

# Mass Motion

ADVANCED PEDESTRIAN SIMULATION SOFTWARE

Flow

PEDESTRIAN SIMULATION SOFTWARE

#### MassMotion and Flow are the next generation of advanced software from Oasys for simulating pedestrians and analysing crowds.

It is used by engineers, designers & planners worldwide to predict the movement of hundreds of thousands of individual personalities in a complex 3D environments.

It is important that buildings, large complexes and city districts are designed with occupants and pedestrians in mind. Our pedestrian simulations, analysis and modelling tools recreate crowds in real-life situations to identify safety risks and ensure engineers, architects and planners are designing safer and more efficient environments.

You can test complex designs quickly. Witness in real time how people will use the building or space you are simulating. Optimise layouts for space utilisation and a safer, more comfortable environment for people. And much, much more...

Download your free trial today from oasys-software.com

## CREATE

You can import CAD/BIM geometry with ease or build from scratch with inbuilt modelling tools.

## Simulate complex scenarios such as queues, security checks,

evacuations and route closures.

SIMULATE

## ANALYSE

Diagnose potential capacity, flow and congestion problems early with verified evidence.

## REVISE

Fix issues early, saving time, money and manpower during planning phases.

## WHAT IT IS USED FOR



Planning & Maintenance

Rail & Transit Terminal Planning

## ULTIMATE PED SIM SOFTWARE

Capable of simulating 100,000's of people within a

matter of hours, reducing simulation time by several days.

### Award winning software

With awards including Construction Computing's Best Use of IT in an Infrastructure Project for MassMotion's work on Union Station, Toronto.







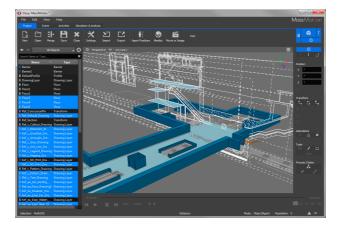
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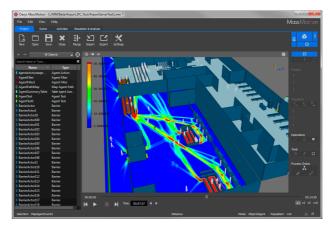
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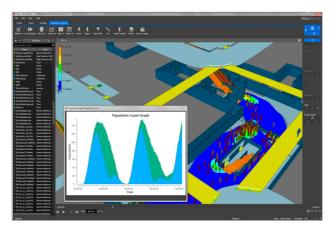


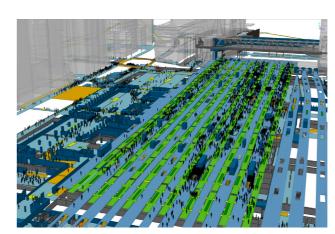
SketchUp 🕑 VECTORWORKS Bentley MicroStation

FEATURE LIST	<b>♥</b> Flow	<b>Mass</b> Mot <b>♀</b> on
Unlimited crowd sizes	✓	✓
Powerful 3D editing and simulation environments	✓	✓
Multithreaded 64-bit crowd simulator	✓	✓
BIM compatibility (IFC 2x3)	✓	✓
Complex crowd scheduling	✓	✓
Time controlled gates	✓	✓
Evacuation and circulation behaviour	✓	✓
Flexible and powerful SQL driven analysis tools	✓	✓
Realtime view of 3D results	✓	✓
Image and movie export	✓	✓
Ticketing and process modelling		✓
Dynamic agent properties		✓
Dynamic agent itineraries		✓
Logical control of agent behaviour		✓
Spreadsheet based scheduling		<ul> <li>✓</li> </ul>









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#### **BIM COMPATIBLE MODELLING**

BIM is at the heart of the design of MassMotion and Flow. Users can rapidly transfer BIM models using the open IFC 2x3 standard. Work from 2D drawings or 3D BIM geometry or create from scratch using the inbuilt modelling tools, allowing you to edit models quickly whenever neccesary.

#### TRUE WAYFINDING

The only pedestrian simulation software that has the ability to program individual personalities with unique agendas from start to finish in their journey through the environment. They will also respond uniquely to changes in real time, for example choosing to take the stairs when faced with congestion at an escalator.

#### **IN-DEPTH ANALYSIS**

Test and verify design assumptions based on objective and subjective analysis of simulation results, develop custom analyses such as queuing times and lengths, level of comfort, retail footfall, and optimum signage locations based on spatial, temporal, operational, and personal characteristics. With MassMotion, you can also import and test full schedules, such as bus or flight times.

#### HIGHLY VISUAL OUTPUT

The visual outputs make it easy to communicate to stakeholders in either 3D or 2D. The visualisation is both instant and links to software such as 3ds Max. MassMotion allows you to report in a variety of ways with visually engaging graphics, tabular and data-driven outputs, all presented as easyto-understand graphics and visuals.



"

We have found it to be intuitive and flexible. The thing that particularly impressed us was the simulation speed. We were able to run a large number of models much more quickly than we have been able to do with other packages.

Alan Kerr - Technical Director, BECA

#### **Press Enquiries**

Alex Mullen ∃ alex.mullen@arup.com

**(** +44 (0) 191 479 1705

## Sales Enquiries

Nigel Rees ∃ nigel.rees@arup.com

**(** +44 (0) 779 929 6150

#### **Product Enquiries** Erin Morrow

erin.morrow@arup.com **(** +1 (416) 560 4920



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**7** +44(0) 191 238 7559

🔽 oasys@arup.com