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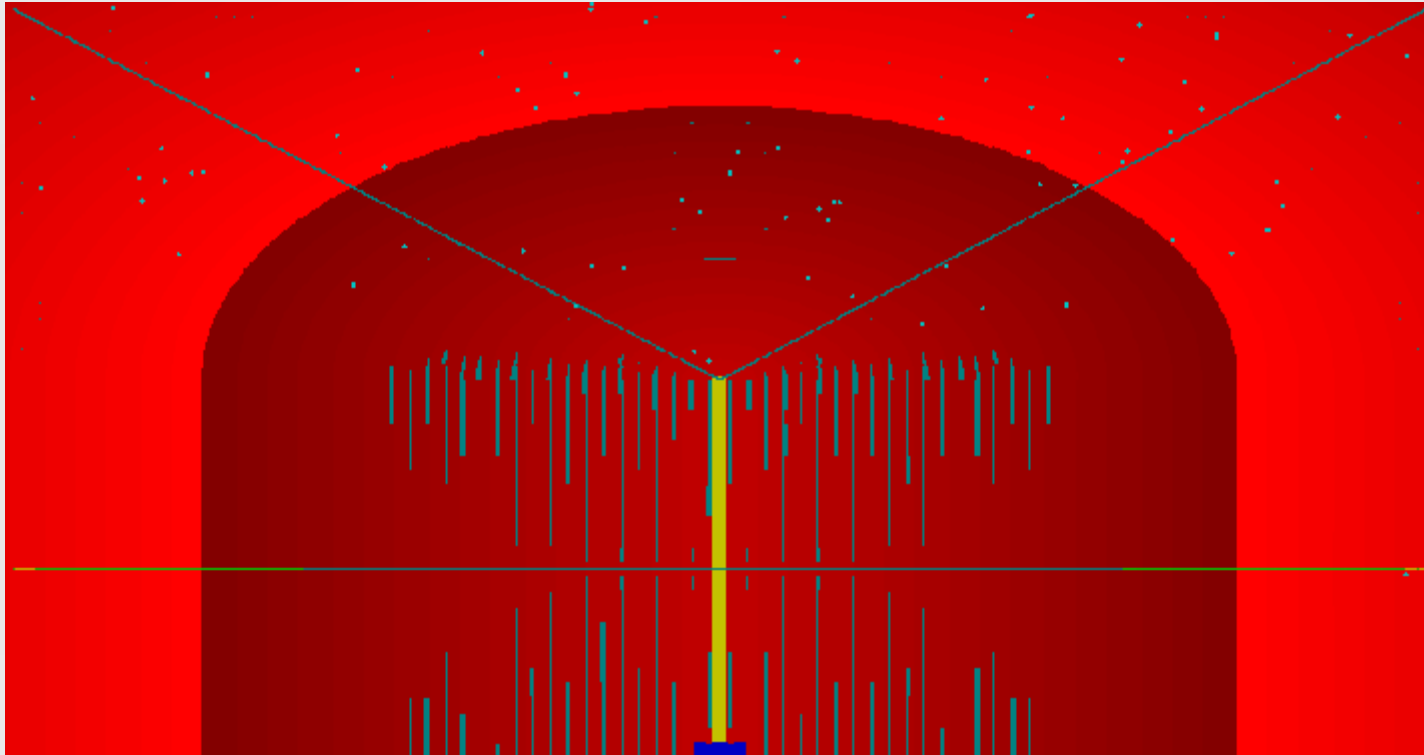


The key elements of a good model in practice

1. Laws of physics (software)
2. Description (modeling)
3. Usability (internet)

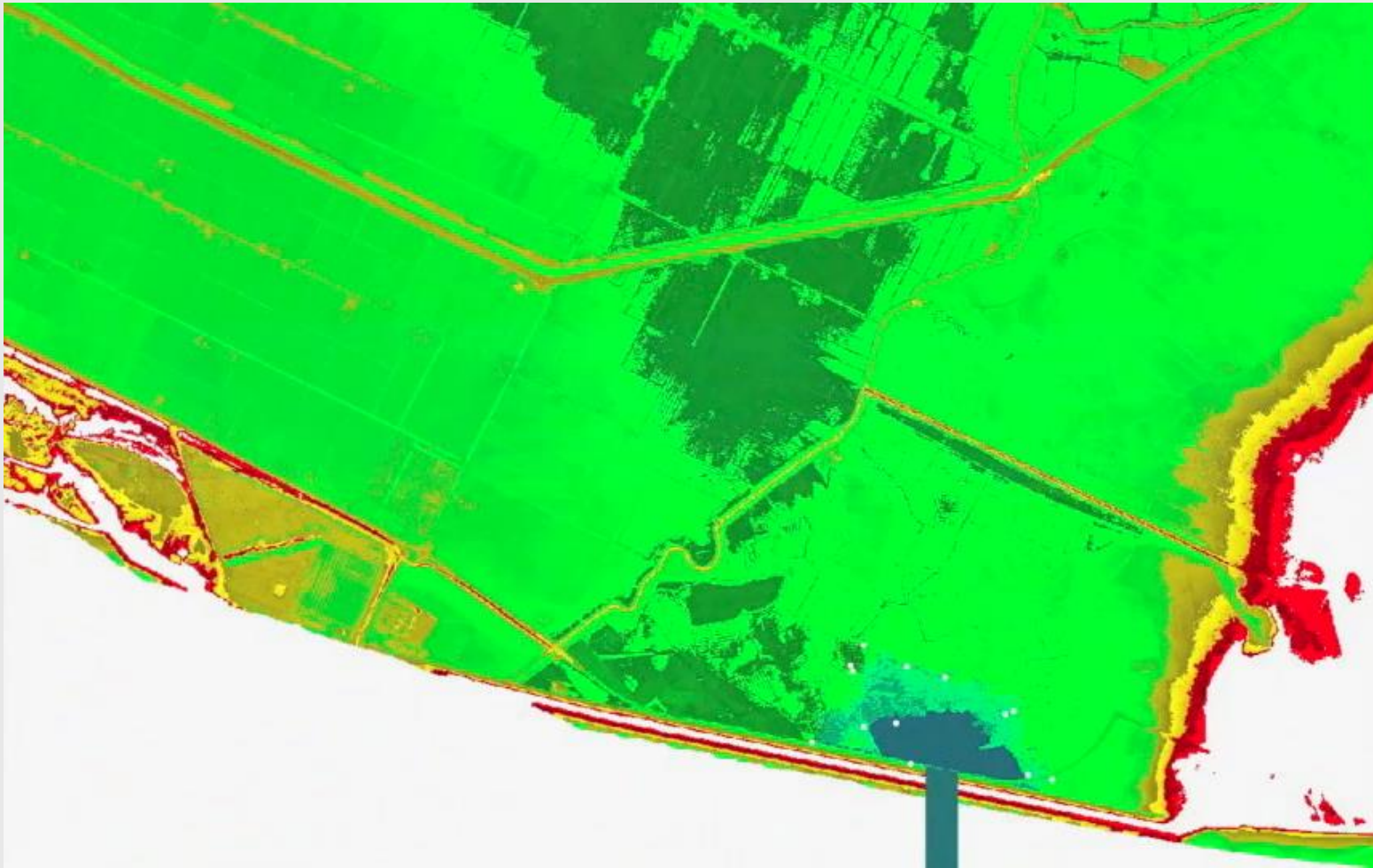


Laws of Physics



- Conservation of mass
- Conservation of momentum

Laws of Physics



volume error

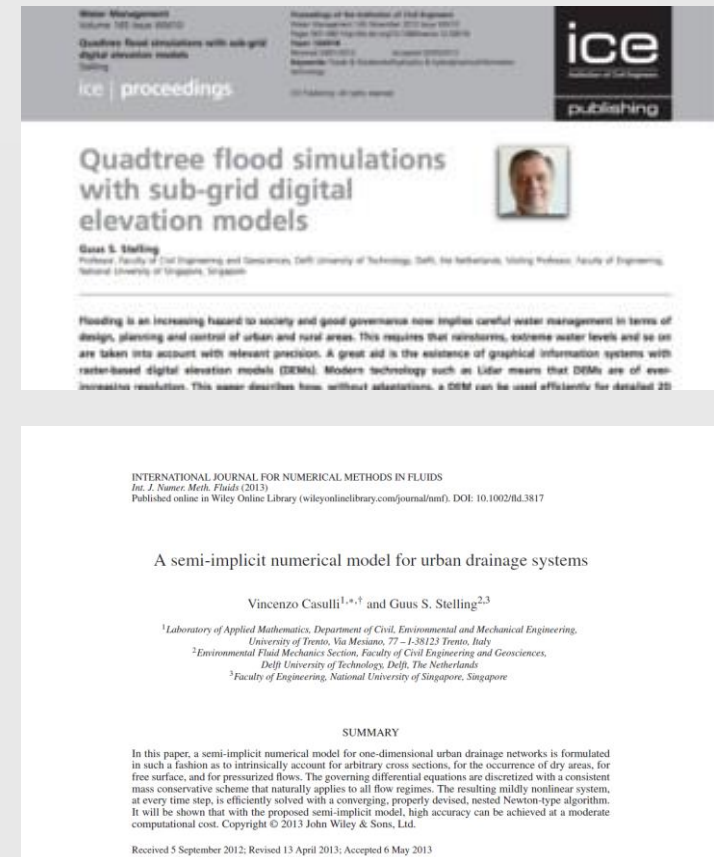
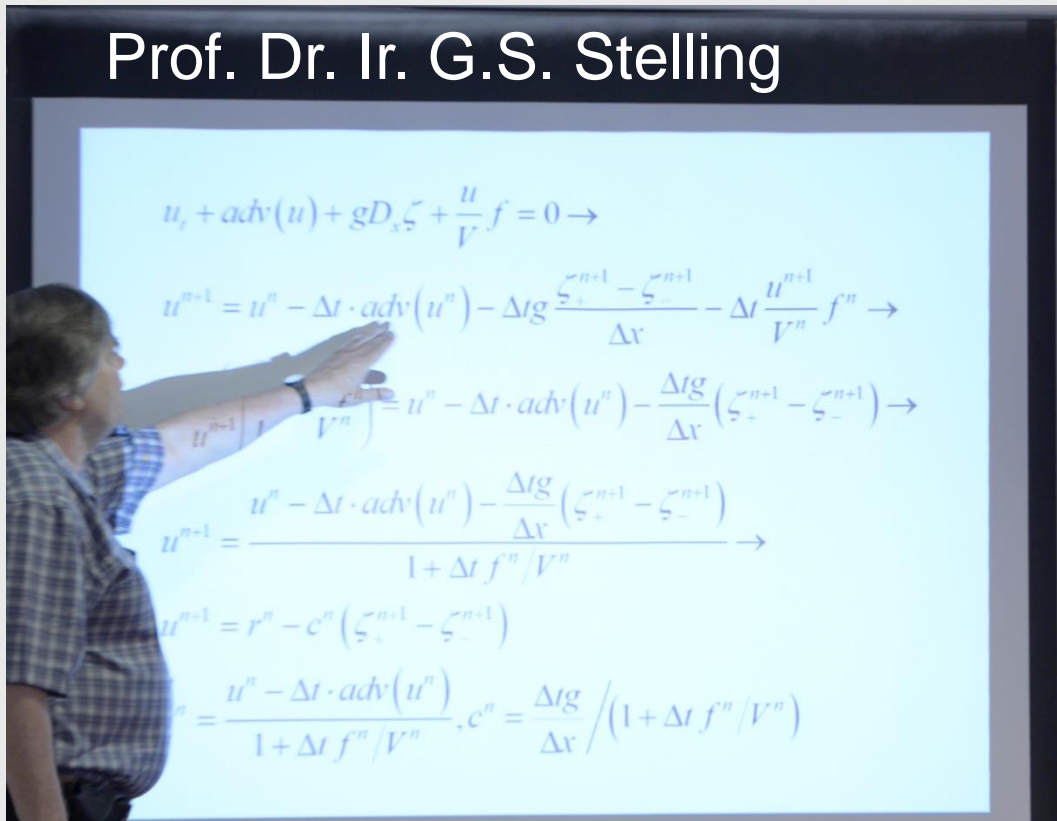


speed



Laws of Physics

Prof. Dr. Ir. G.S. Stelling



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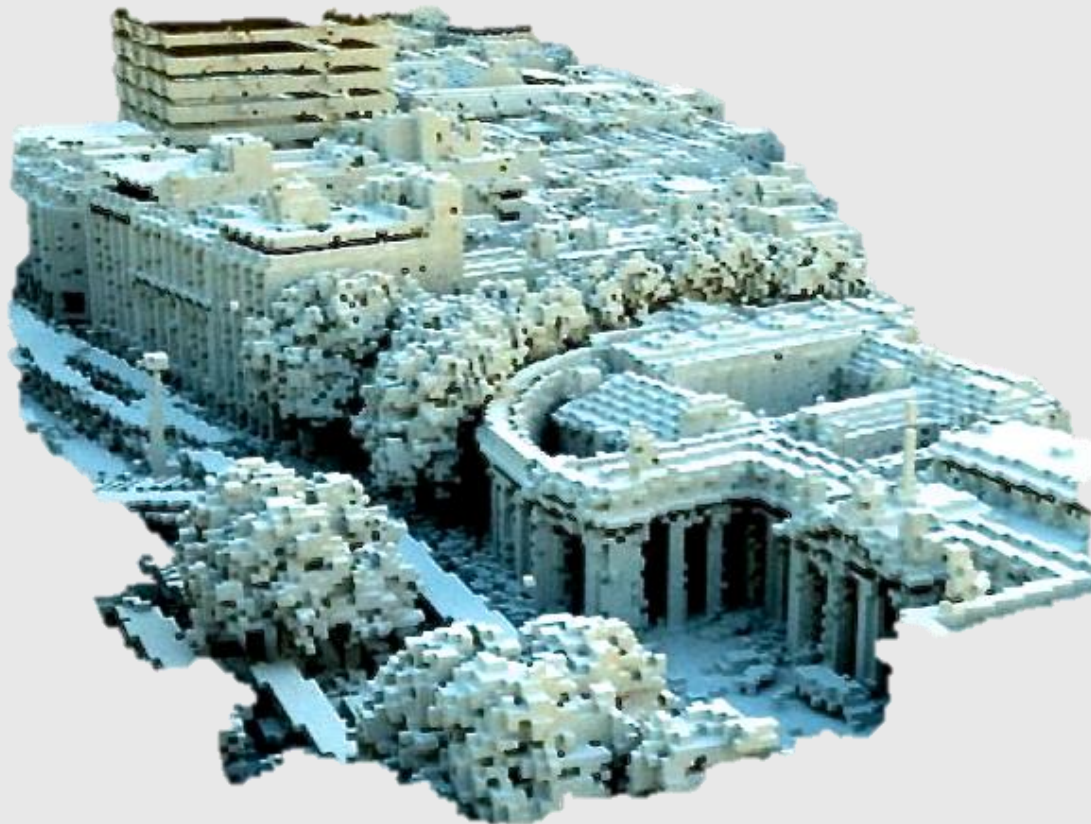
From Duplo ...



From Duplo ... to Lego

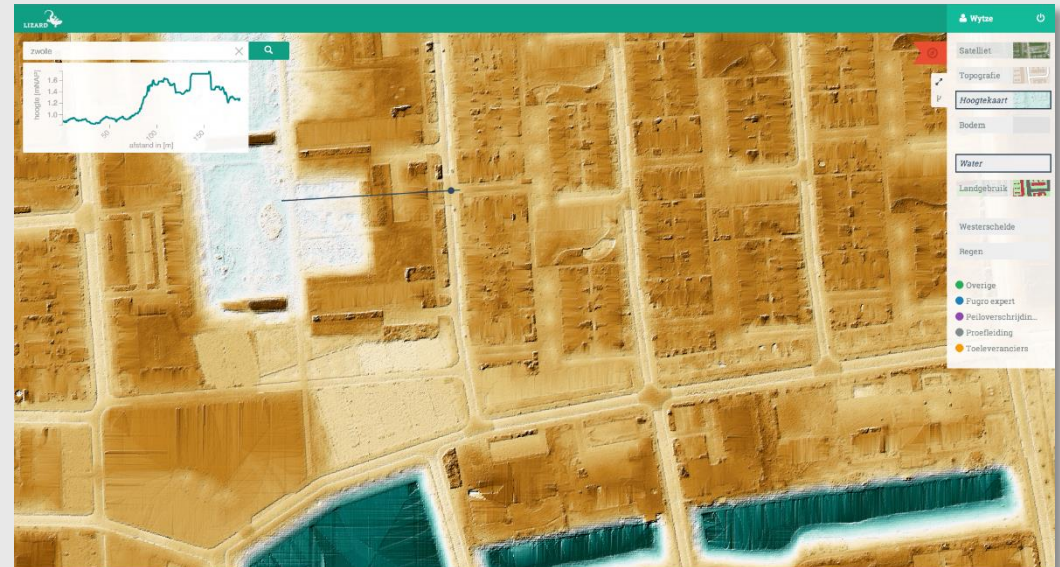
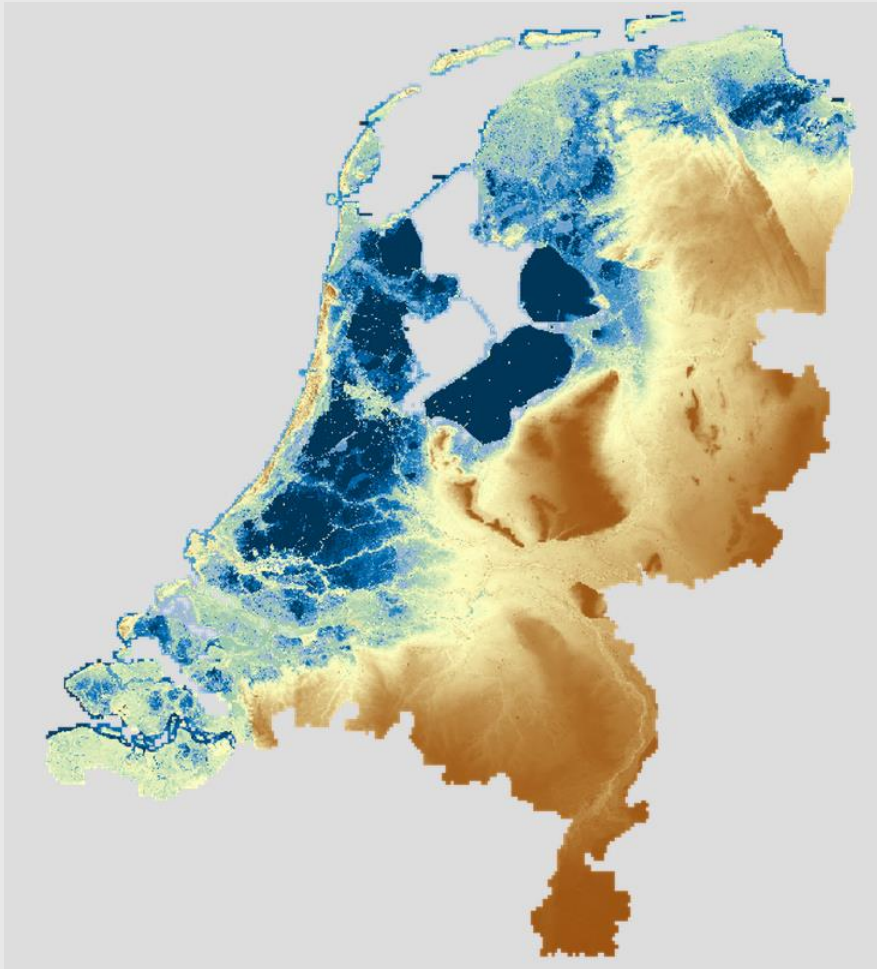


From Lego to Lidar



see YouTube
“Matherhorn Drone”

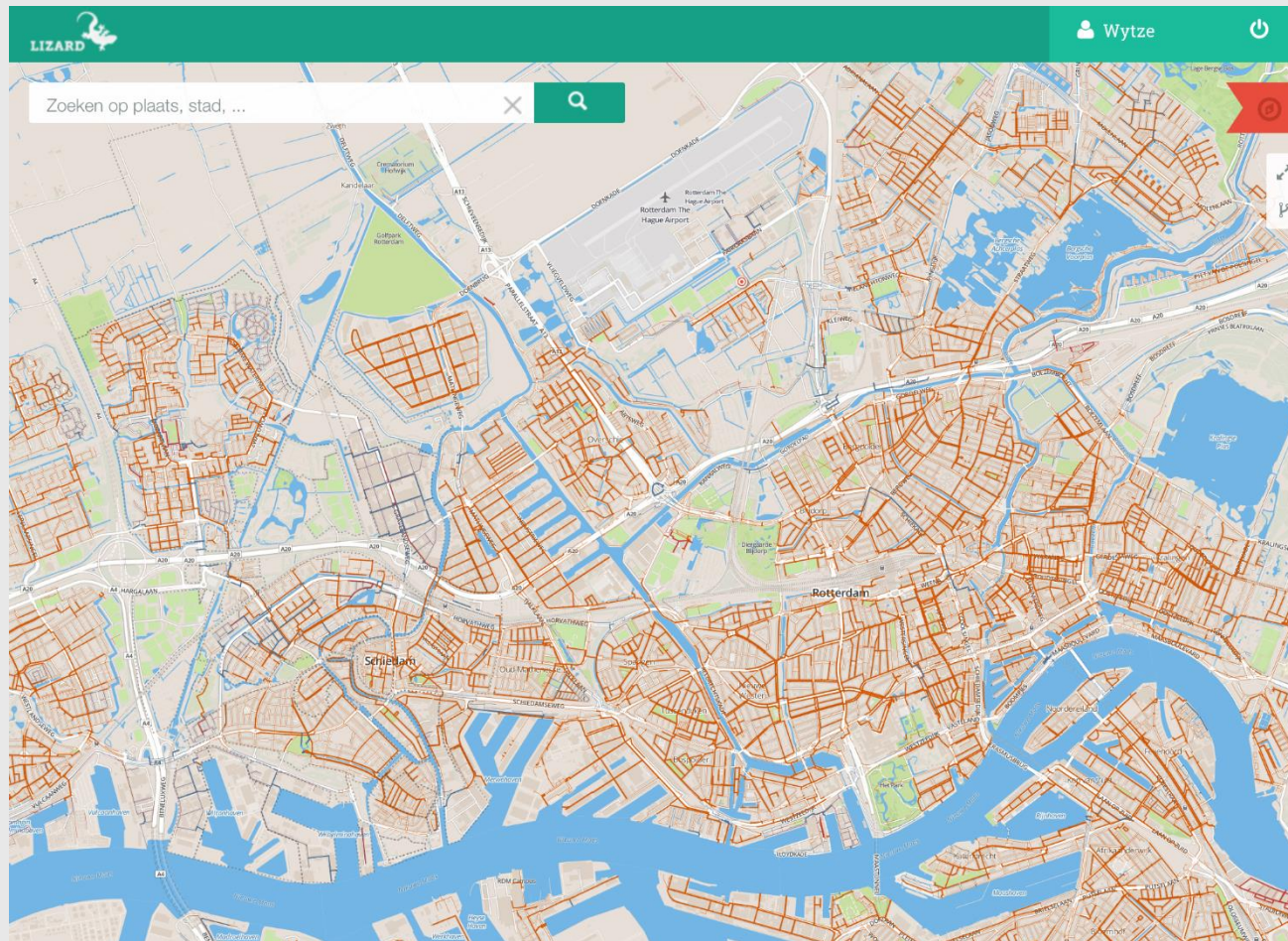
Description



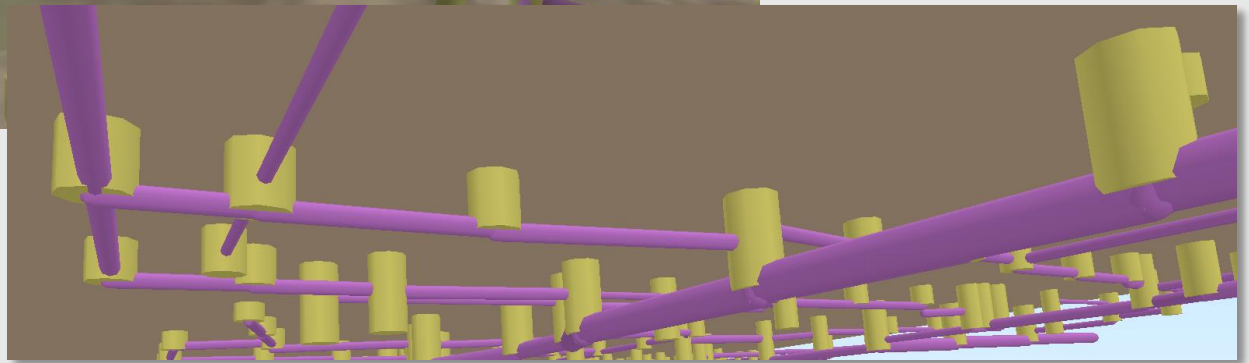
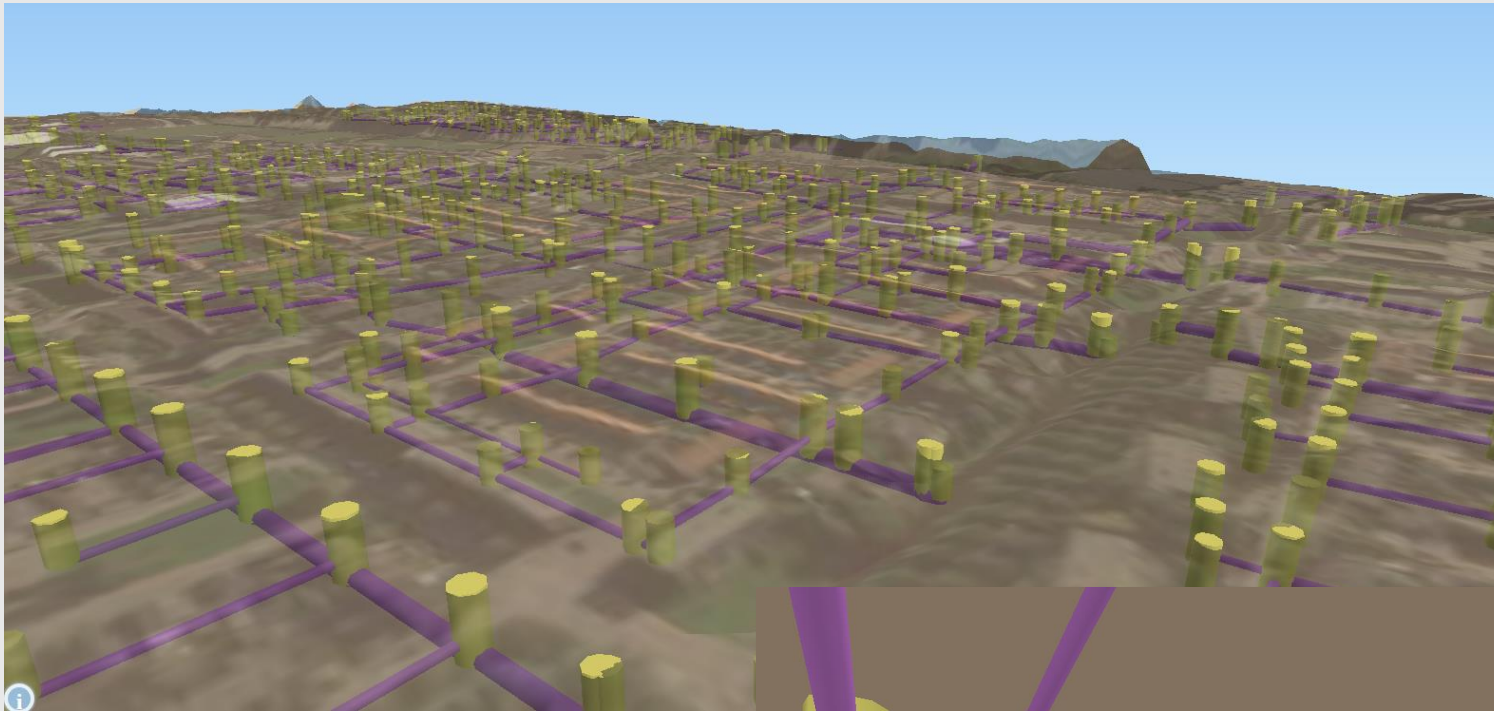
3DI Modeling

www.3di.nu

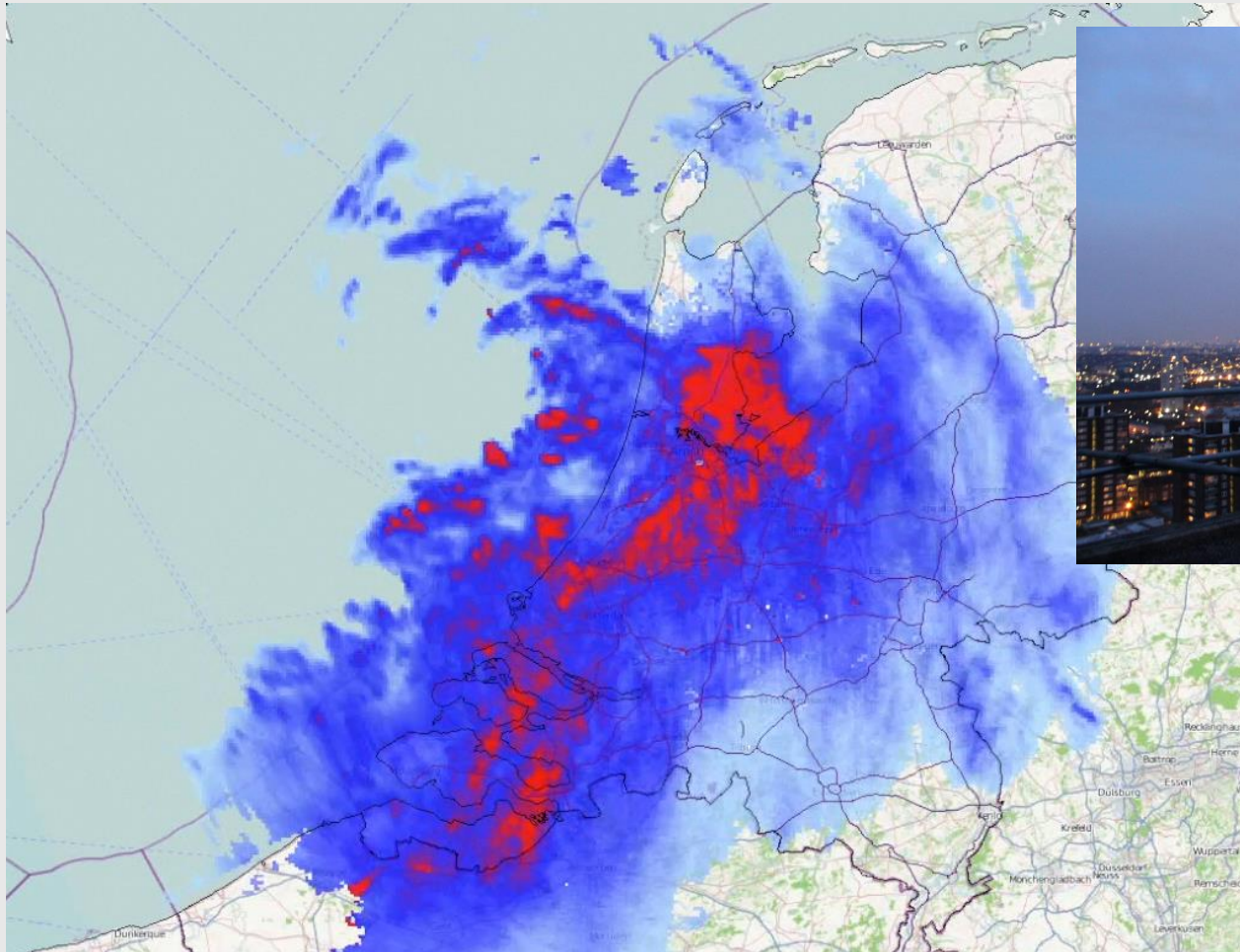
Sewer network of the city



Sewer network connected to DEM



Rainfall radar data

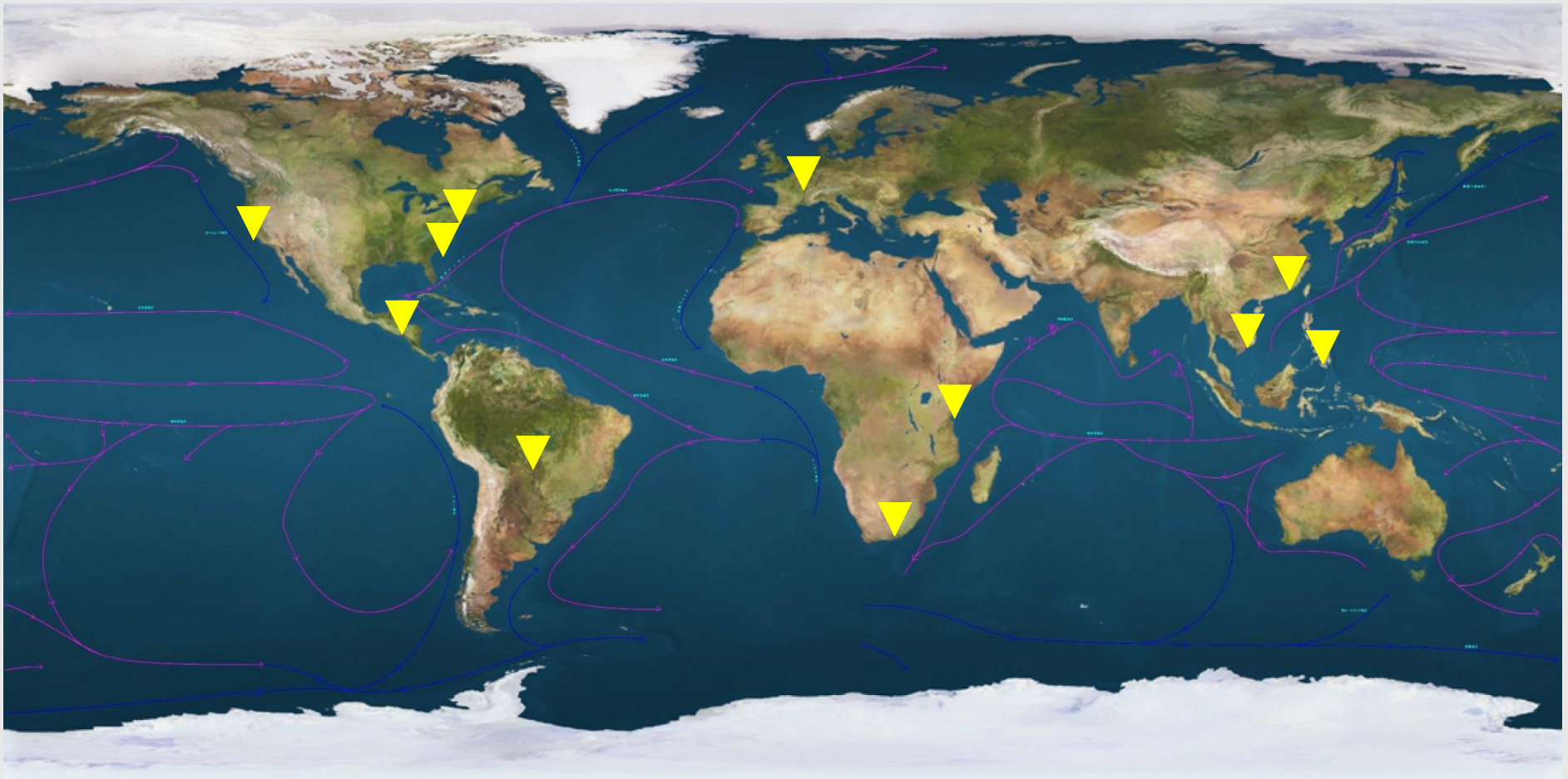


The key elements of a good model

1. Laws of physics (software)
2. Description (modeling)
- 3. Usability (internet)**



Usability world wide



Usability



Amsterdam

Usability



Decision makers

Usability



Public awareness

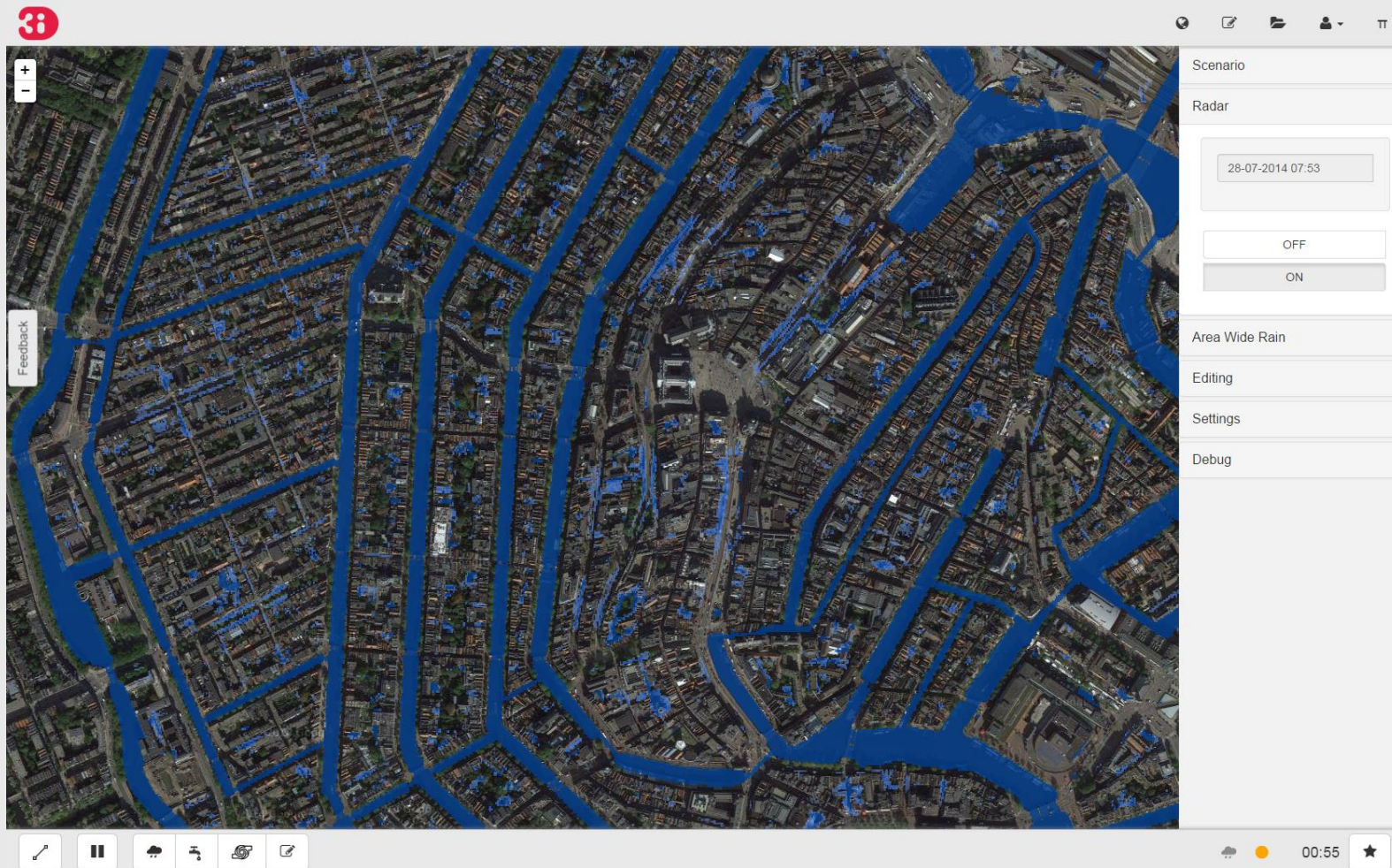
Conclusions

- Old school: garbage in = garbage out
- Nowadays: Lidar data, radar data, satellite data
- 3Di: computing on the highest level of detail

Amsterdam



Amsterdam



Amsterdam

