

## Accident recreation animation

# The next step



In the 4 years that Mark has been working in the private sector he has designed an animation program to fill a perceived need in the CTP field.

To date, the ability to recreate an accident scene has relied upon the investigator's ability to formulate in words a report that when read in conjunction with witness statements, is then left to the imagination of the recipient. Each and every person reading this report may arrive at a different conclusion, this is what forms the basis of debate used to litigate the claim in one direction or another.

Provided that the basis for the facts used to create the animation can be justified (e.g. witness statements, Police reports, etc.) an accurate animation leaves little doubt in the mind of the viewer as to how the incident occurred. To a large degree this removes the basis for conjecture, and provides the party submitting the facts with a noted advantage.

The laws of physics that govern the basis for accident recreation are inflexible, when a movable object collides with another object, whether moving or stationary, the outcome is predictable. It is very hard to argue against this when

viewed in real time.

We have all seen the desktop toy with the suspended steel balls that react against each other when collision occurs in various patterns. Imagine trying to explain the workings of this to a person verbally, or writing a report relating to it. Then imagine as an alternative placing the toy on his desk, saying this is how it works, and providing a practical demonstration.

As in the above example there is now available the technology to place the accident on the desk, and to say "this is how it happened".

With the advances in I.T. it is now possible to take a scale diagram of the accident scene, place any number of physical objects within it, and animate them to show the accident in real time. This not limited to the vehicles involved in the accident. It can include witness or other vehicles that were contributory, pedestrians, traffic light phasing, etc. Because the base diagram is created to scale, where known or ascertainable the speed of vehicles can be scaled to the diagram.

In many cases that have been ani-

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mated, additional information that is very relevant has been revealed that initially may not have been obvious. An example is the field of vision available to a driver at any given point as they pass or negotiate around vehicles or other objects that impede their visibility

The viewer, using a mouse, controls the animation. The animation can be paused at any time to examine areas of concern in detail. The animation may also be enlarged at any time while either running or stationary, the entire animation enlarges or decreases with the scale remaining intact.

Unlike a hard copy diagram, any individual frame of the animation may be printed out to whatever size your printer is capable of handling. Should you desire, these could be printed onto overhead transparencies. What is visible on the screen during the print command is what will be recreated, that is to say, if you have zoomed the image to view a particular area of concern that is what will print.

The animation is provided as part of a CD that contains the entire investigation documentation. Once again controlled on screen, the viewer can access in separate directories, witness statements, reports, digital photographs, and any other information requested, at any time.

This is a relatively new innovation that involves the combining of 26 years experience in traffic investigation and recreation, with the today's technology.

While animation may not be a viable alternative in every case, it should be considered as tool of unlimited possibilities where appropriate.

Given the workload placed on the court system in today's society, and directions that where possible civil litigation should be submitted in electronic form, the possibilities of this technology are worth serious consideration.

The technology allows each file to be custom-built by the author and as far as we are aware, animation in this format incorporating this amount of detail is unique worldwide.

This product is designed so as to be available to all who require it, and as such is very cost efficient. Within the near future examples of this product will be available on the Internet. **PL**

# ECONOMIC LOSS

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