The Problem:

* Global Warming, Greenhouse effect, lack of sustainable housing, non-renewable sources of electricity, lack of cyber infrastructure linking various parts of the city.

Requirements:

* GPUs GTX 1050 and up sketch-up pro.

Technologies used:

* Sketch Up Pro, Blender, Premiere Pro, IBM Watson.

Project Description:

* A working model of a sustainable city showing various models in the simulation to obtain working results to achieve net zero emission by 2060.

Scope and features:

* Showcasing “Exceptional” arrangement of buildings to achieve maximum daylight during the day without overcrowding.
* Green buildings acting as a reservoir for emissions running completely by sustainable means.
* Premium green markets made of bamboo are autonomous and running using applications of AI and Machine Learning.
* Designing of carbon capture plants and biogas plants.
* An excellent platform system called “MyRide” enabling users to reach their destination with zero emission by creating a network of vehicles over the platform and arranging it to get to net zero emission.
* A completely new waste managing system segregating different types of waste on the point source. (Designs of underground tanks and pipelines making an autonomous system for waste separation and conversion to bio mass and other useful products.)
* Design of 11 Biodomes arranged in such an array to bring out maximum produce using treated water from the city itself for irrigation.
* Planning and designing solar parks to power up the city. (Designed by AI)

Challenges Faced:

* Lack of Time
* On going exams
* Hardware Limitations
* Learning to use AI platform to create and compile sustainable design for the city.
* Limited resources and references

Conclusion

* Using the working model systematically a clean and sustainable city can be achieved.

Video Link ( <https://drive.google.com/file/d/1vYk-qtaeB5hzPOacpdeglA8Cju7FgkQx/view?usp=sharing>)