



## PEDESTRIAN DYNAMICS®3.0 WHAT'S NEW

### APPLICATION AREAS

Pedestrian Dynamics® is applicable in a wide scale of domains:

- Airports
- Cities
- Malls
- Theme Parks
- Events
- Ships
- Railway Stations
- Stadiums & Arenas



For all leading architects, engineers and consultants performing crowd risk analysis, our crowd simulation software is now more comprehensive than ever.

## INTRODUCTION

INCONTROL is proud to announce version 3.0 of Pedestrian Dynamics® crowd simulation software. In close collaboration with our professional – and academic users we significantly improved the user experience of Pedestrian Dynamics®3.0 crowd simulation software.

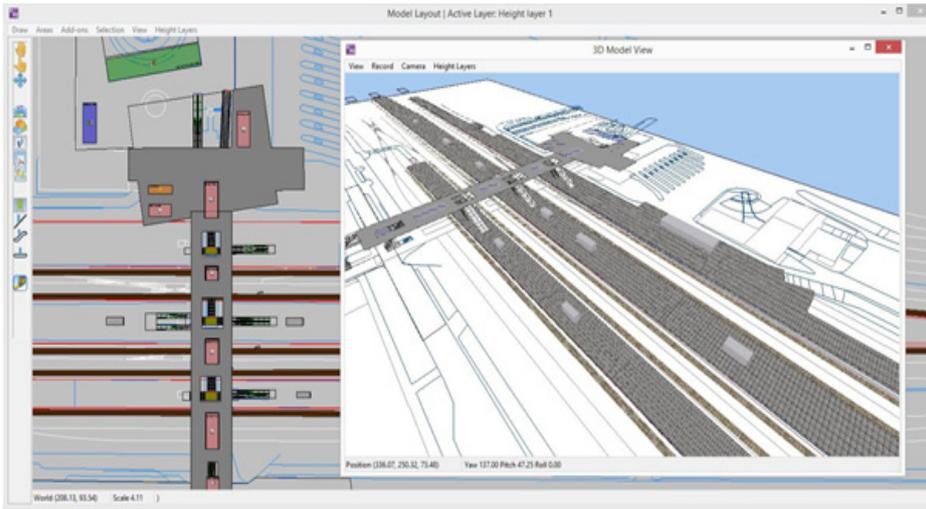
For all leading architects, engineers and consultants performing crowd risk analysis, our crowd simulation software is now more comprehensive than ever.

Pedestrian Dynamics®3.0 enables you to:

- Build up your models quicker with CAD object import
- Develop bigger models
- Develop models with multiple levels in one integrated model
- Run your simulations faster
- Create more detailed stadium and railway station models
- Perform a better crowd risk analysis



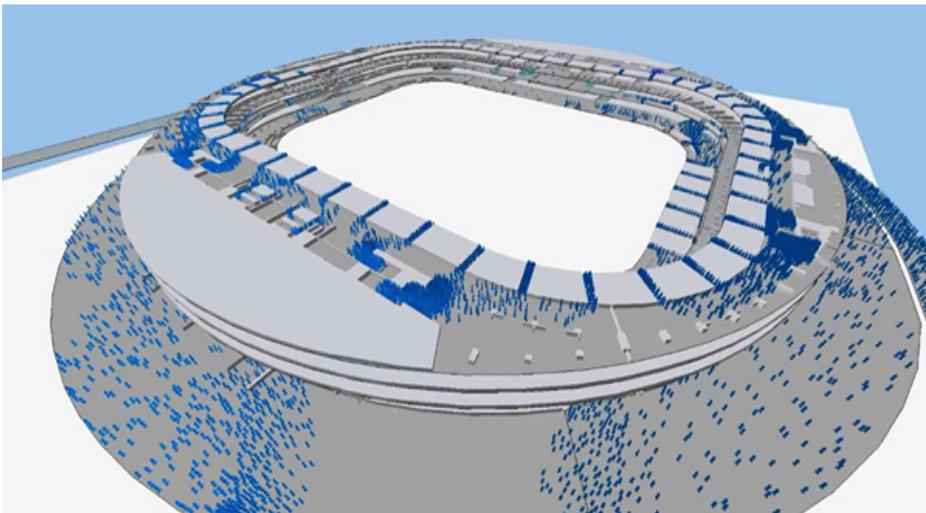
# WHAT'S NEW IN PEDESTRIAN DYNAMICS®3.0?



CAD object import

## CAD OBJECT IMPORT

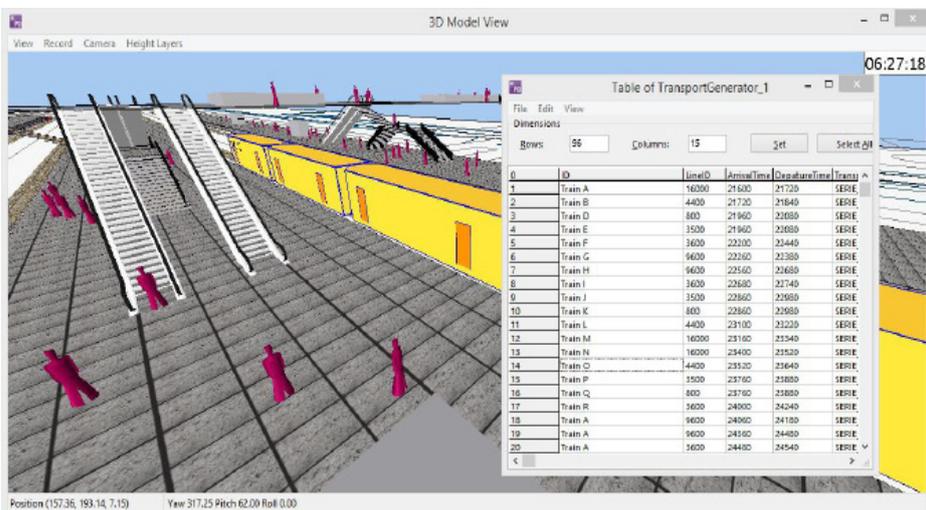
With the new version it is now possible to build your environment automatically from a CAD file, including CAD 2015 formats. This significantly reduces the time to build up your model.



New 64-bit simulation engine

## NEW SIMULATION ENGINE

A new 64-bit simulation engine is built for faster simulation runs. You are now able to run 50.000 agents in real-time.



Transportation elements

## TRANSPORTATION ELEMENTS

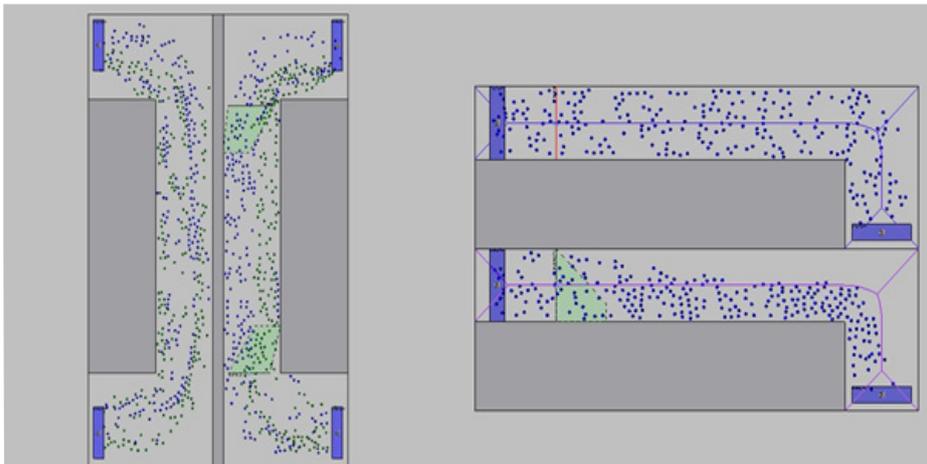
Transportation elements enable you to model the arrival and departure of transportation objects like trains, buses, trams. Including the boarding and disembark behaviour of the passengers. You can now develop complete railway station models.



Stadium elements

### STADIUM ELEMENTS

The stadium elements enable you to model tribune stands. It is now possible to develop a complete stadium model, analyzing the crowd flows from the entrance to the seats.

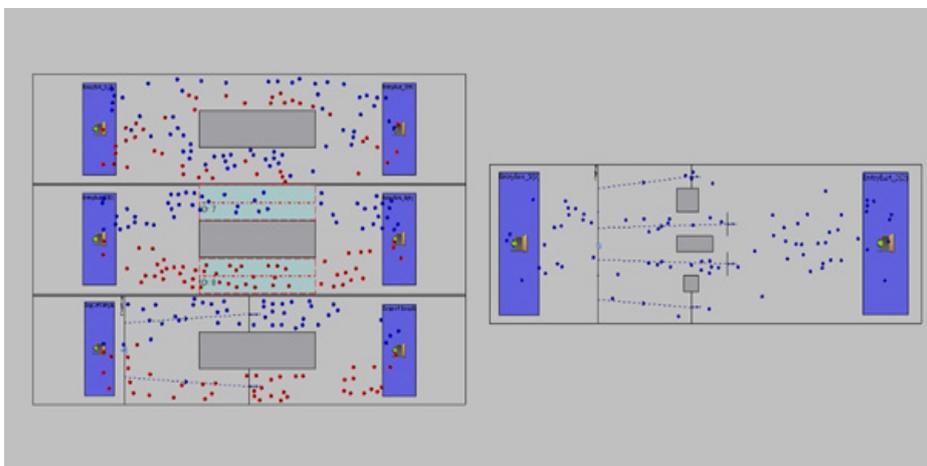


Local behaviour: Flow shifter

### LOCAL BEHAVIOUR

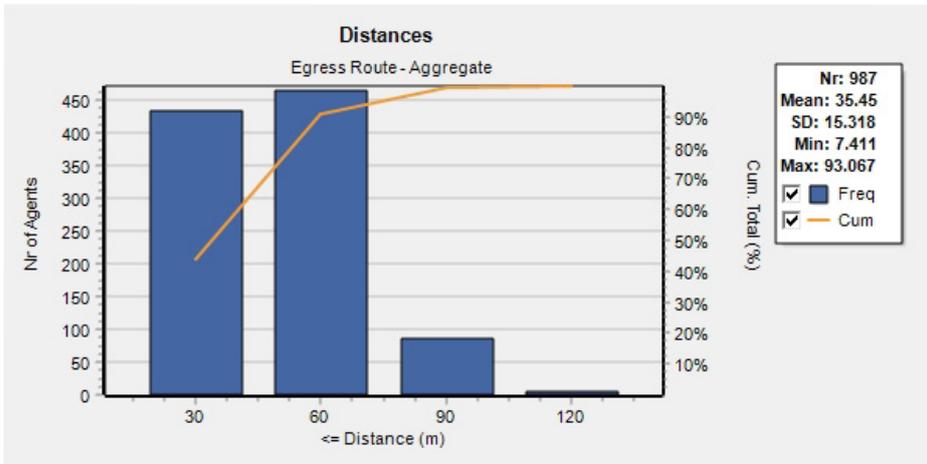
To influence local behaviour, the software now offers new elements. These elements enable you to create improved and more realistic crowd flows:

The flow shifter enables you to shift flows to a specific side on the route.



Local behaviour: Flow splitter

The flow splitter enables you to create a natural spread of agents through gates.



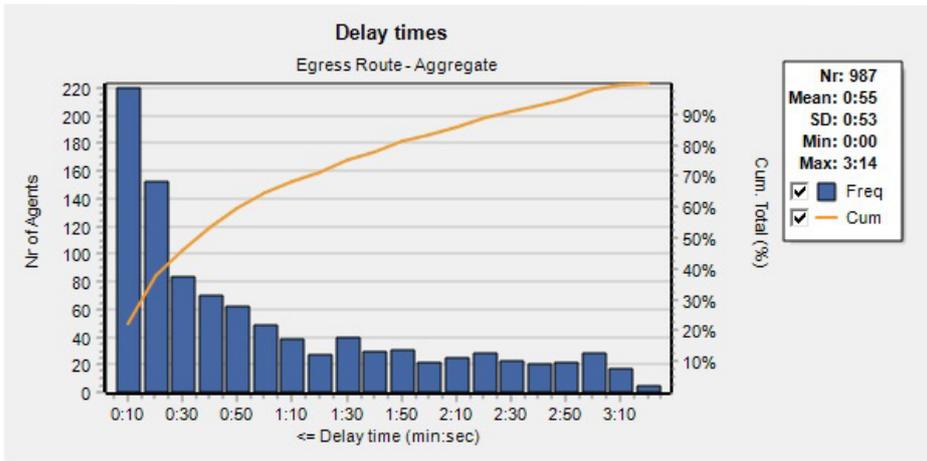
Distance statistics

NEW OUTPUT

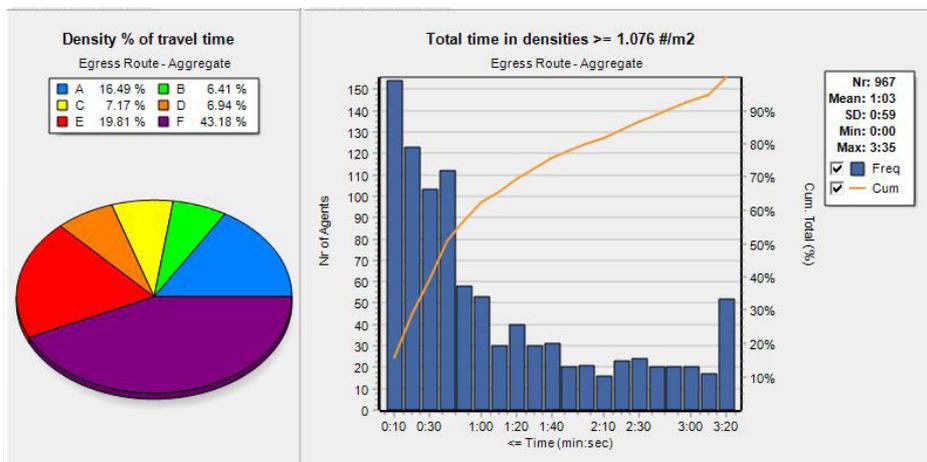
New output is available to create more detailed results and so a better understanding of the safety and experience of the crowd.

The following output can be generated:

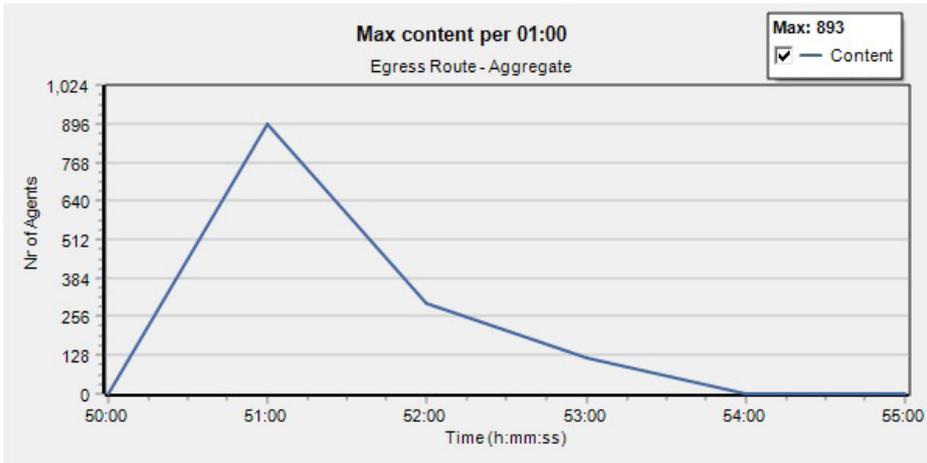
- Walking distance statistics show the walking distance of agents;
- Delay times statistics show you how much delay and waiting time agents experience on a route and in queues;
- Travel experience statistics show you the percentage of the total walking time that an agent experienced within a certain local density.



Delay time statistics



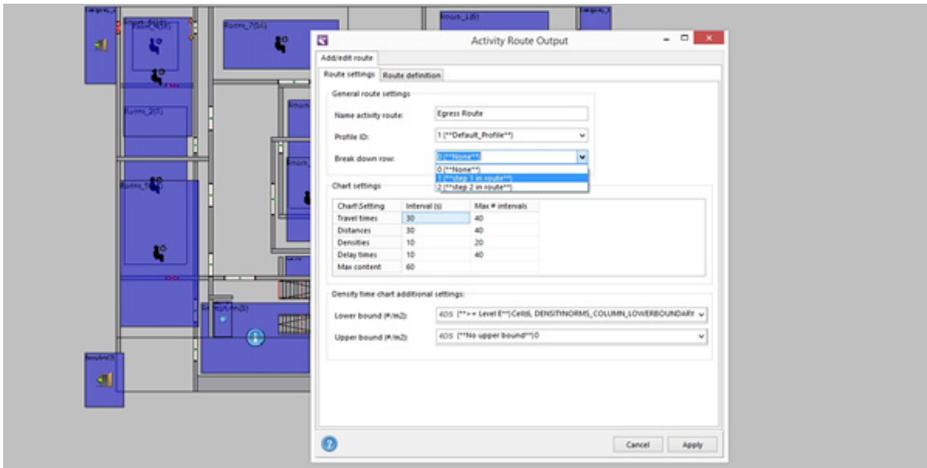
Density of travel time statistics



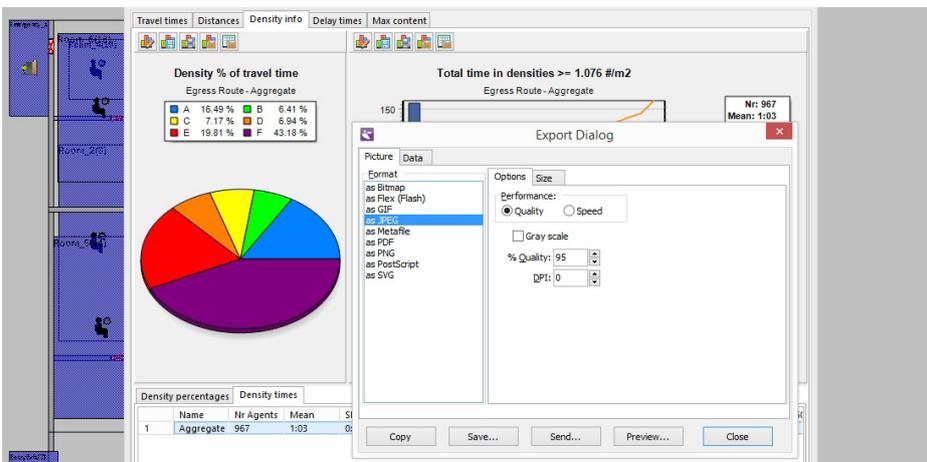
Maximum content statistics

NEW OUTPUT

- Maximum content statistics show you the maximum number of agents on a route;
- New filters and breakdown of results show you the results for specific profile ID's, height layers or route steps. This enables you to do a more detailed analysis of specific routes and agent profiles;
- Updated data export features enable you to export pictures and other results to enhance your reports.



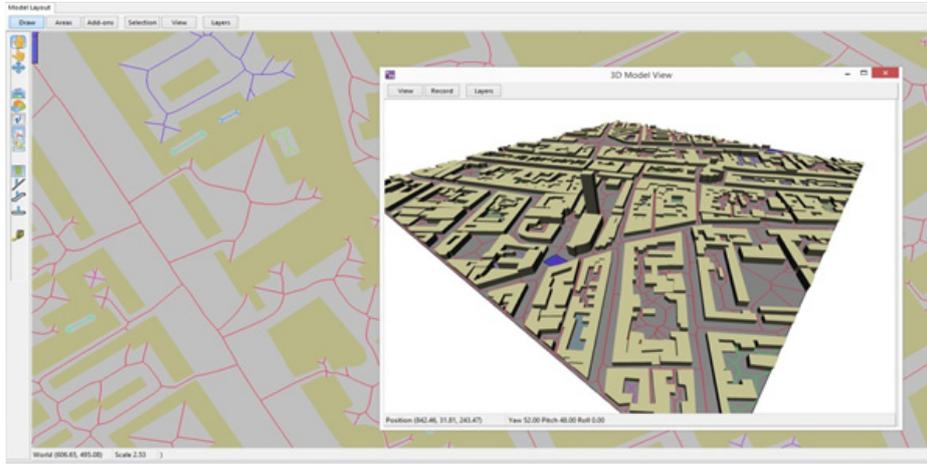
New filters and breakdown of results



Updated data export features



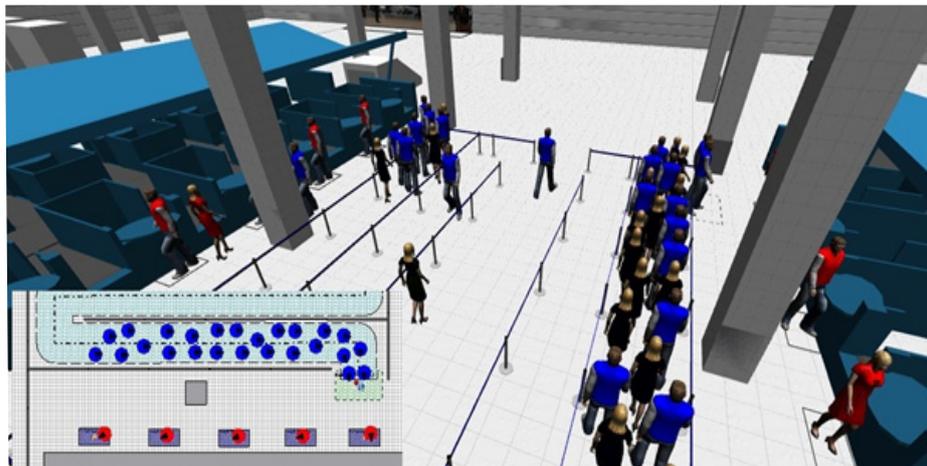
## WHAT'S IMPROVED IN PEDESTRIAN DYNAMICS®3.0?



Exact ECM

### EXACT ECM

Built in is an exact ECM (Explicit Corridor Map) generator which is 60 times faster than the previous version. This will decrease the time you need to build your model, and creates a more accurate and larger routing network. With the new 64-bit version you are able to develop larger models.



Improved queuing

### IMPROVED QUEUING

Modelling the queuing of agents is improved and simplified. This enables you to develop queuing models much faster and easier.

**CONTACT US FOR MORE DETAILED  
INFORMATION OR A DEMONSTRATION  
OF PEDESTRIAN DYNAMICS®3.0:**

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- [siminfo@incontrolsim.com](mailto:siminfo@incontrolsim.com)