Pedestrian Dynamics Studio Training

Pedestrian Dynamics® Studio is a comprehensive simulation software platform for crowd simulation. It is a powerful tool that helps those who design, plan or manage the movement of people in environment such as in sport stadiums, stations, shopping areas and entertainment environments. To be able to model these systems successfully requires knowledge and skills of the modeler. The objective of this three-day training is to provide participants with the basic knowledge necessary to develop and analyze crowd simulation models using the Pedestrian Dynamics® Studio environment.

Target Group

This training is for everyone who is new and for those that have basic skills modeling in Pedestrian Dynamics.

Duration

3 days

Course outline

The Pedestrian Dynamics Studio Training is a three-day course that focuses on model building and analysis using Pedestrian Dynamics.

- Fundamentals of crowd simulation modeling and analysis
- Introduction to the Pedestrian Dynamics environment
- Construction of models in Pedestrian Dynamics
- Building the environment. How to use the CAD import tool
- How to use action elements to control the local flow
- Working with user tables and functions
- How to set up experiment in Pedestrian Dynamics
- How to create and interpret the output of an experiment performed with Pedestrian Dynamics
- Introduction to modeling complex decision logic using the 4DScript programming language