3D noise simulation

Final report

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Synthesis project 2020
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by

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Submitted on April 30th 2020, internal document

Project duration:	April 20, 2020 – June 26, 2020	
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Preface

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April 2020

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structure of the report: coverpage title page Preface Contents list of figures List of tables List of abbreviations

Introduction project overview Problem definition Requirements (MoSCoW)

Methodology Input data Which datasources used? and Why? Quality of input data pre-processing TIN Buildings -> why not add it in TIN -> DSM? GroundType -> in TIN? noise sources Tree / database? processing Finding the Receiver triangle Straight walking Linear interpolation of edges Adding buildings symplifying datastructure (eg douglas peucker) post-processing Converting line to adhere to XML standards write to xml

Results Quality assesment Find sources symplification loss of data comparison with other methods Compare path with PC or something? Performance Scalability?

Conclusion Capabilities / limitations recommendations / future developments

References

Appendices

Bibliography