

the Naledi3d Factory Maas River - proposed flood control (2001)

Purpose: To illustrate the impact of flooding at three levels on part of the Maas River (Afgedamde Maas), Holland – as well as to show the effectiveness of proposed new flood control measures (dykes, pumping station, Helofytenfilters, floating roads etc). Used in a proposal evaluation / project assessment process.



Partner:
TweenSense &
GeoDelft - Holland



In a Nutshell:

A 3D world with four villages, a network of summer and winter dykes, ring-dykes, pumping station, recreation area (low flood), floating roads, filter areas and the ability to show the impact of three water levels with audio being used to describe the main features of the proposal.

Moving Around:

Free movement both horizontally and vertically - with the ability for the user to select any of the specific features (for example, the pumping station, floating roads, Helofytenfilters or recreation area) and to be able to zoom closer to the feature. Audio dialogue is used to provide more information on each of these features.



Interactivity:

In addition to being able to move around, the user can select one of three water levels, which shows the impact on the landscape of the three flood levels: (1) normal state (2) medium flood (50 year) and (3) high flood situation (500 year). At each level the effect of the flood control design features on the landscape become clear.

