Construction Schedule Analysis

4D simulations are run to analyse the construction schedules linked to the 3D models.

Provides a quicker, simpler and visual method of checking construction schedules.

Simplifies the job of explaining project to non-technical audiences.

Work Sequencing and Constructability

The initial object-oriented 3D model provides for design constructability checks and helps finding and solving conflicts.

The 4D models provide a way to check work sequencing.

Different scenarios can be evaluated in advance and the feasibility of each alternative is checked.

Future capabilities

Importing additional data such as terrain or hydrographic information into the models would allow further design checks.

Advanced renderings would greatly improve visualisation possibilities and offer the opportunity to analyze traffic (impact of lane closures, review of traffic control plans...)

President George Bush Turnpike (above) and Loop 12 (below) Simulations

Terrain data added to Project Pegasus (below)

Renderings in 3ds Max for advanced visualisation

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