

IMPACT Examples



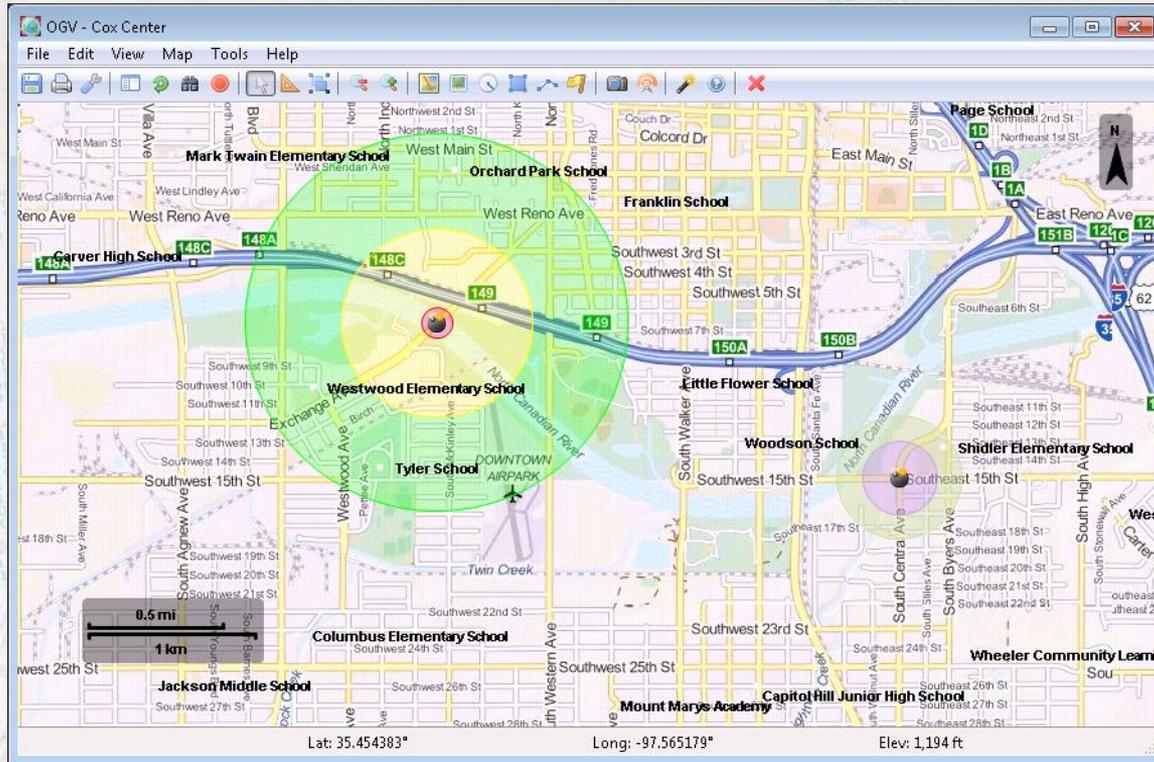
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IED Evacuation and Damage Rings

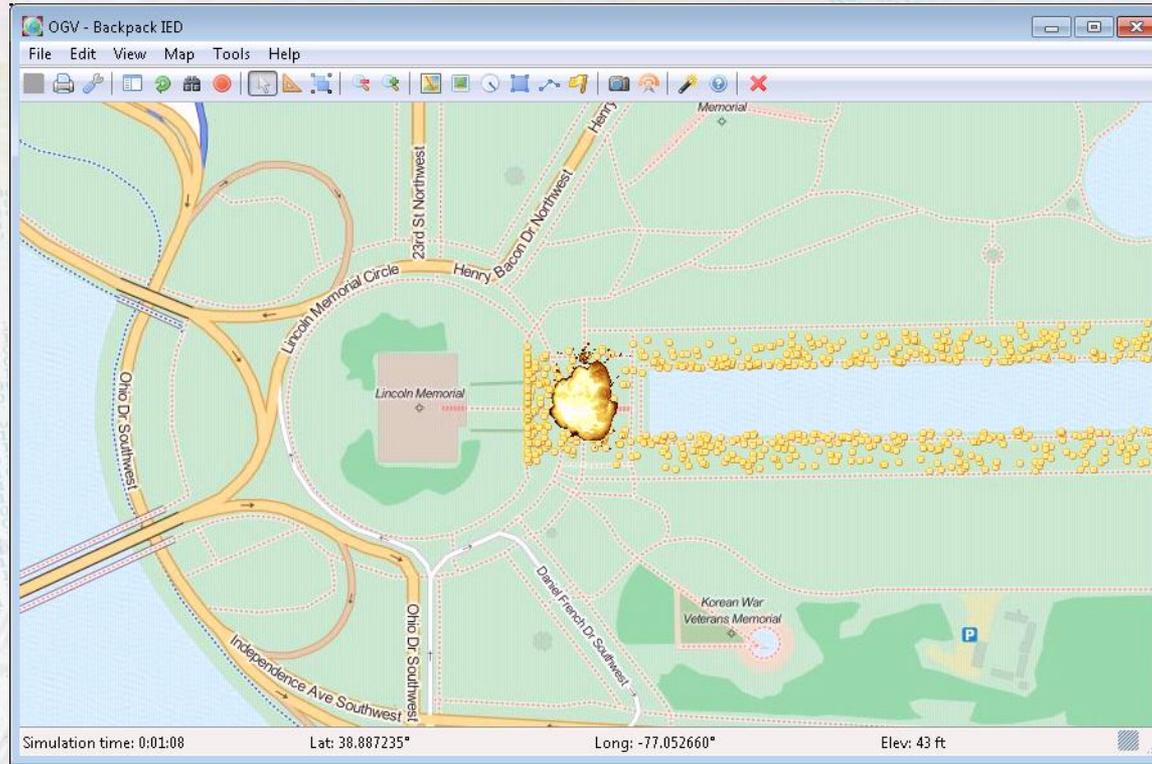
Geographic Information Science and Technology



- Both evacuation and damage rings may be placed on a map
- Evacuation distances come from DHS guidelines
- Damage rings come from open DoD model (6055.09-STD)
- Nearby infrastructure layers may be turned on
- Models assume free-field effects

Backpack IED Simulation

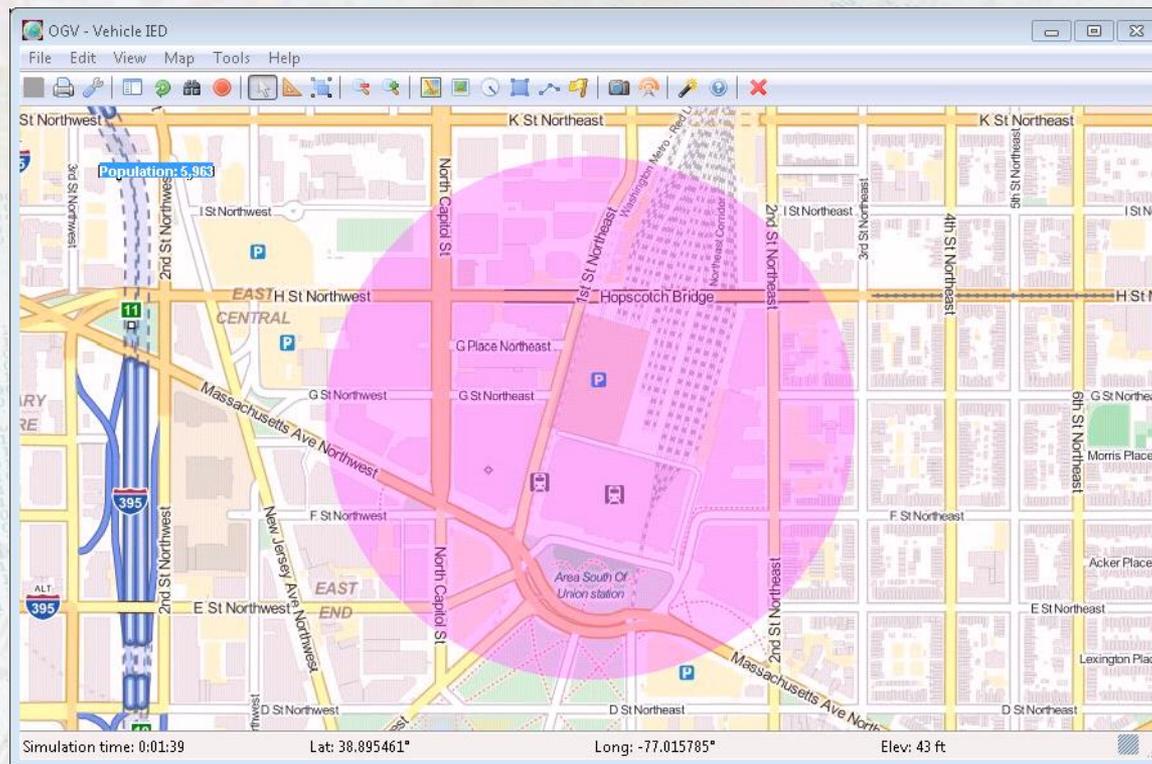
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- User can create backpack IED simulations anywhere in the world
- Inputs include crowd size, explosive charge, and detonation time
- Outputs include likely fatalities and self-evacuation time for survivors
- Arrangement of physical barriers and gates for crowd control can be studied
- Can be used as the basis of a TTX for special events

Vehicle IED Simulation

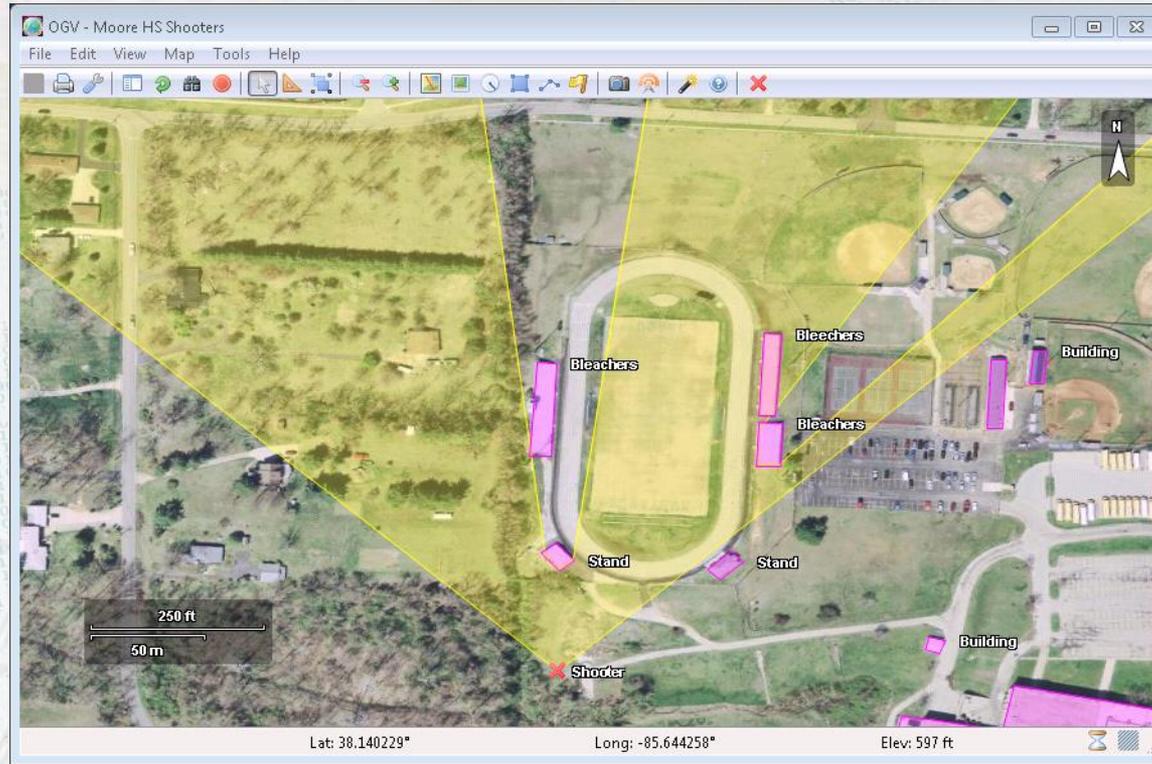
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- User can model a simple VBIED animation anywhere in the world
- Inputs include vehicle route and explosive size
- Expanding ring may represent shock wave or fallout
- Population shown as ring expands
- Could be used as a visual aid for a TTX

Active Shooter Line-of-Sight

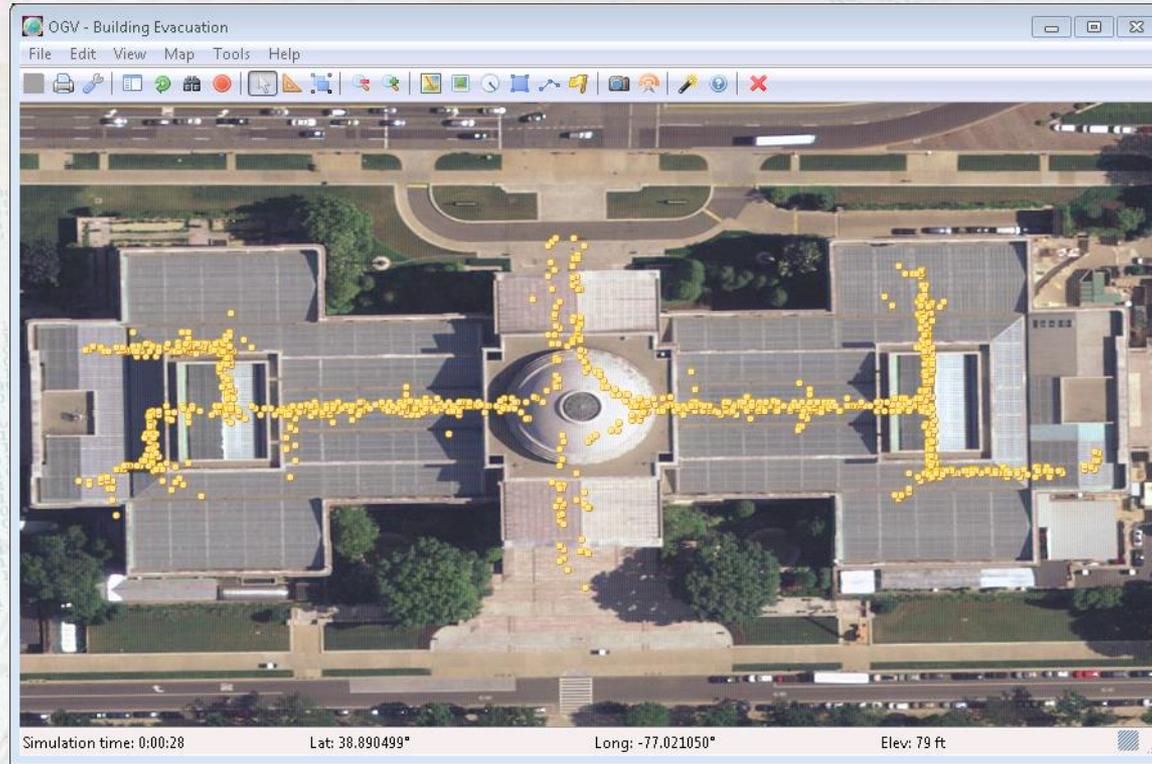
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- Shows what is in view for shooter or response team
- Takes into account terrain elevation and building heights
- Terrain elevation is built-in (DTED 0)
- User must outline buildings and assign heights
- Line-of-Sight wizard calculates view

Building Evacuation Simulation

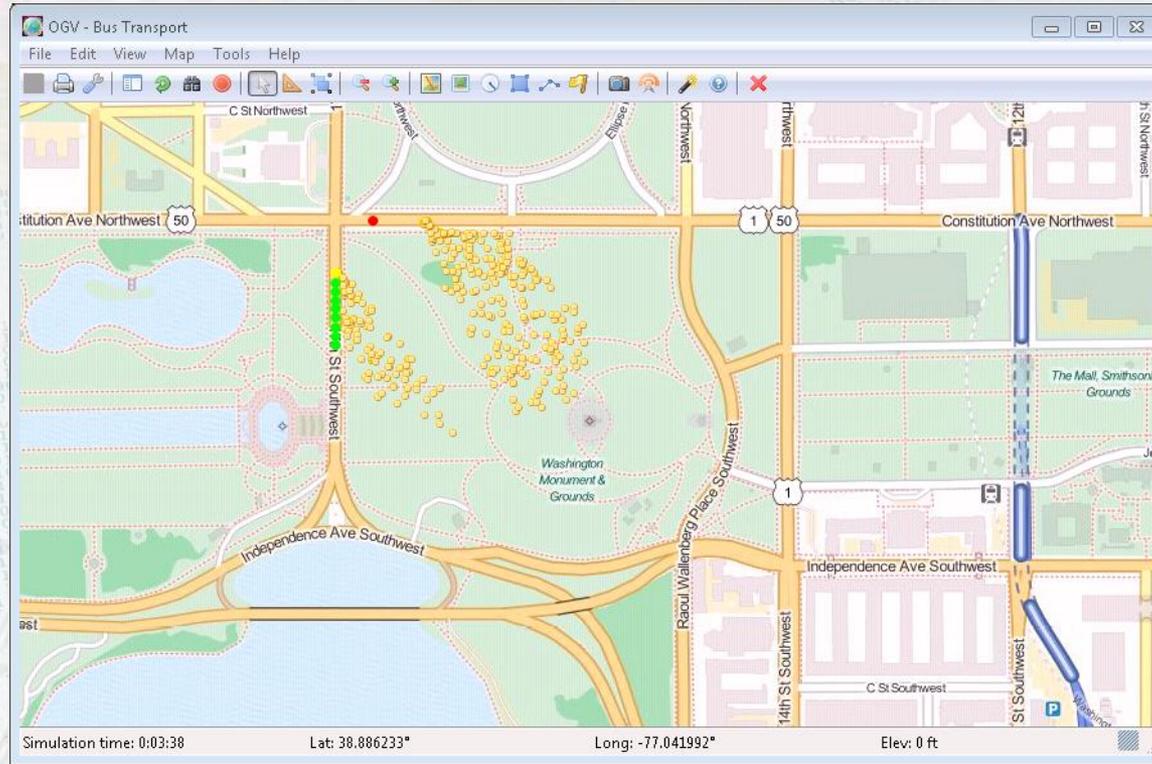
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- User can model a simple building evacuation anywhere in the world
- Inputs include crowd size and building details (one floor at a time)
- Output is time to evacuate
- Collision detection is built in
- User can vary the paths and exits to compare scenarios

Bus Transport Simulation

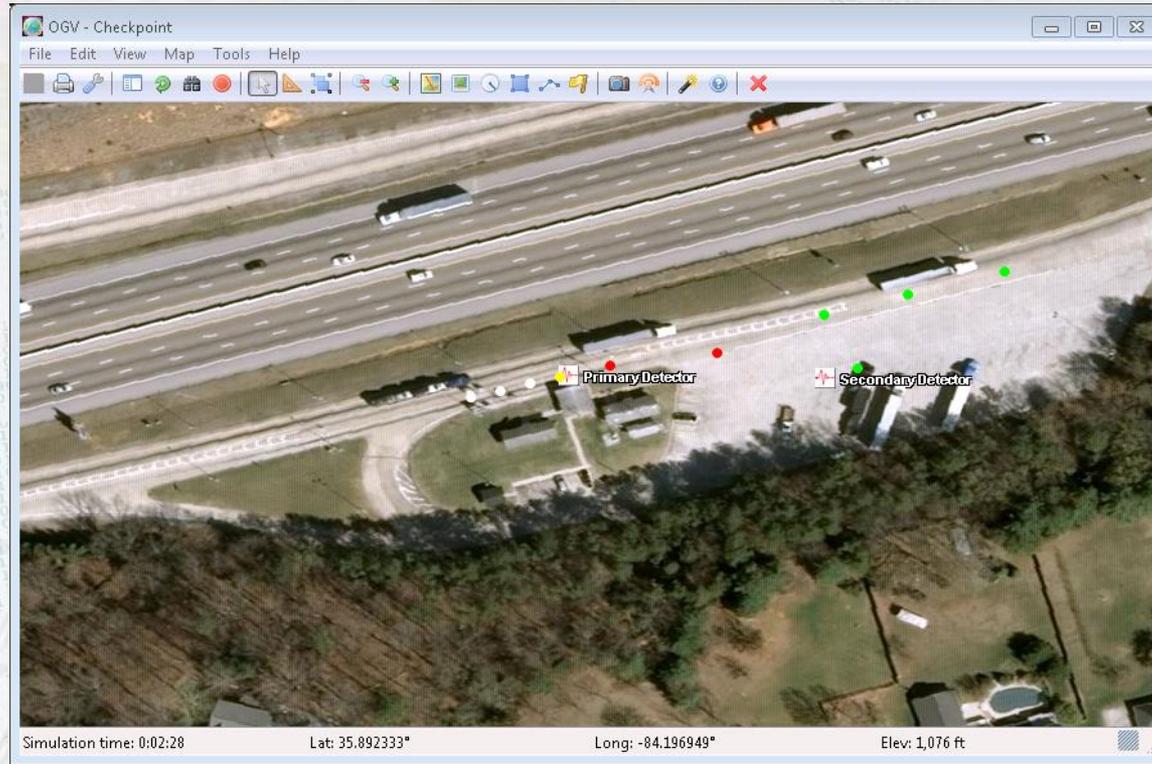
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- User can model a simple bus transport anywhere in the world
- Inputs include crowd size, number of buses, pick-up points, and routes
- Output is time to evacuate
- Collision detection is built in for people boarding buses
- Can be used for special event planning

Checkpoint Simulation

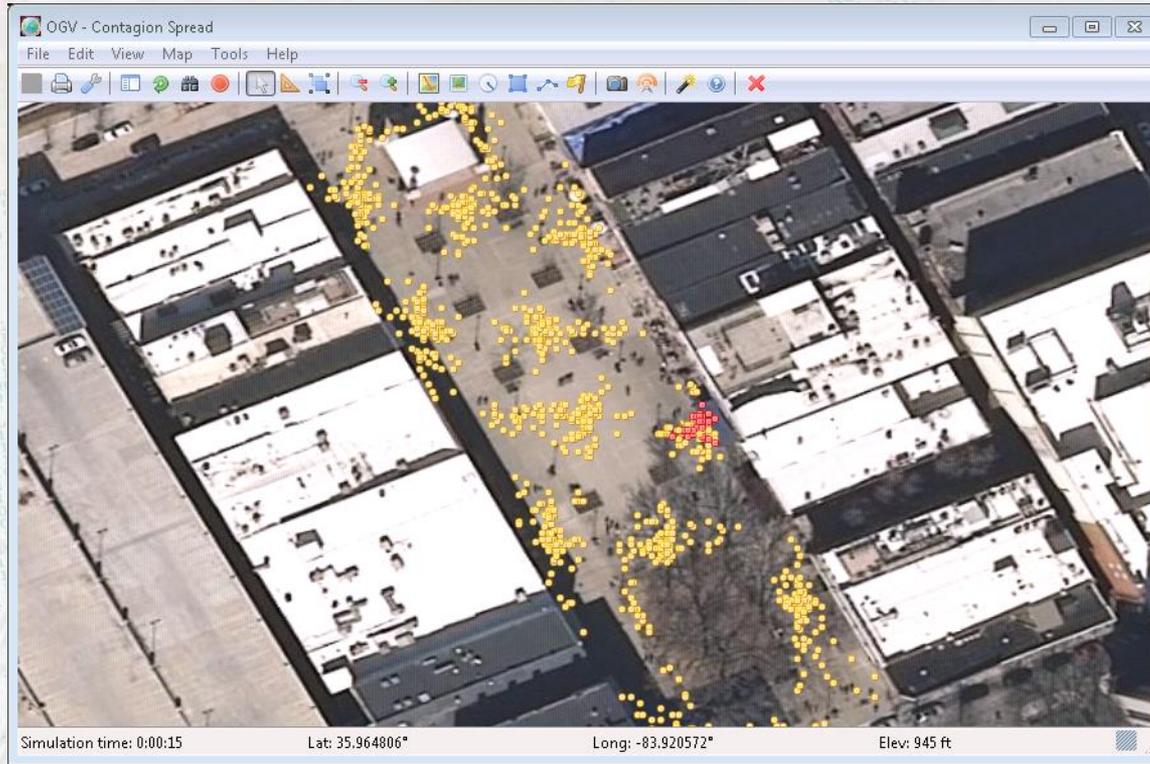
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- User can model a simple checkpoint operation anywhere in the world
- Inputs include number of vehicles, routes, detector locations
- Outputs are time elapsed, visual display of traffic delays
- Collision detection is built in
- Could be modified for more complex operations or people instead of vehicles

Contagion Spread Simulation

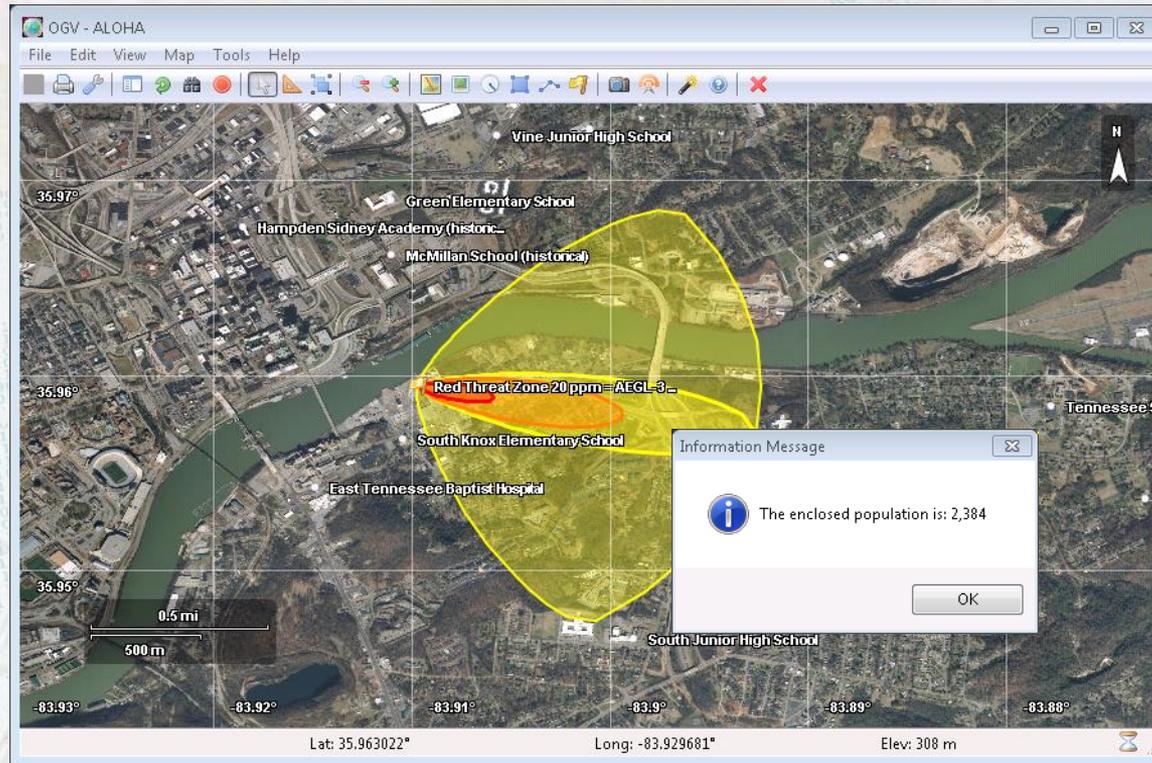
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- User can model person-to-person contagion spread anywhere in the world
- Area may be indoors or outdoors
- Output is time for entire crowd to be exposed and contact statistics
- Cluster points can be introduced to simulate exhibit booths at a conference
- Currently being developed to investigate mass gatherings

Plume Model

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- Plume can be generated using built-in ALOHA program (NOAA)
- Can turn on other map layers to see what is affected
- Population can be estimated using built-in data set

Natural Hazard Monitoring

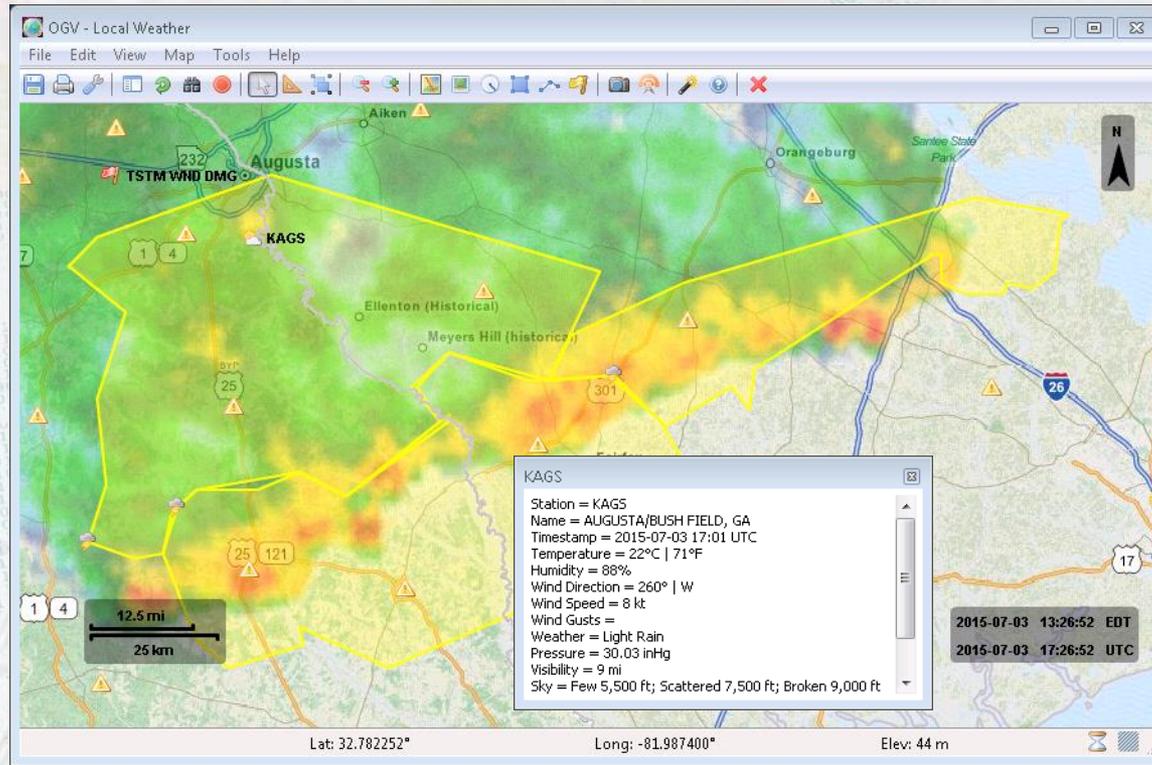
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- Natural hazards from many sources can be consolidated on a single map
- User can control color and transparency of many features
- Double-clicking a map feature shows more information
- Population can be displayed for warning polygons
- Display can be recorded to make a movie for later playback

Local Weather Monitoring

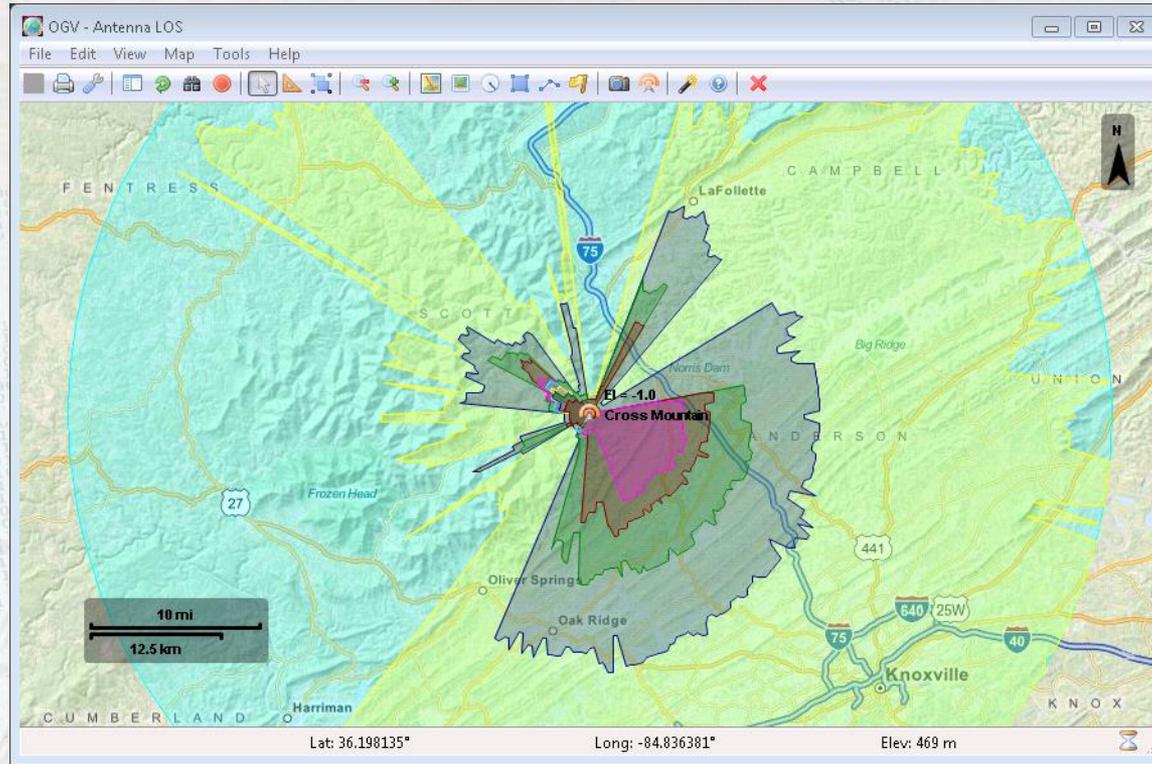
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- Local weather can be displayed in real-time
- User can control color and transparency of many features
- Double-clicking a map feature shows more information
- A geofence can be set up with email alerts for events inside an area like lightning
- Display can be recorded to make a movie for later playback

Antenna Placement Studies

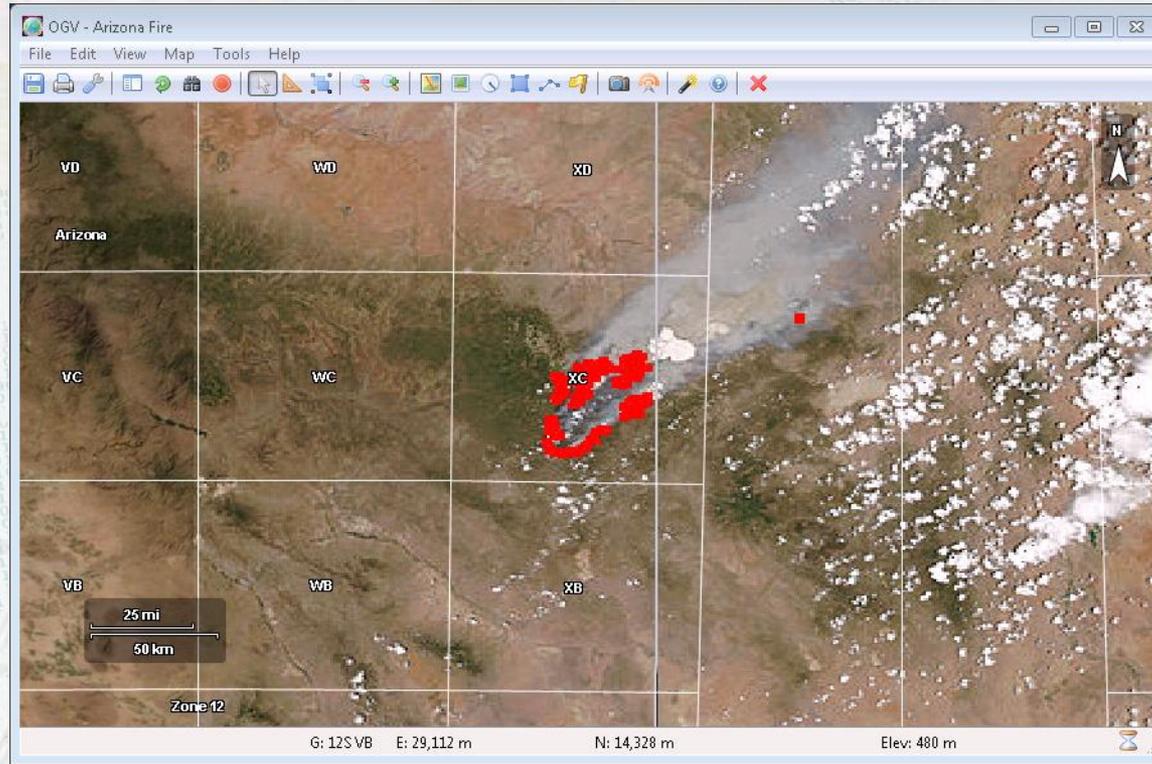
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- Wizard can be used to characterize antenna patterns
- Useful for picking sites for relay stations
- Uses built-in terrain elevation data set

GIS Data Exchange

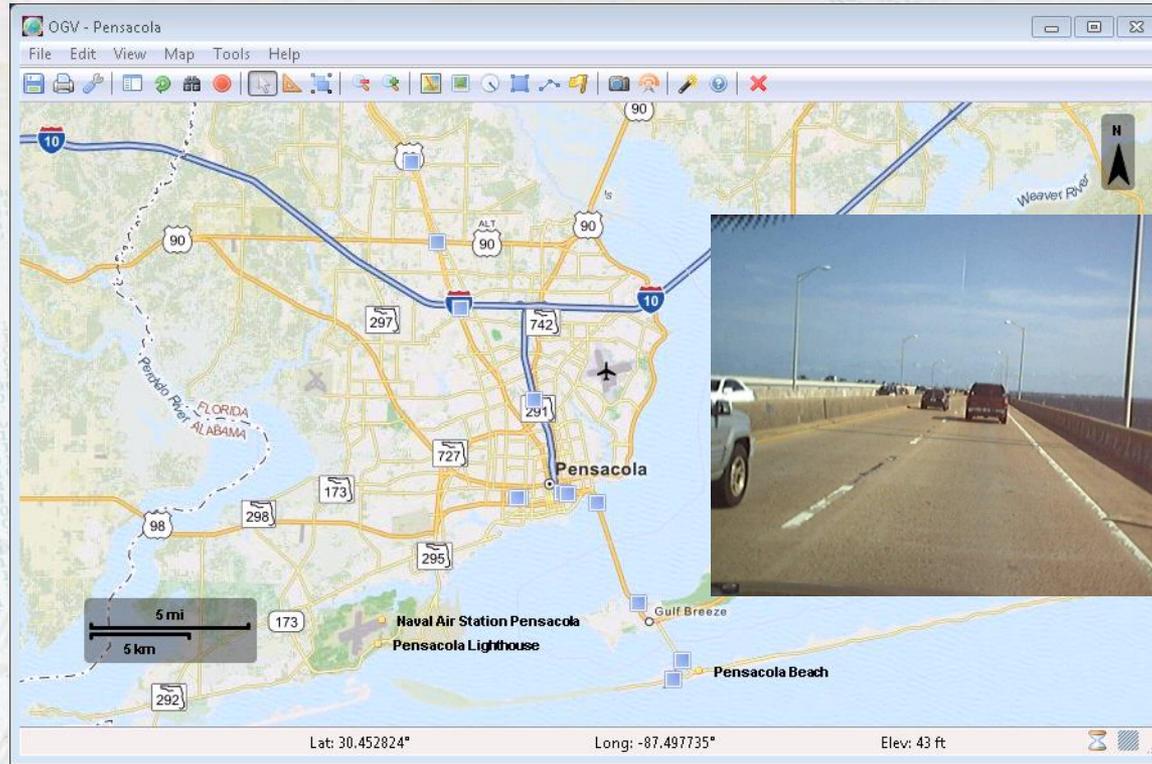
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- Maps can import/export data with other GIS programs
- Supports several grids including US National Grid and user-defined
- Uses a publish/subscribe method to share data in real-time
- Can monitor social media based on location and boundary

GPS and Webcam Support

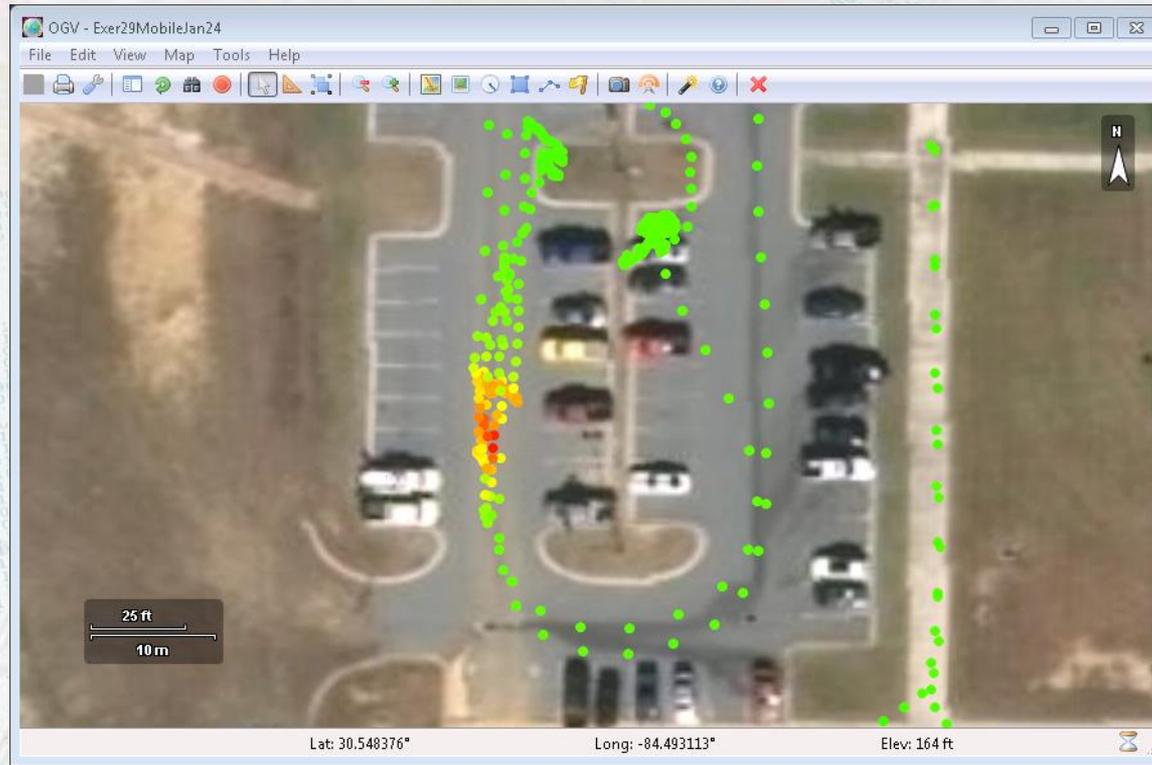
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- **GPS position can be shared in real-time with publish/subscribe**
- **Webcam can be programmed to automatically take photos**
- **Geo-tagged photos can be shared in real-time with publish/subscribe**
- **Could be used for windshield damage assessment after a storm**

Sensor Data Display

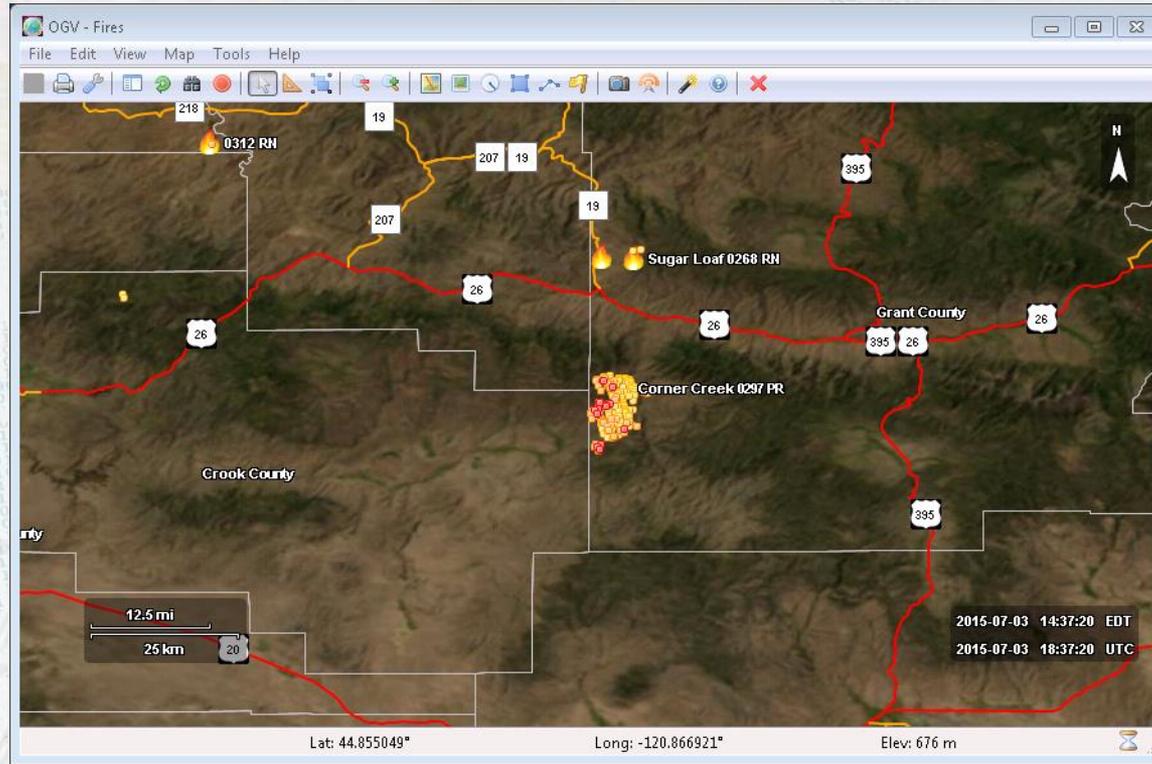
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- **GPS position can be combined with sensors attached to laptop**
- **Useful for detecting signal sources**
- **Color coding makes it easy to find strongest signal**

Wildfire Monitoring

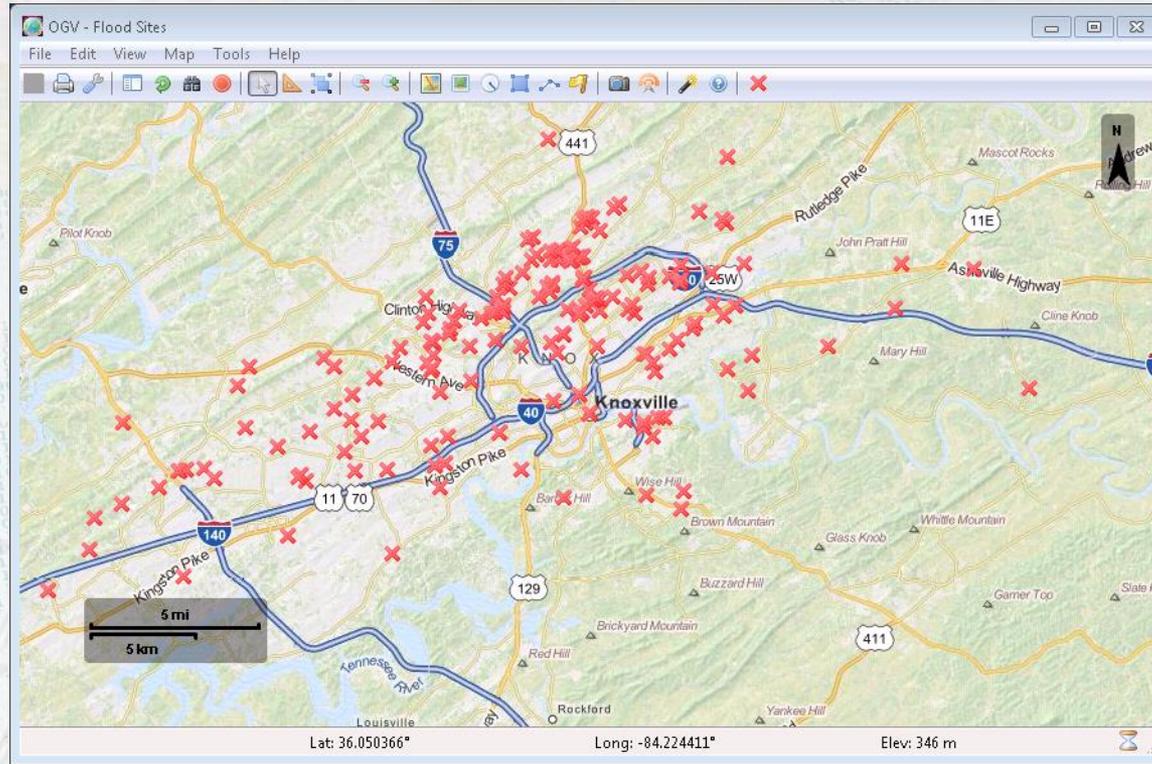
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- Wildfire satellite feeds can be monitored
- Transportation routes and infrastructure threatened can be assessed
- Color coding allows direction of spread to be estimated

Importing Spreadsheet Data

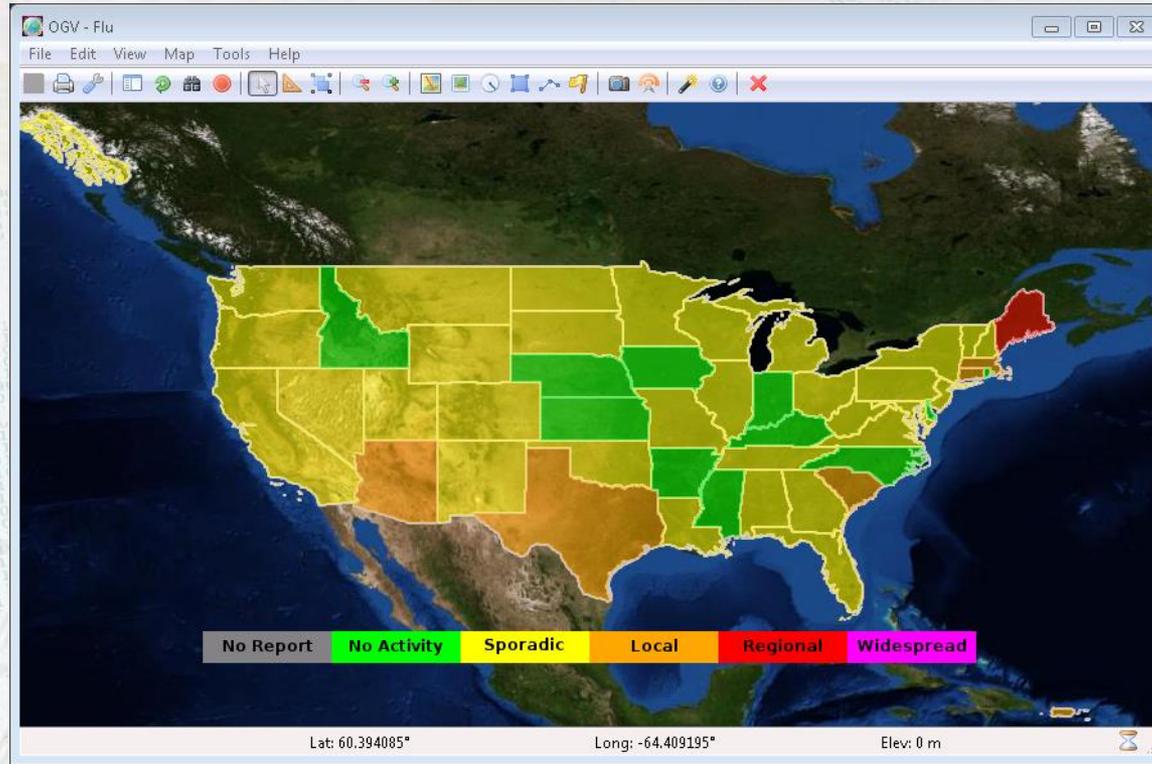
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- Spreadsheet data can be imported and automatically geocoded for display
- If timestamp is included, animation is possible
- Animation frames can be saved and made into a movie

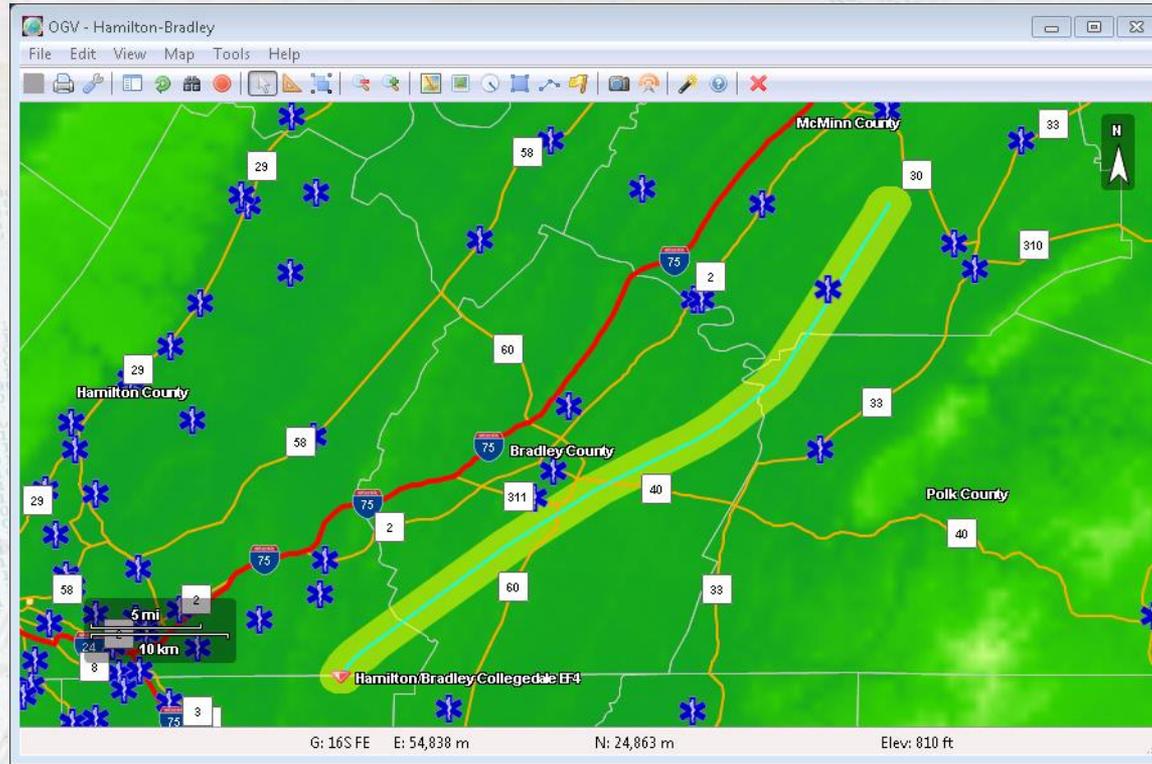
Creating Color-coded Maps

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- Maps can be color-coded for use in reports
- Raw images as well as framed versions are supported
- Legends can show which layers are turned on
- Maps can be exported for other IMPACT users

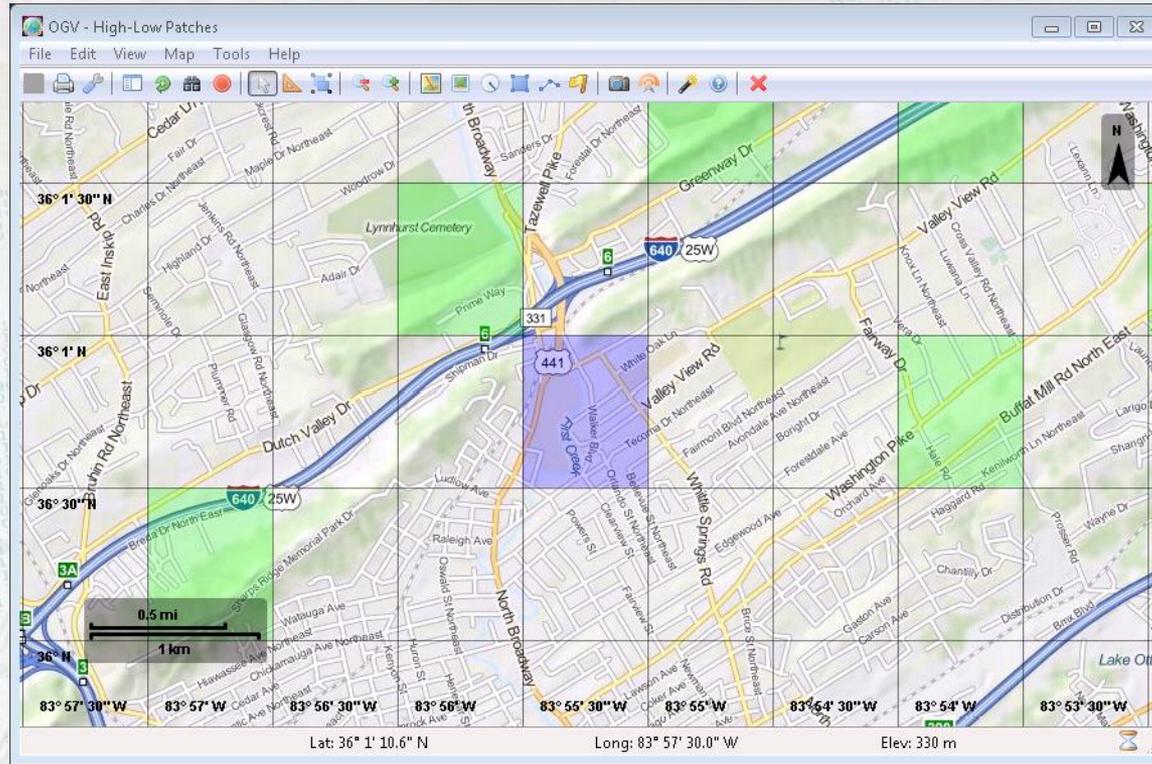
Showing Buffers



- Buffers can be auto-generated around map features
- Example shows a tornado track from 2011 near Chattanooga, TN
- Nearby medical facilities are plotted
- Responders could plot track in real-time with copies of IMPACT in vehicles
- Can function without a network connection

Terrain Studies

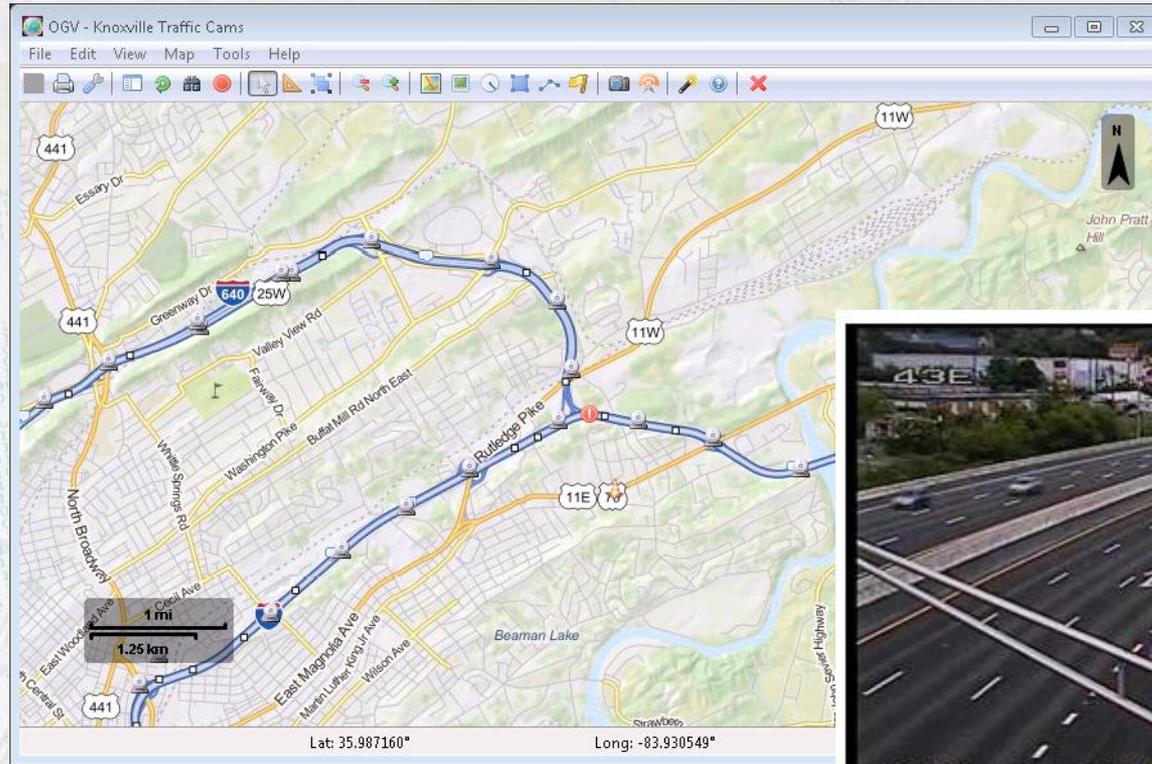
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- High (green) and low (blue) areas can be found using wizard
- Useful for flood planning or communications placement
- Based on DTED 0 terrain elevation data set (30 sec resolution, about 1 km)

Live Traffic Cams

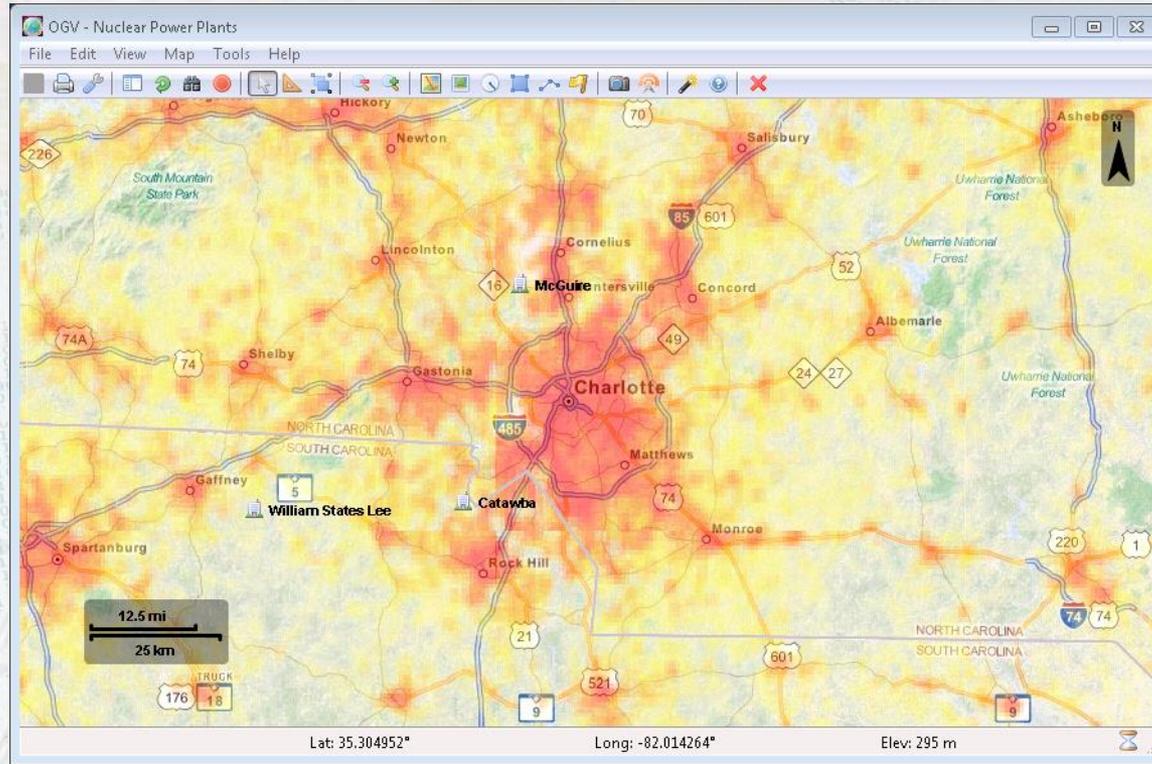
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- Live traffic cams may be viewed if sources are available
- Useful for response route planning
- User can add local feeds

Shelter Placement Planning

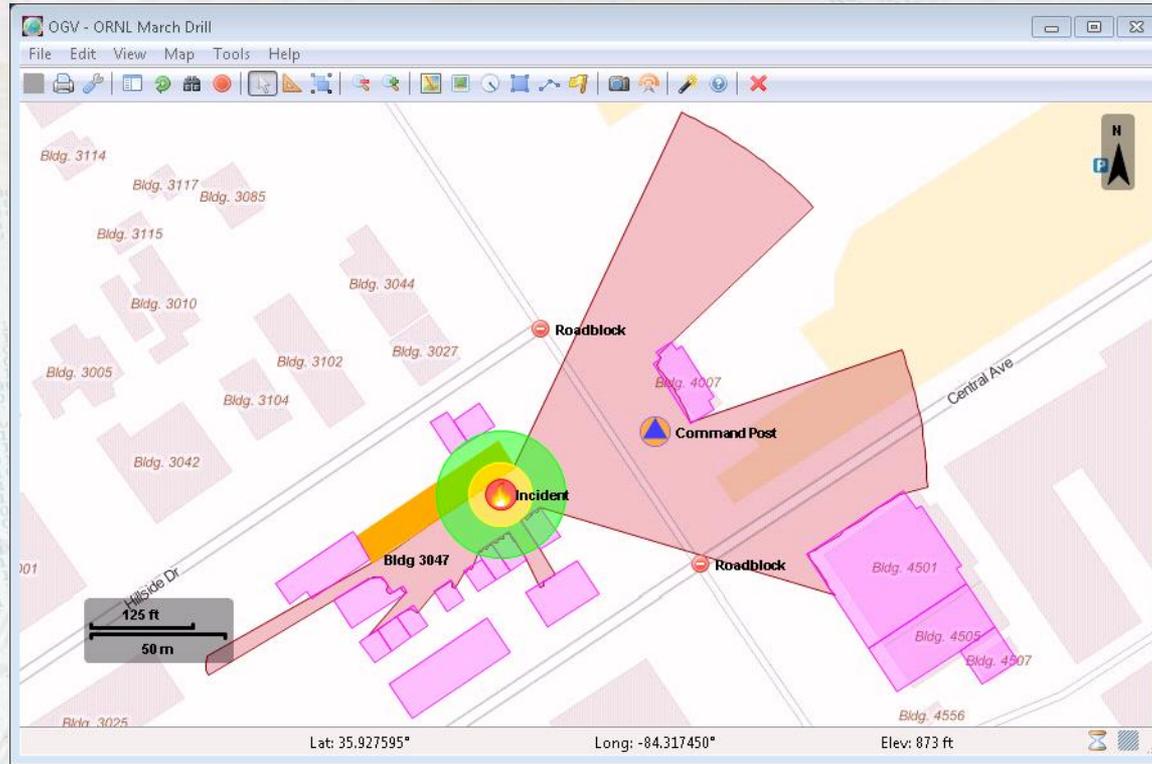
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- Critical sites may be plotted with population tiles as a heat map
- Useful for shelter placement planning
- Regions (polygons) or zones (circles) can be used for population counts

Incident Response and Training

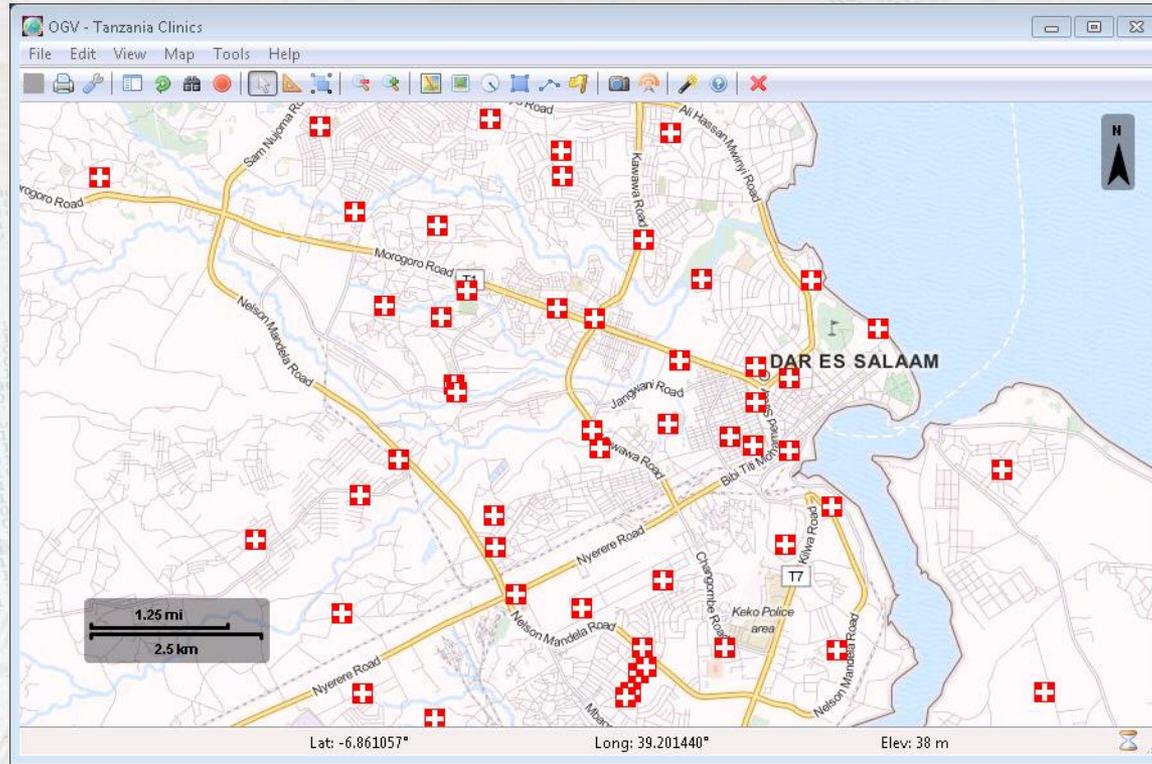
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- Incident response items can be mapped and shared in real-time
- Mock incidents can be used for training

Worldwide Use

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- Many data sets are available for areas worldwide
- Global imagery and some weather feeds are currently unavailable
- Street tiles come from OpenStreetMap via MapQuest and may be refreshed on demand
- User may add own data directly or as map layers in a database