



Using Game Engines in Designing a 3D Monitoring System for Container Terminals

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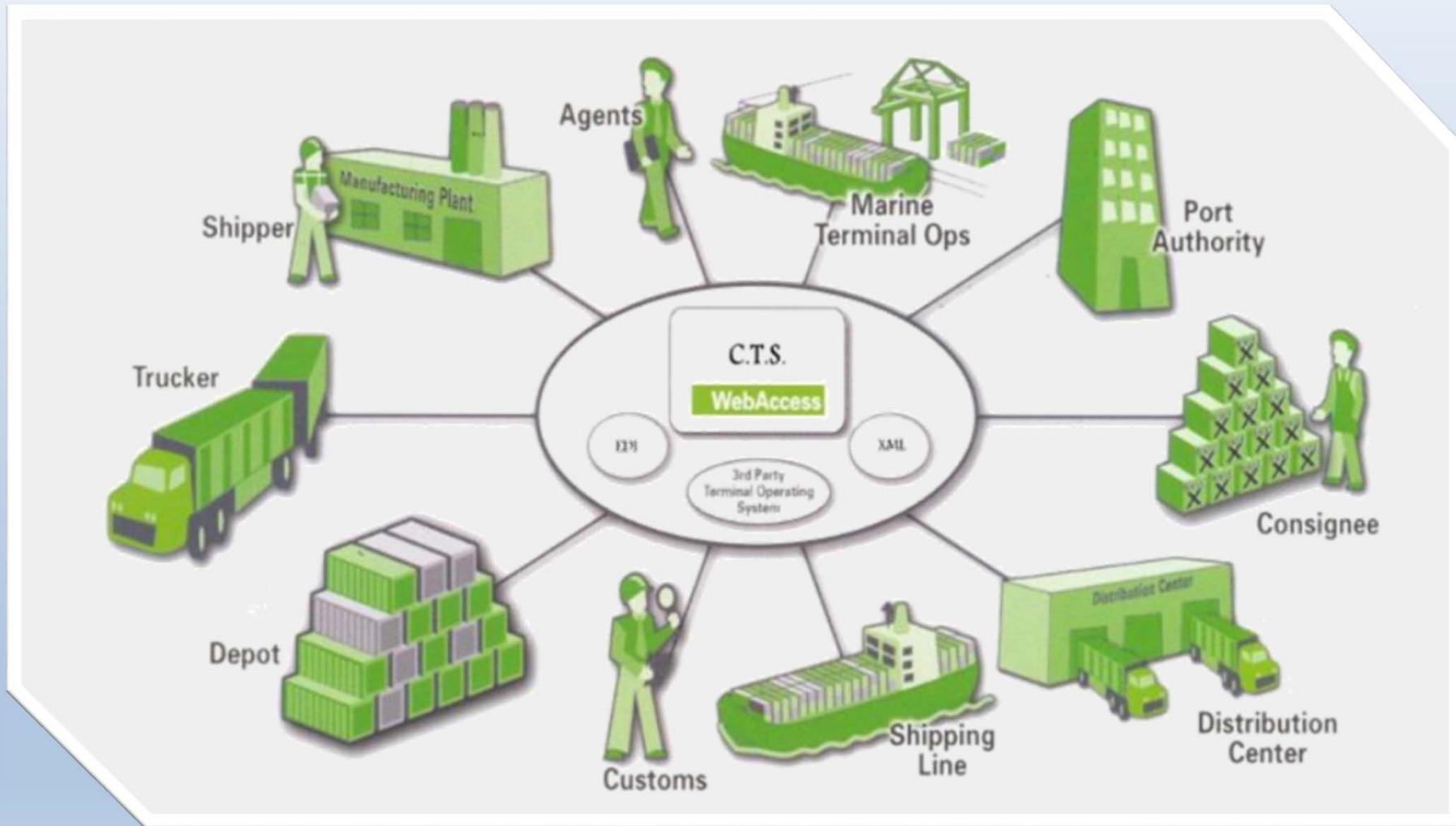
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The Modern Port Community System

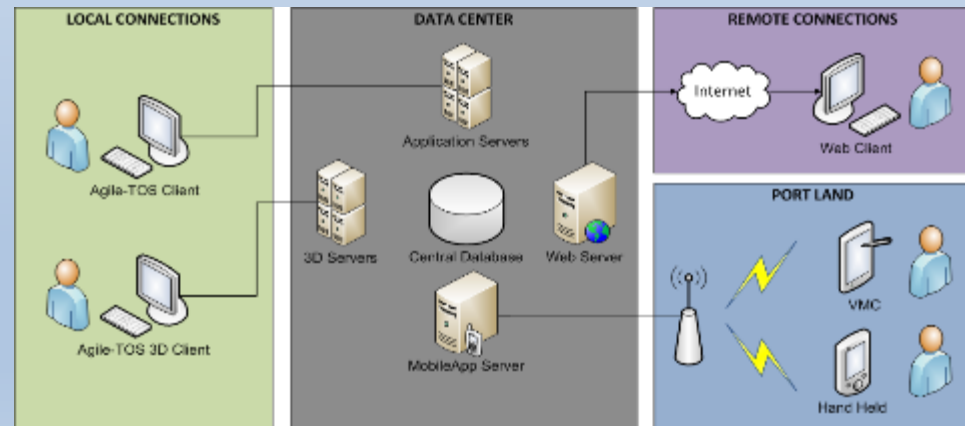
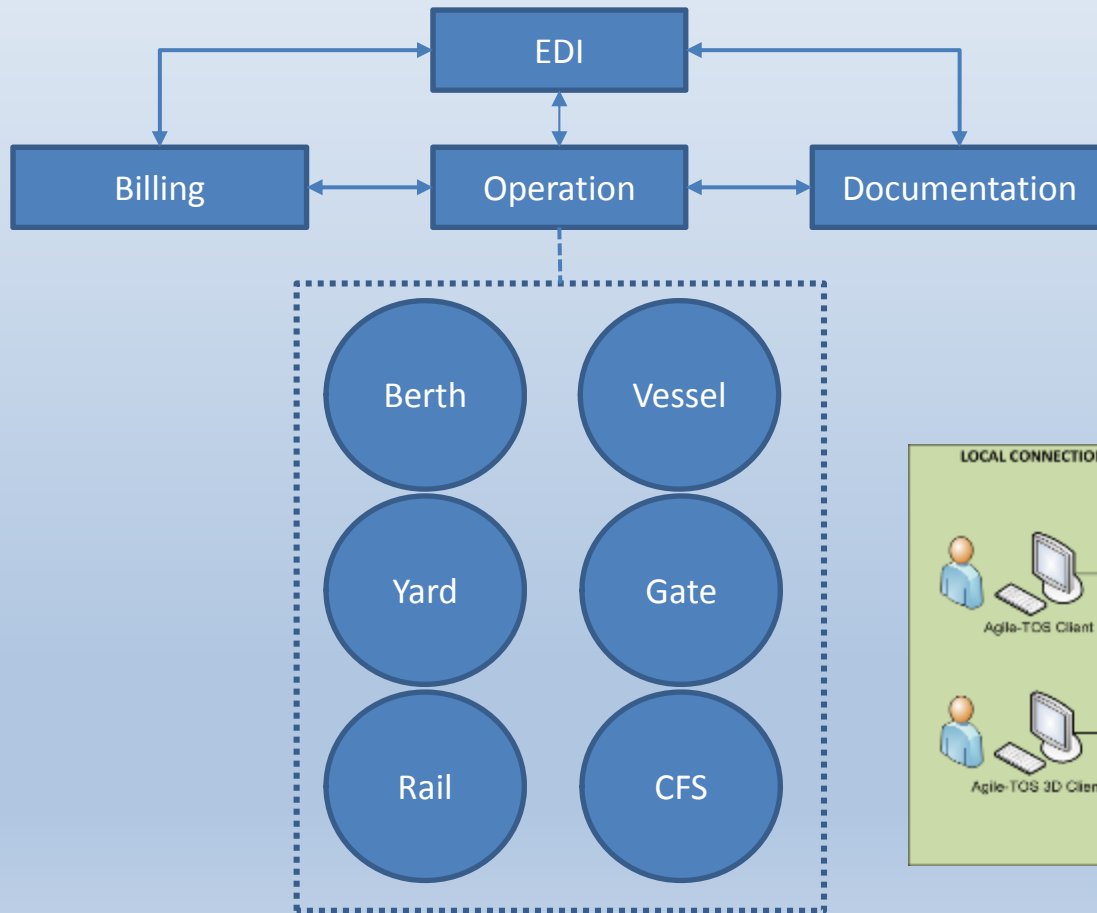


What's the TOS?

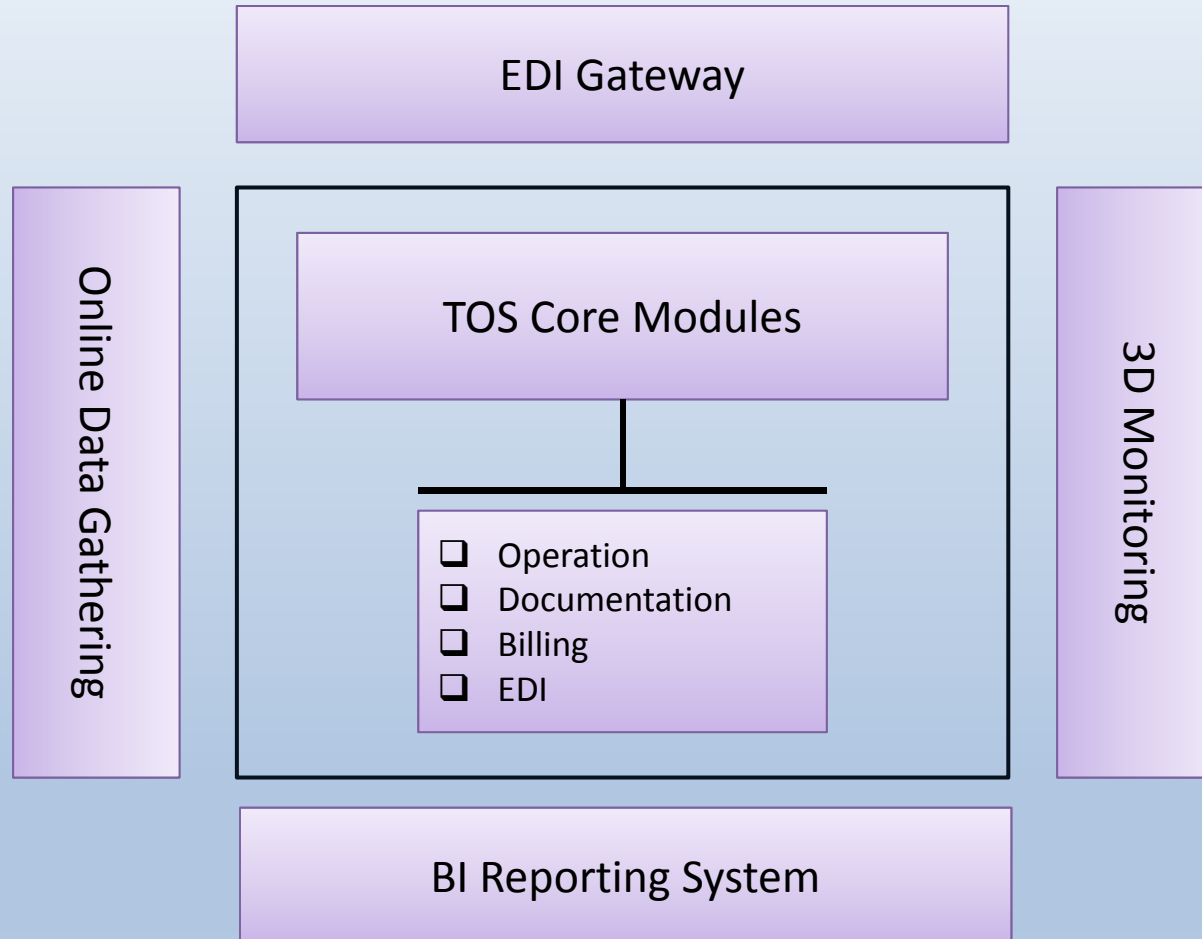
- **TOS** is an integrated software solution that organizes terminal operations to improve efficiency, ensure accuracy, increase visibility and terminal control to improve customer services and stay competitive. It enables terminal operators to do more with less, while improving productivity, reducing manual errors and ultimately improving customer services.



Terminal Operating System - TOS



TOS Structure schema

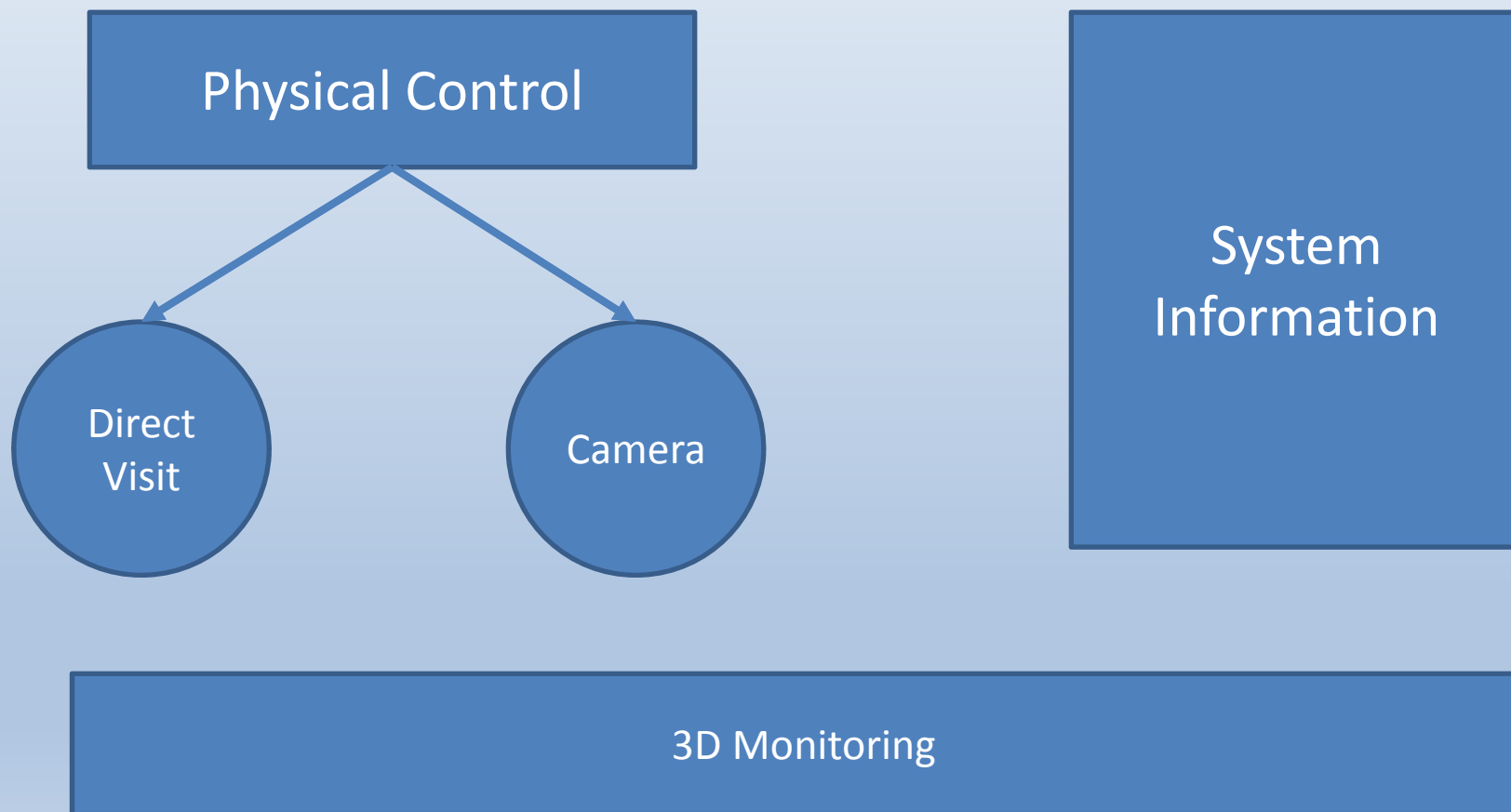


MISE EN SCÈNE

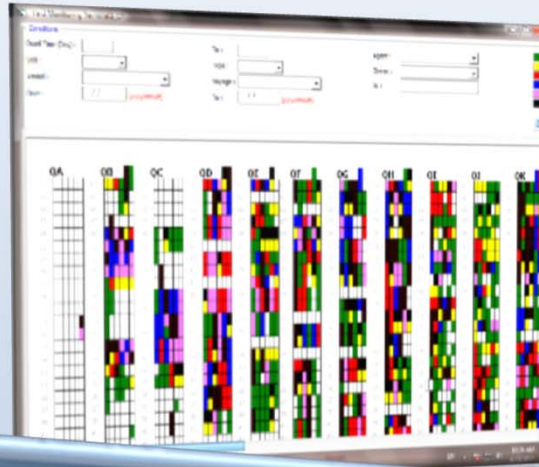
- Operation **design** and **planning**
- Operation execution **monitoring**
- Operational environment management
- Having a picture anywhere
- Open eyes Planning

The importance of
having **whole view** on
Terminal Operations

MISE EN SCÈNE



3D VS. 2D

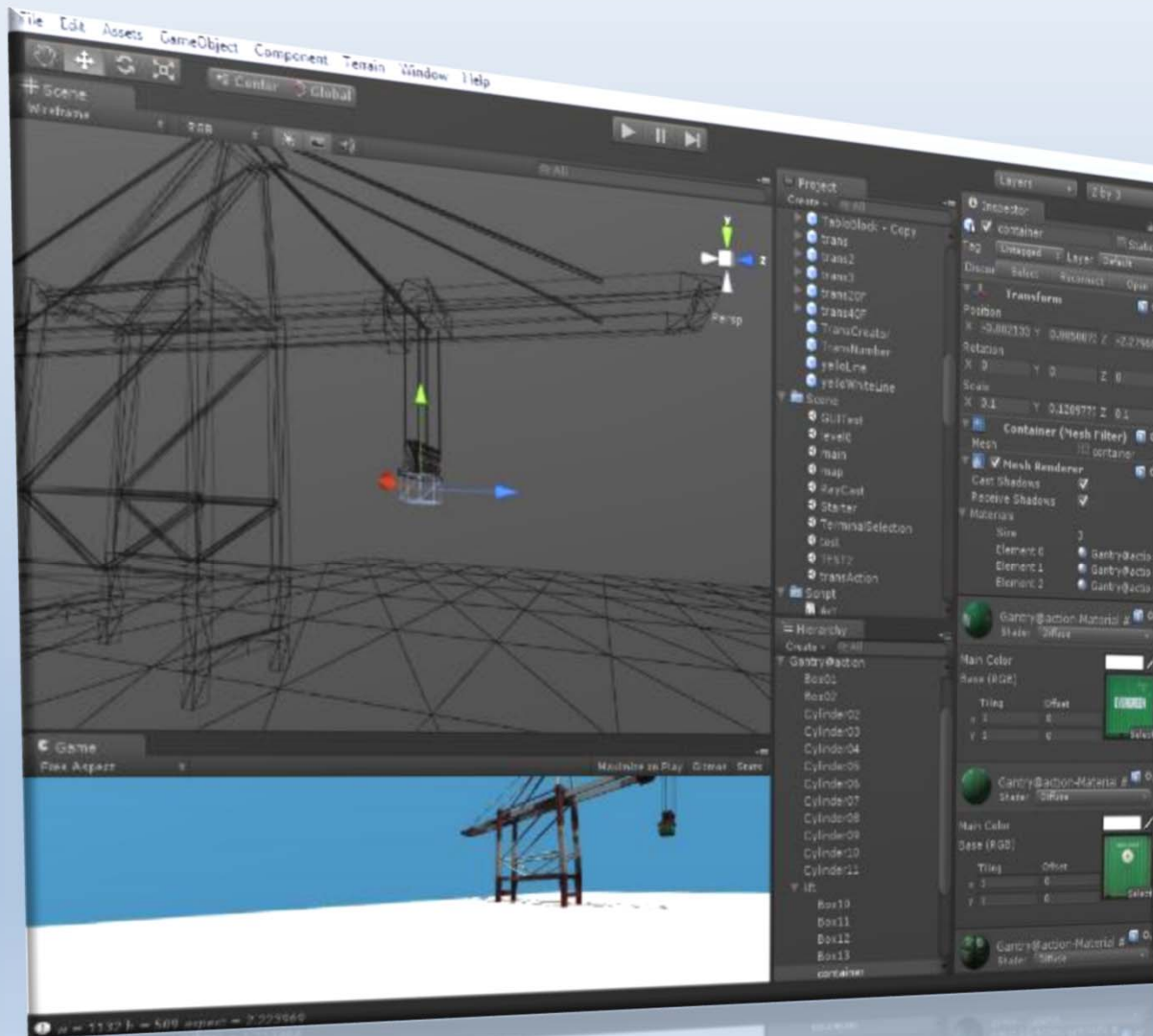


- Immersion
- Powerful access to the Information
- User desired

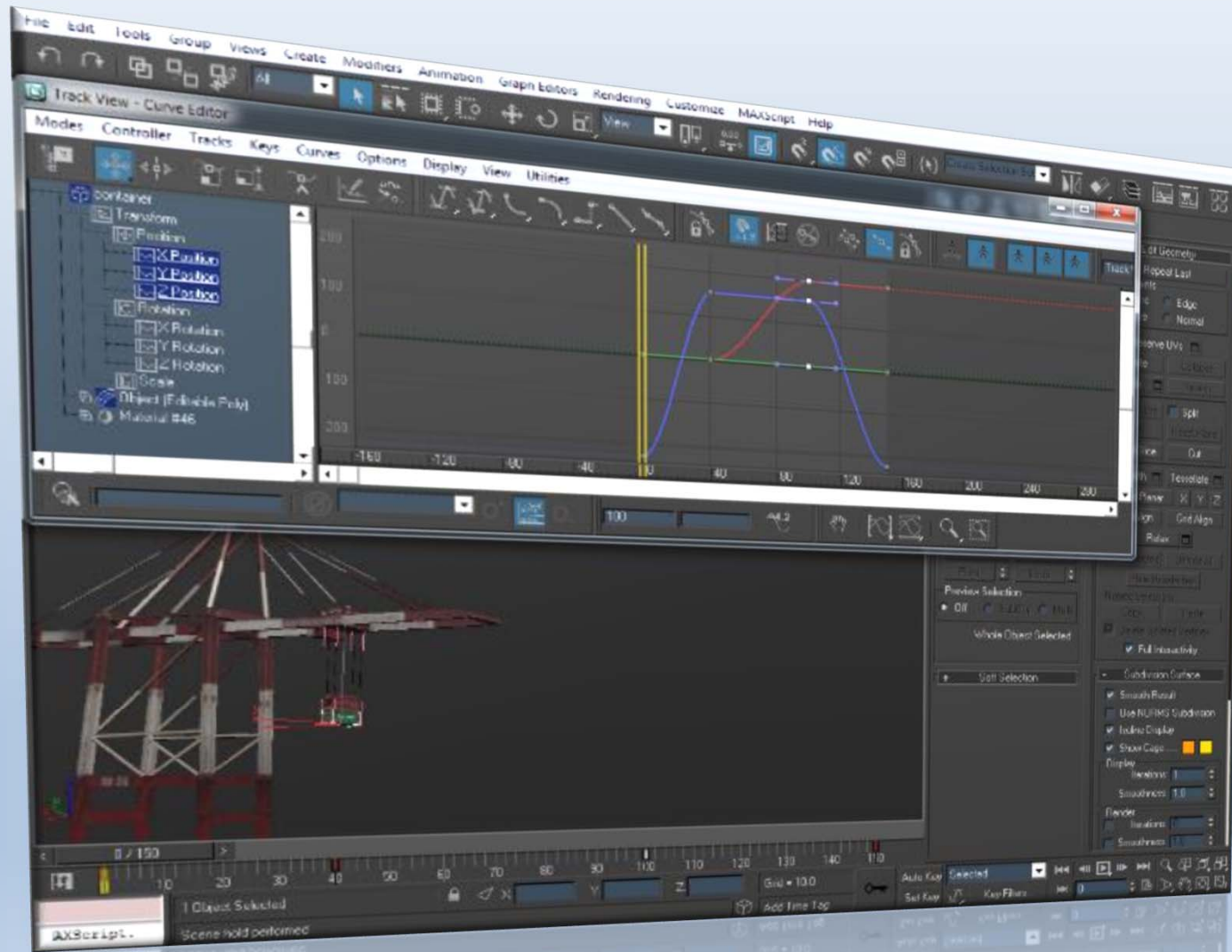
DESIGN PRINCIPALES

- Reality imagination
- High Immersion
- Reusability
- Data Independency
- Interoperability
- Customizable

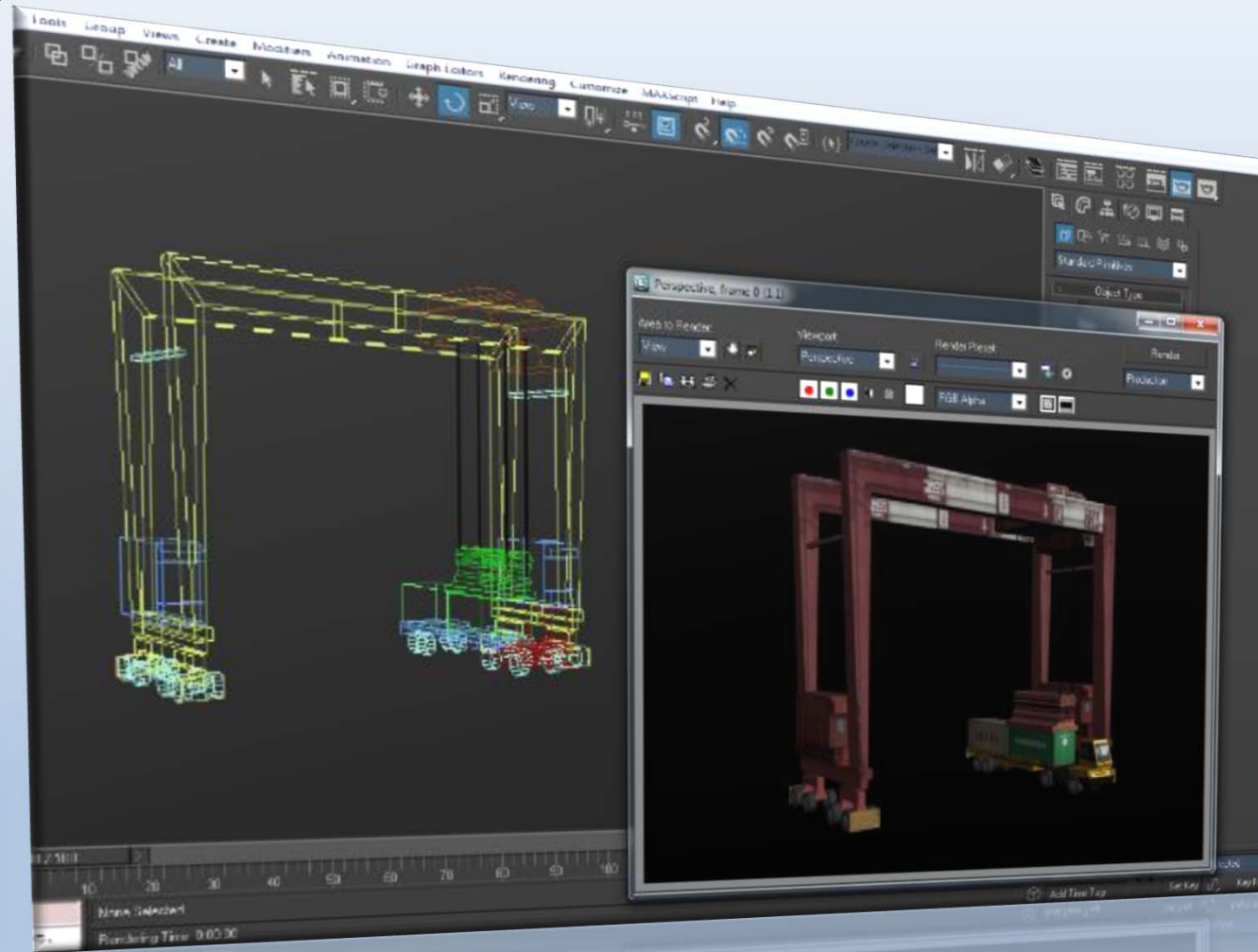
GAME DEVELOPMENT KIT



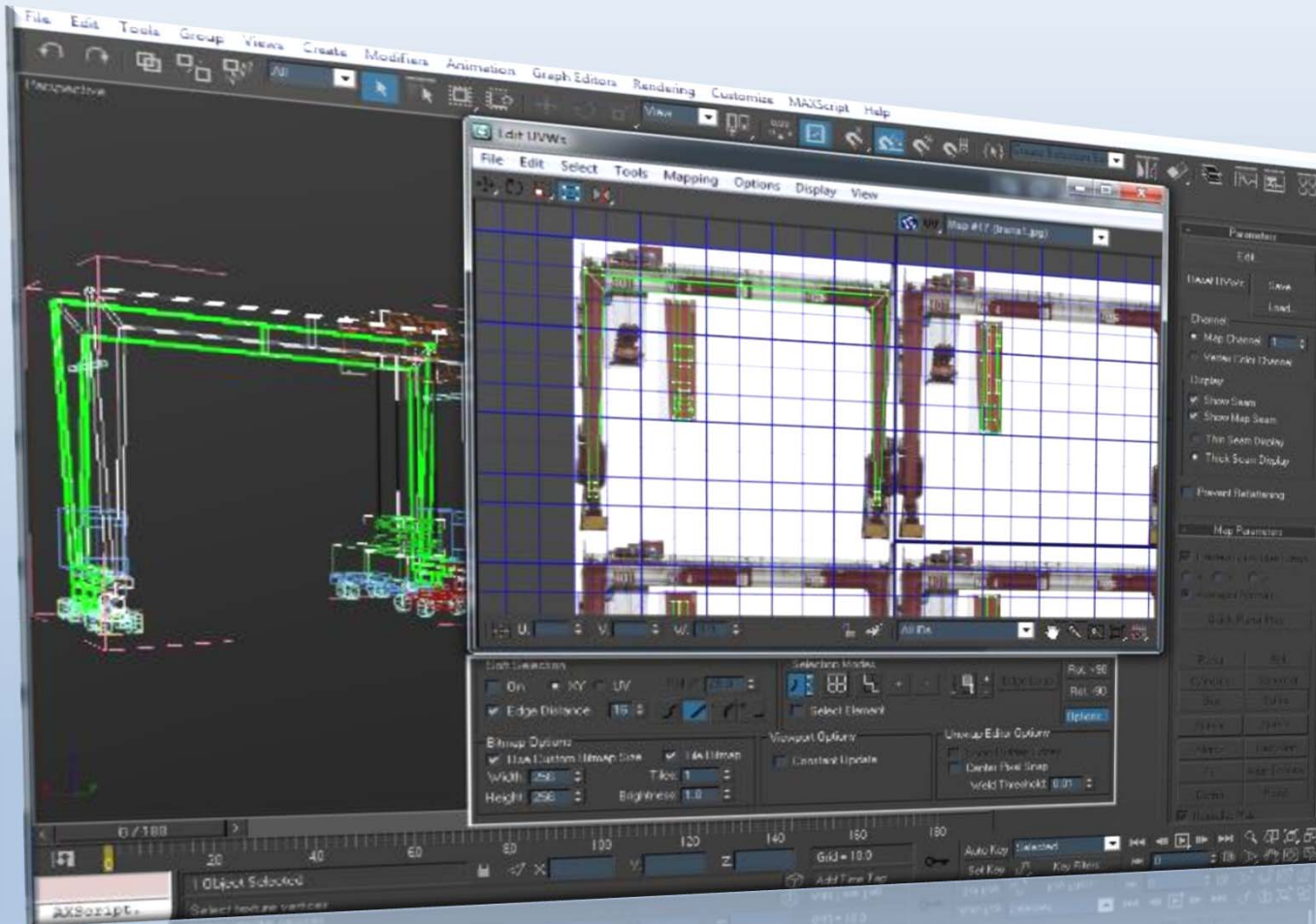
3D OBJECT DESIGN



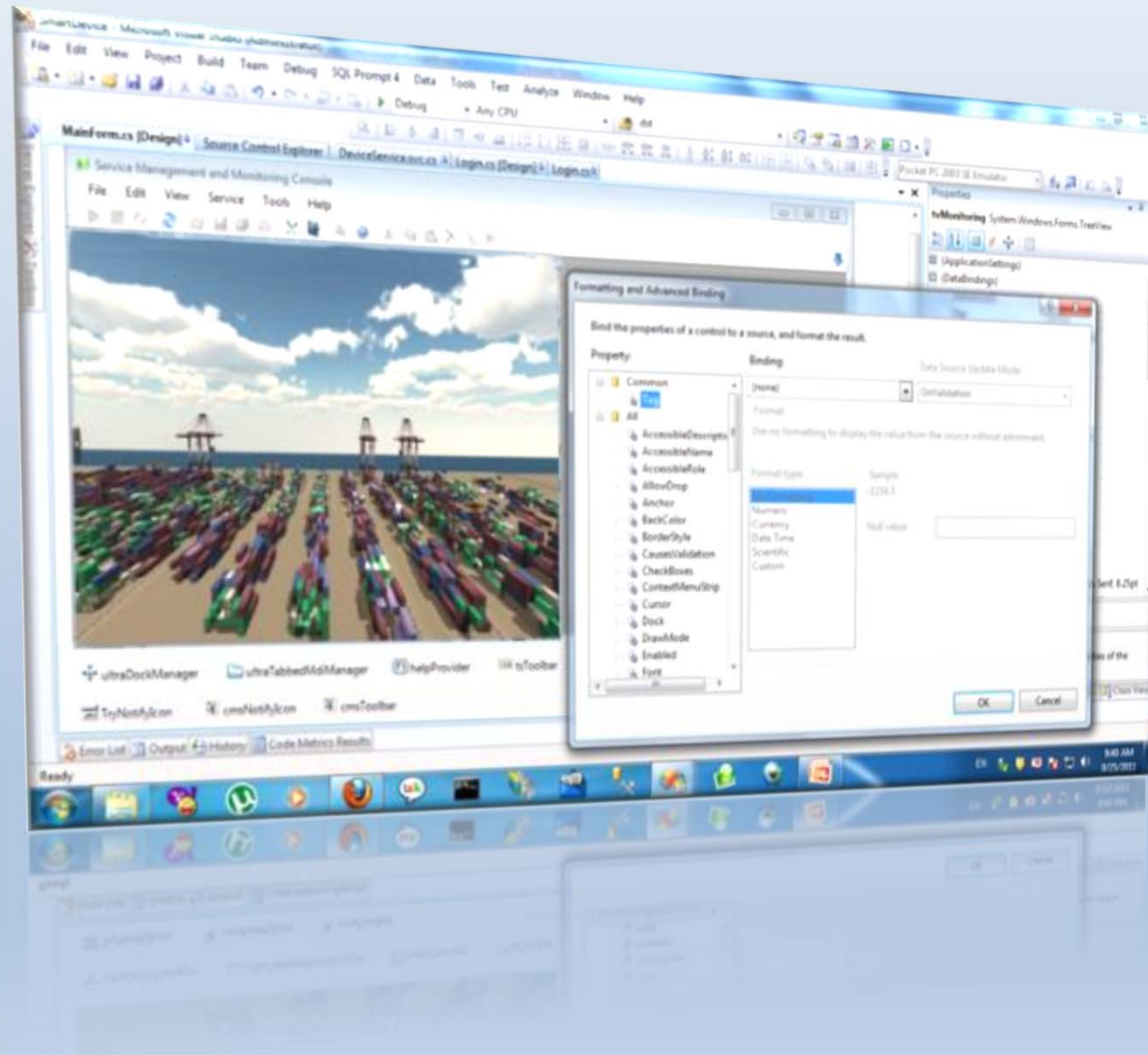
3D OBJECT DESIGN



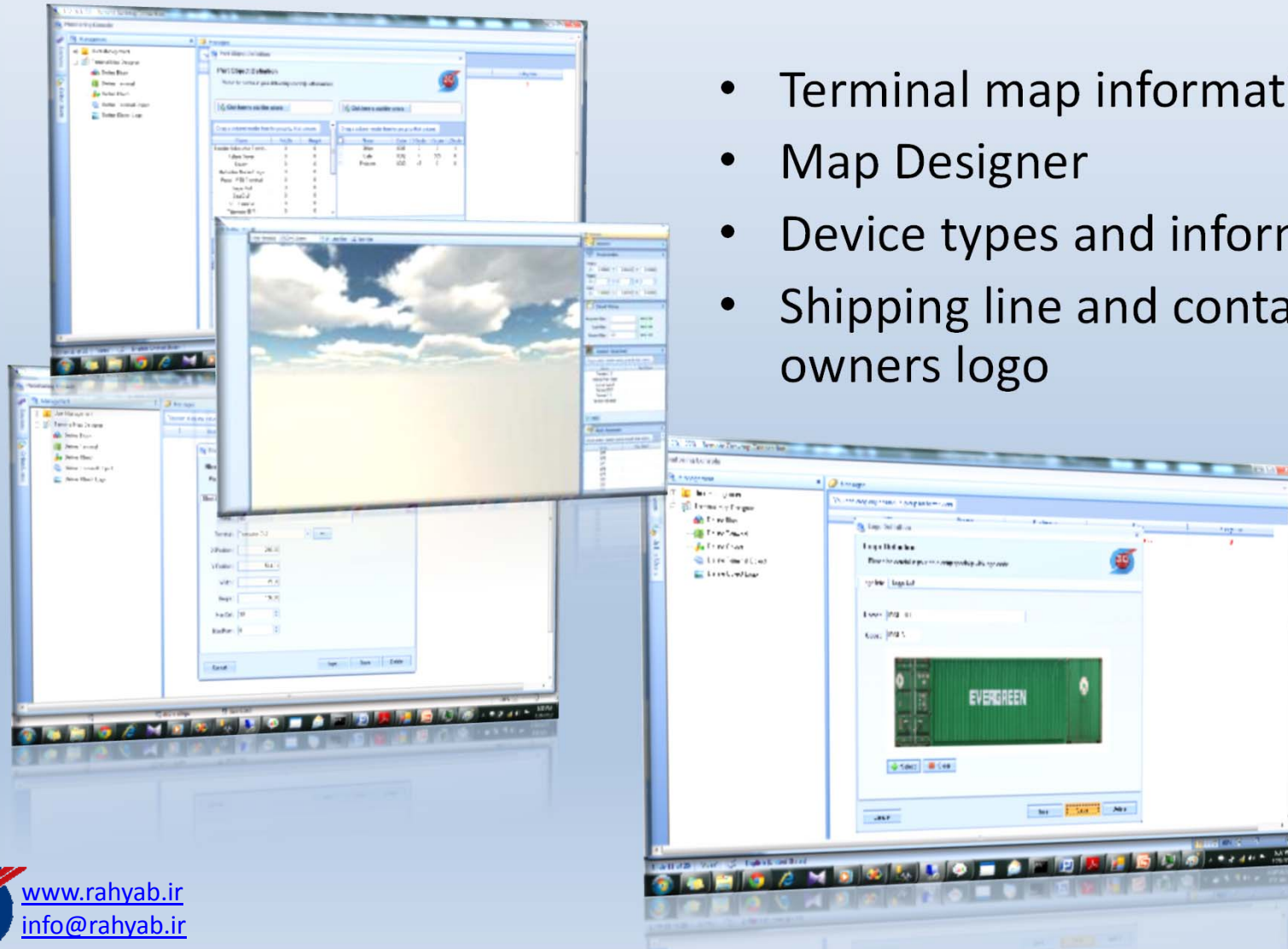
3D OBJECT DESIGN



USING GAME EXE AS COMPONENT



CODING DATA



- Terminal map information
- Map Designer
- Device types and information
- Shipping line and container owners logo

CURRENT DEVELOPED APPLICATION



THANK YOU FOR YOUR ATTENTION

Q & A



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