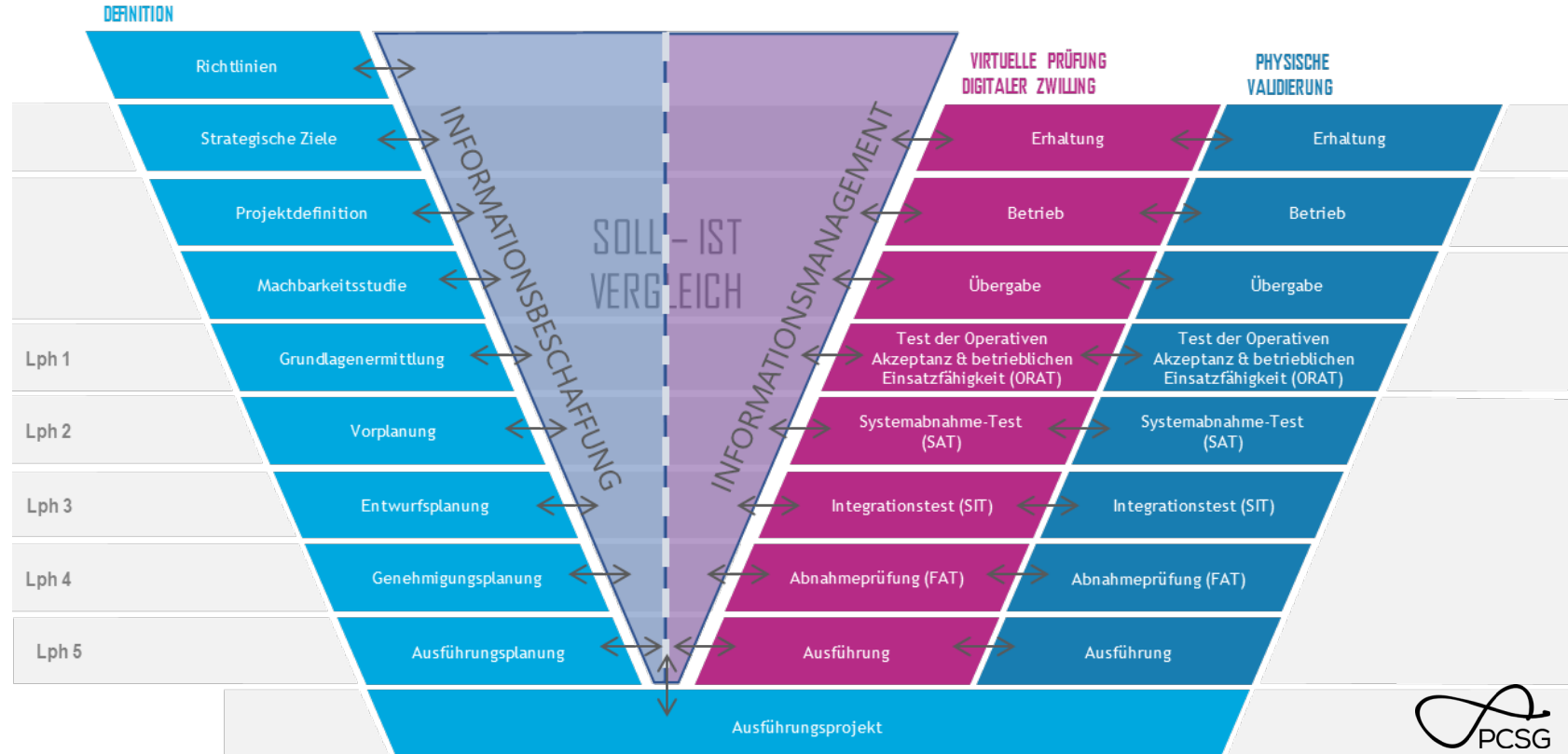


Linear construction process





The Systems Engineering “V-Process”



copyright Dr. Mark Bew, PCSG

UAT



An example for a user acceptance test on a train configurator



Example: WorldInsight, DB System GmbH, Advanced Train Lab

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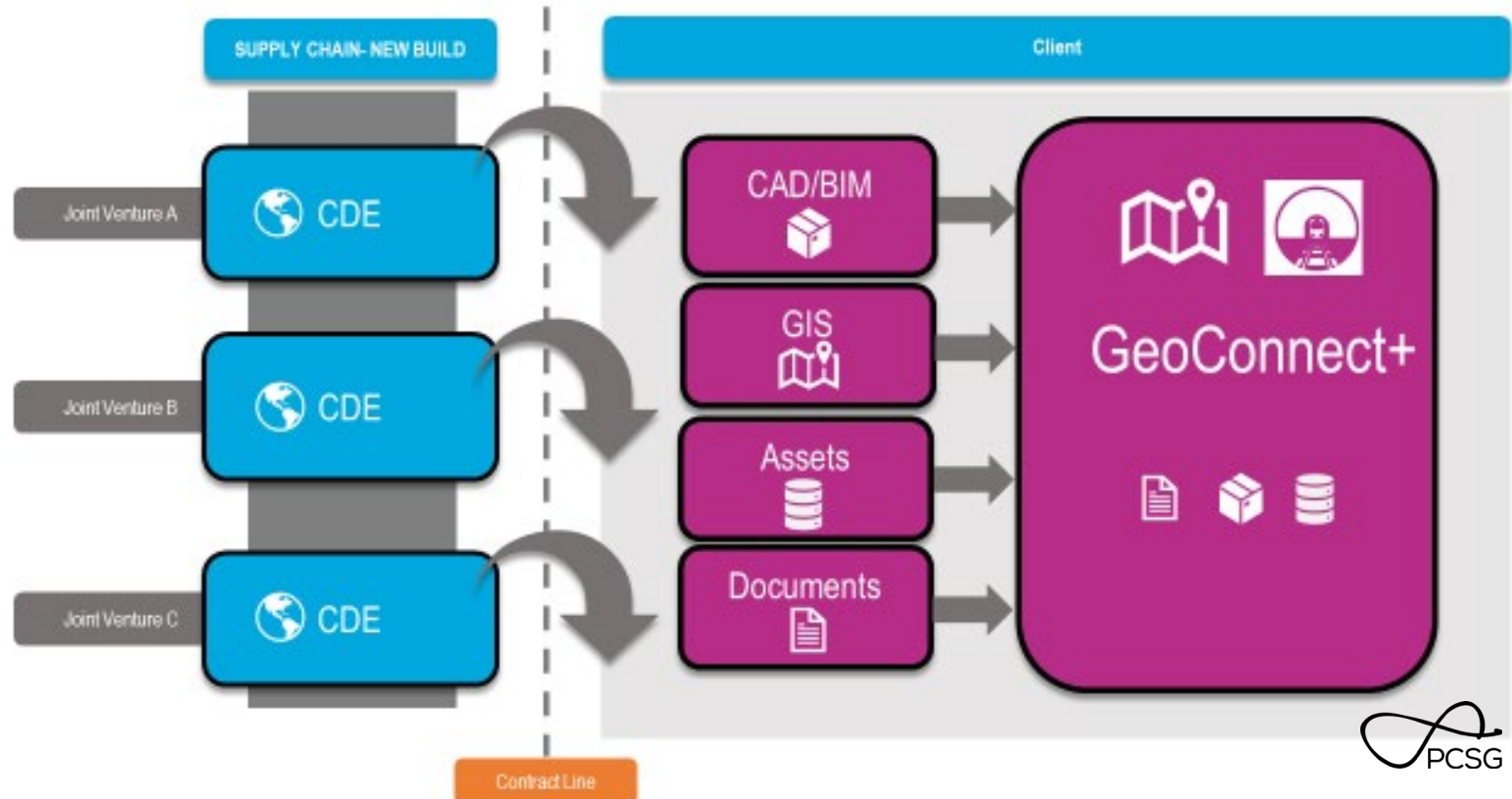
The Challenge



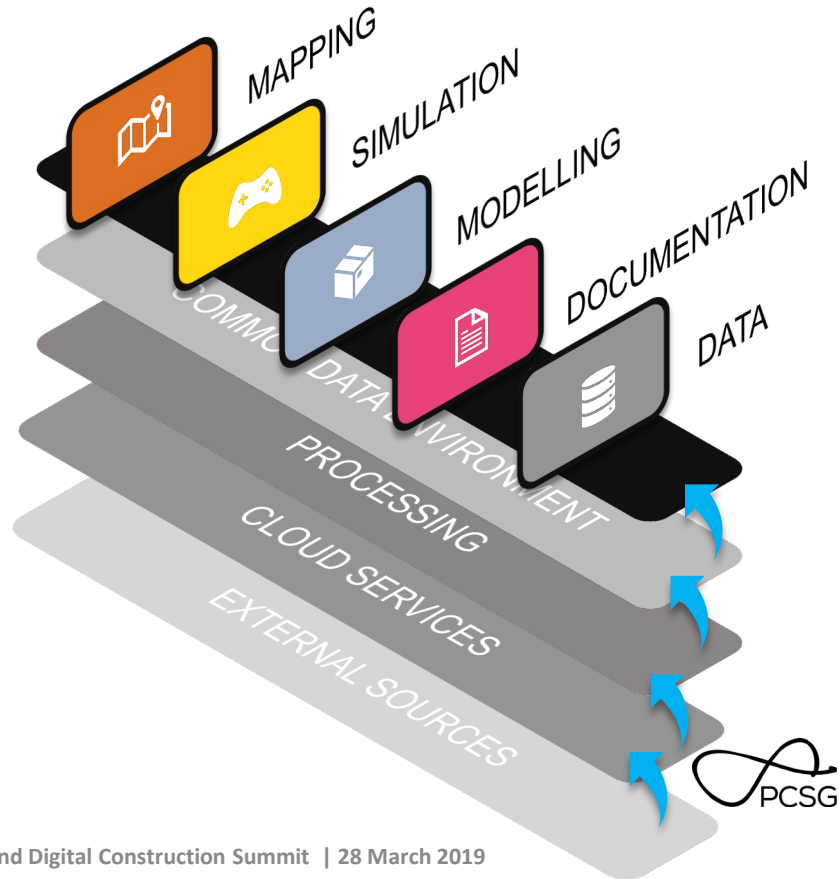
- Ability to find key information
- Models, maps, drawings and data all in different places
- No common open standards
- Information is often poor or of unknown quality
- Unknown security measures
- Need to use complex unfamiliar systems to access information
- Lack of integration limits good understanding
- Information doesn't often get to those who need it



GeoConnect+

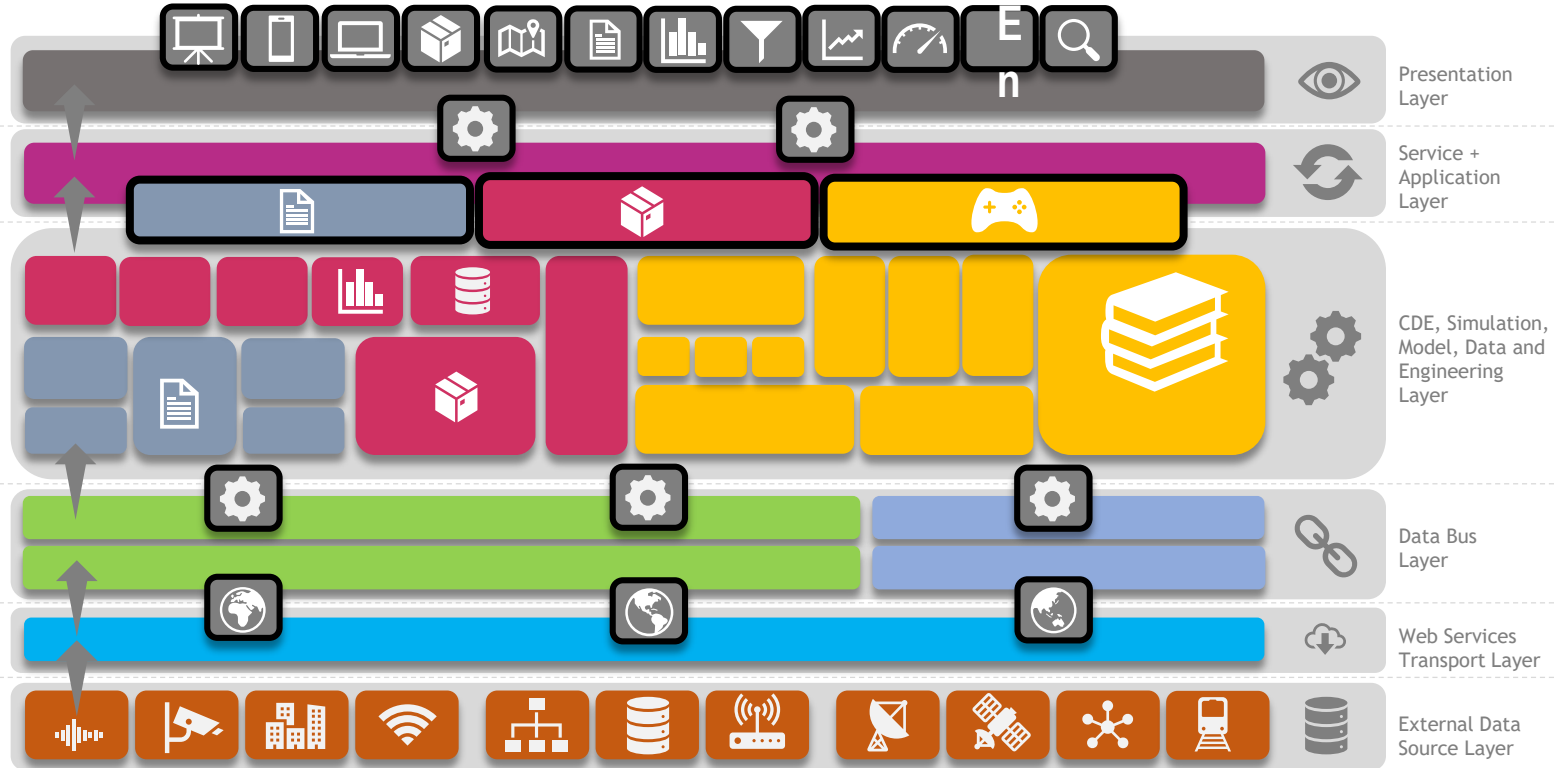


Data Integration





GeoConnect+ SYSTEM ARCHITECTURE



Implementation Example – HS2



Business Collaborator: HS2-001 X

https://hs2.ongplus.com/bc/bc.cgi/0/192217_meta_feature=recent_projects

HS2

Railway Station

HS2-000000001 - HS2 Euston Station

Listing

Railway Station Information

View All

Asset ID HS2-000000001

Name HS2-000000001 - HS2 Euston Station

Class Co_80_50 Railway complexes / Co_80_50_74 Railway stations

Phase Phase 1

Status CS-Client Shared

Stage 3 - Scheme Design

Asset Location

Map

3D Model Files

More

- 1SND1-ARP-ST-CMB-SS06_SL09-000003.rvt
- 1SND1-ARP-AR-CMB-SS06_SL09-000200.rvt
- 1SND1-ARP-AR-CMB-SS06_SL09-000300.rvt
- 1SND1-ARP-AR-CMB-SS06_SL09-000400.rvt
- 1SND1-ARP-MC-CMB-SS06_SL09-000001.rvt
- 1SND1-ARP-ST-CMB-SS06_SL09-000001.rvt
- 1SND1-ARP-ST-CMB-SS06_SL09-000002.rvt
- 1SND1-ARP-AR-CMB-SS06_SL09-000110.rvt
- P193-ARP-ST-CMB-SS06_SL09-279600.pdf
- P193-ARP-ST-CMB-SS06_SL09-279600.pdf
- P193-ARP-ST-CMB-SS06_SL09-279600.pdf

Documentation

More

- 1MC03-SCJ-AU-PLN-S001-000005.xlsx

Assets

More

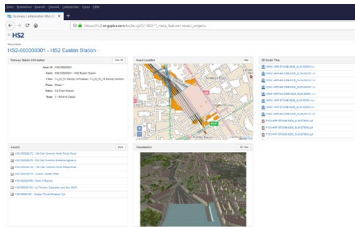
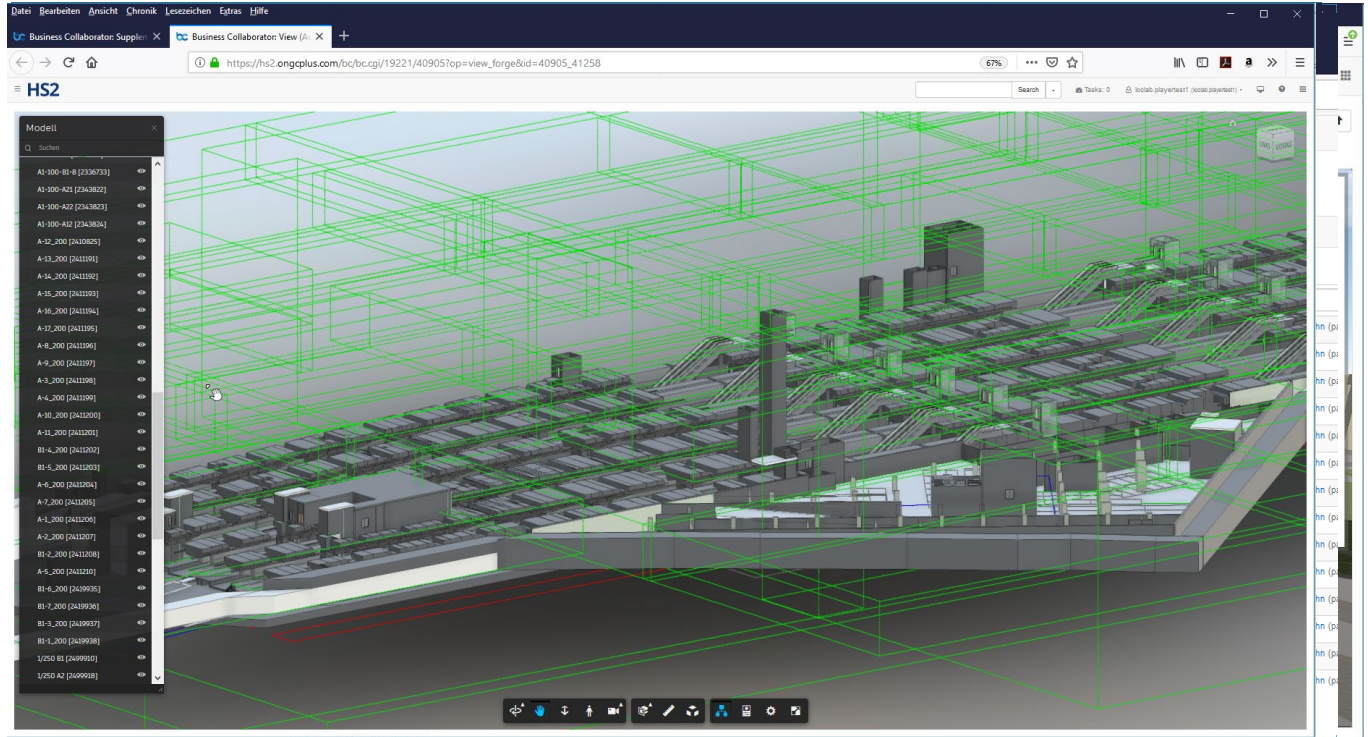
- HS2-00002BLPC - Old Oak Common North Ramp Road
- HS2-00002BLPG - Old Oak Common Entrance highways
- HS2-00002BLNZ - Old Oak Common South Ramp Road
- HS2-00002857W - Euston Cavern Shaft
- HS2-00002856N - Zone 5 (Euston)
- HS2-00002318U - LU Traction Substation and Vent Shaft
- HS2-000001001 - Euston Throat Retained Cut

Visualisation

3D View



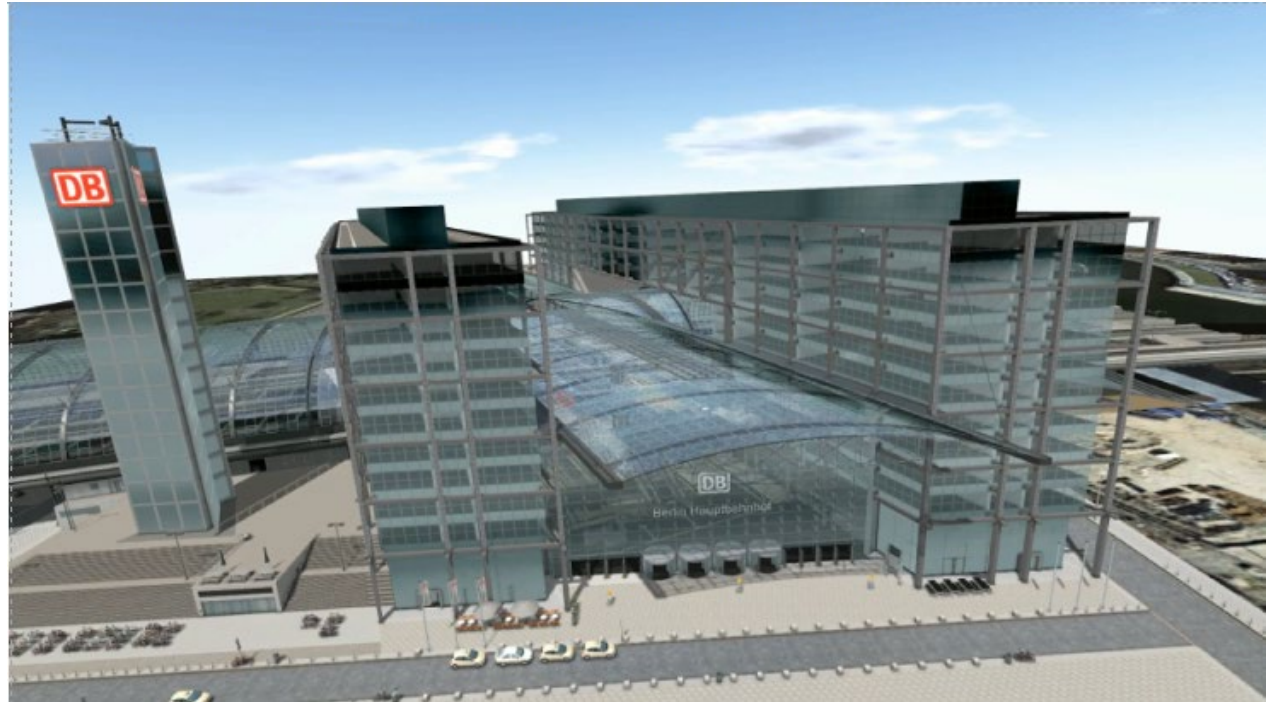
Implementation Example – HS2



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Example: WorldInsight, DB Systel GmbH, Berlin Central Station

Vielen Dank für Ihre Aufmerksamkeit.

Bei Rückfragen stehen wir Ihnen

gerne zur Verfügung:

info@loclab-consulting.de