

### City Planning in Context to its Current Reality

Ted Lamboo, Senior Vice President, Bentley Systems



Bentley's mission is to provide *innovative software and services* for the enterprises and professionals who *design*, *build*, *and operate* the world's infrastructure – sustaining the global economy and environment for *improved quality of life*.





"A coordinated set of processes, supported by technology, that adds value through creating, managing and sharing the properties of an asset throughout its lifecycle."

BIM





BIM

Infrastructure Information Modeling





CAD ≠ BIM BIM ≠ Reality Reality = "naked truth" Reality+BIM => Best of both worlds





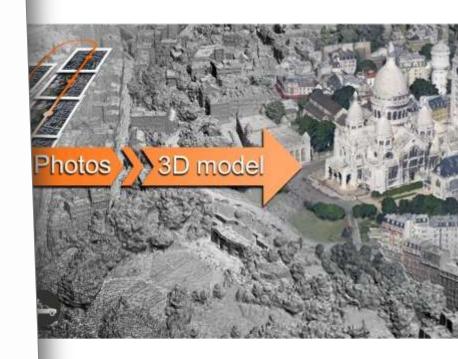
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### Bentley Acquires Acute3D to Advance Reality Modeling

To Align Design Modeling and Construction Modeling with Existing Conditions' Context

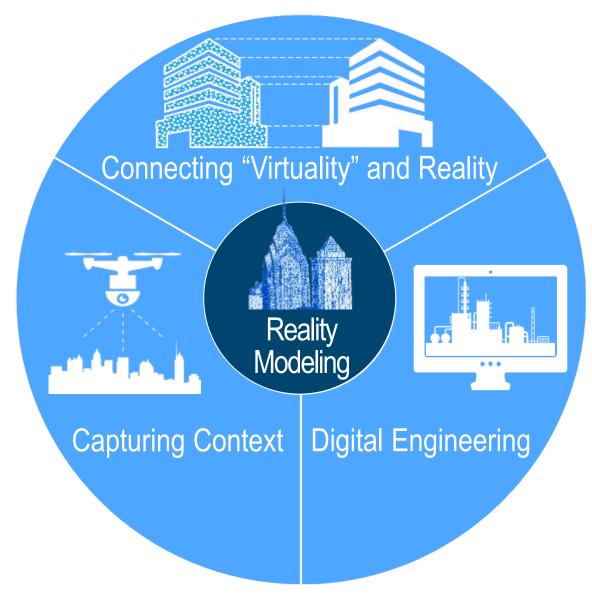
- for Every Infrastructure Project and Asset

ORLANDO, Fla., U.S.A. – 19th Annual ARC Industry Forum – Feb. 10, 2015 – Bentley Systems, Incorporated, the leading company dedicated to providing comprehensive software solutions for *sustaining infrastructure*, today announced that it has acquired France-based Acute3D, provider of *Smart3DCapture* software for *reality modeling*. Through *reality modeling*, observations of existing conditions are processed into representations for contextual alignment within *design modeling* and *construction modeling* environments. Rapid technology advancements in scanning and photography – and especially the burgeoning application of unmanned aerial vehicles (UAVs) for these purposes – are making the capture of such observations broadly and continuously





# Converging...!







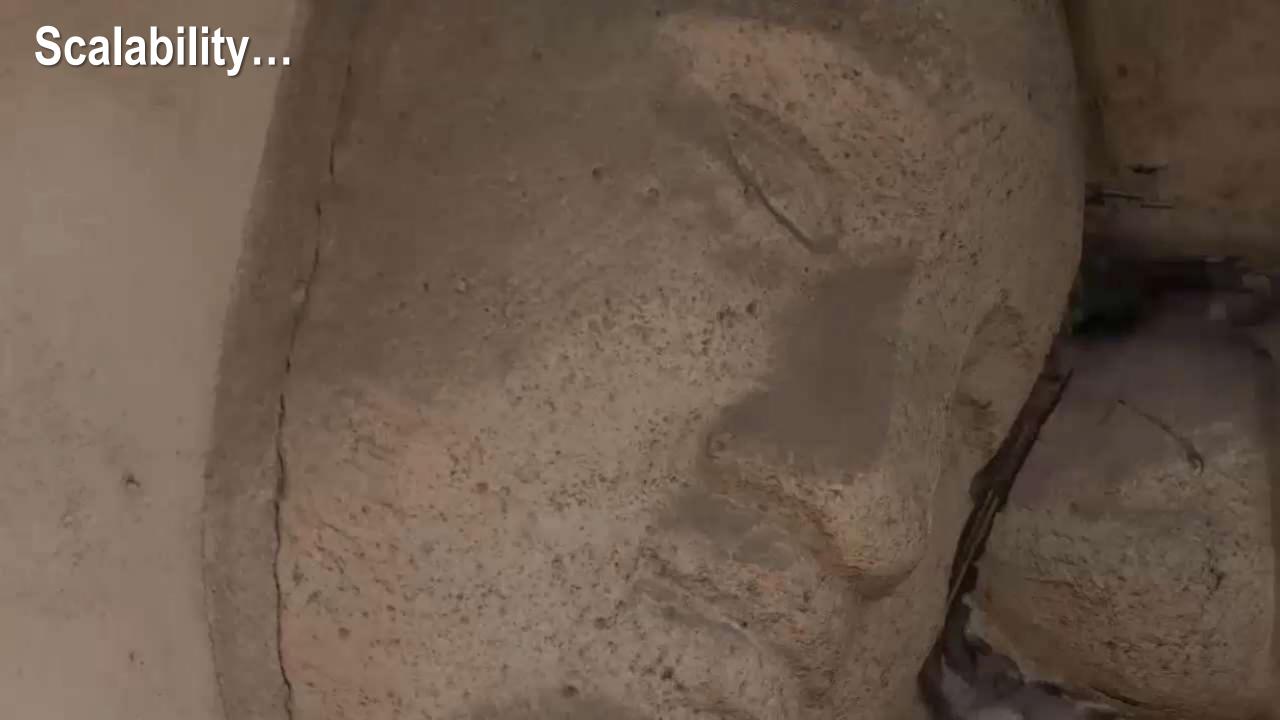




### With what?

Solution	Advantages	Limitations	Value of information
Total Station	Reliable – Widespread - Price	Only distance and angle measurement Work disruptive	Low: distances & angles
Laser Scanner	3D – High local precision – instantaneous	Monochromatic – Requires calibration & training – Limited density - Price	High: 3D point clouds
Depth field camera	3D – Real time – Price - Texture	Low precision – Indoor only – Proximity to the scene	Very High: colored point cloud (→textured mesh)
Camera / Photogrammetry	3D – Texture – Precision – Price – Widespread – No training – No calibration – highly portable	Not real time	Very high: georeferenced textured mesh (→ 3D colored point clouds, DSMs, Orthophotos)









# "Context Capture"



**Street View Capture** 

**Aerial Capture** 













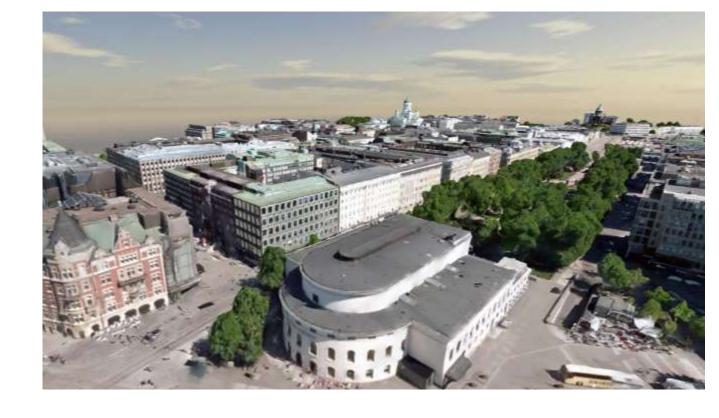






## The City of Helsinki – 3D+

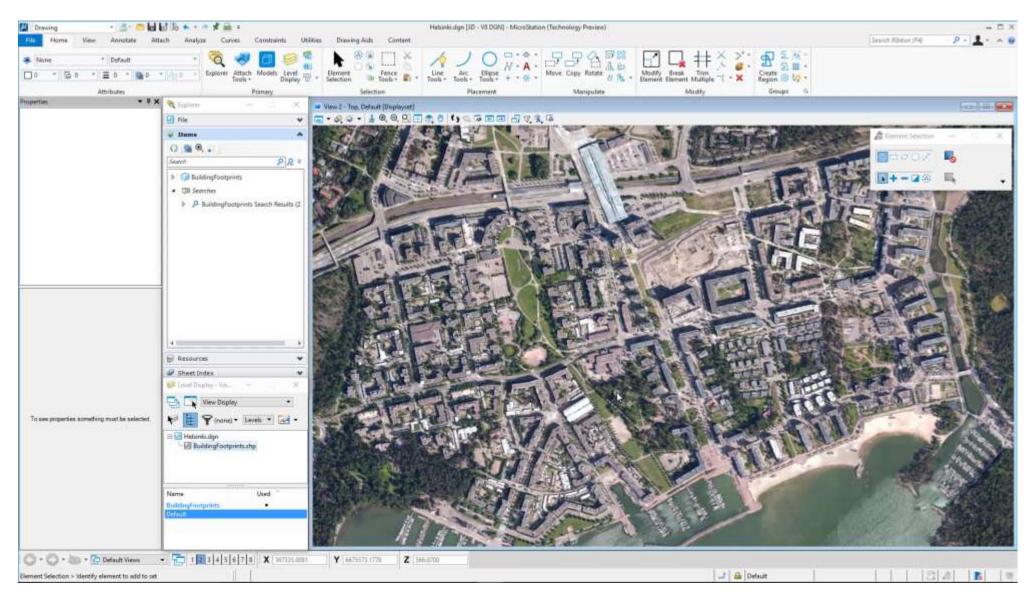
- 3D city modelling since the 1980's
- Over 50,000 digital images taken
- Combined with their city information model
- Built on cityGML standards
- Data shared internally and externally
- Continuously surveyed



Be Inspired 2016 Winner: Reality Modeling

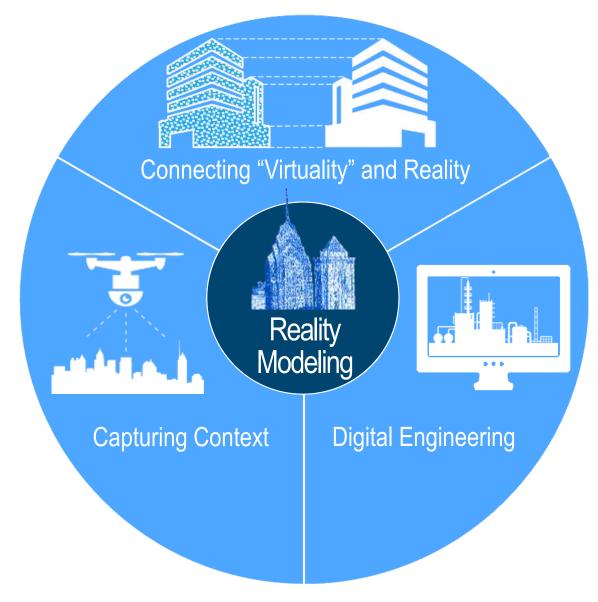


## **Combining Reality and Virtual Reality with GIS**

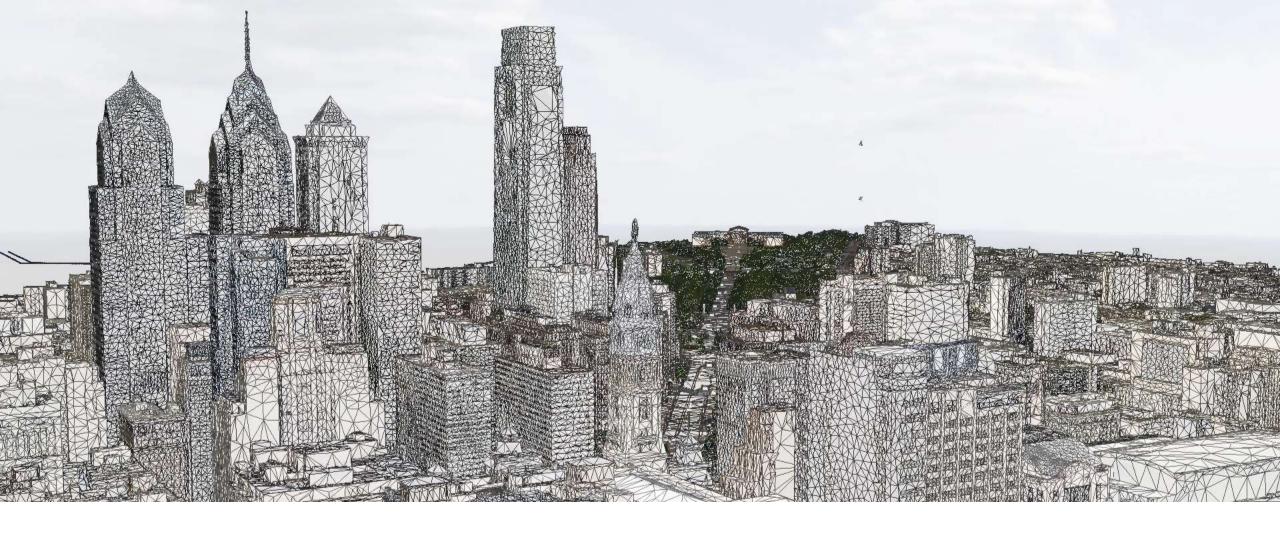




# City Alive - Continuous Survey & Modeling







#### Resilient sustainable cities and buildings

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