

## The Digital Twin of the Ocean



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### Digital Twins of the Ocean: 2D/3D/4D Microparticle Flow Visualisations

Presenter Name(s): Presenter Organisations(s): Email/Contact Information: Location: Date:

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🖻 ocean-twin.eu

## Breda University of applied science - Cradle

- R&D laboratory
- Game Engines (Unreal Engine, Unity)
- Developers
  - Programmers, Artists, Designers, Producers
- Researchers
- Professors





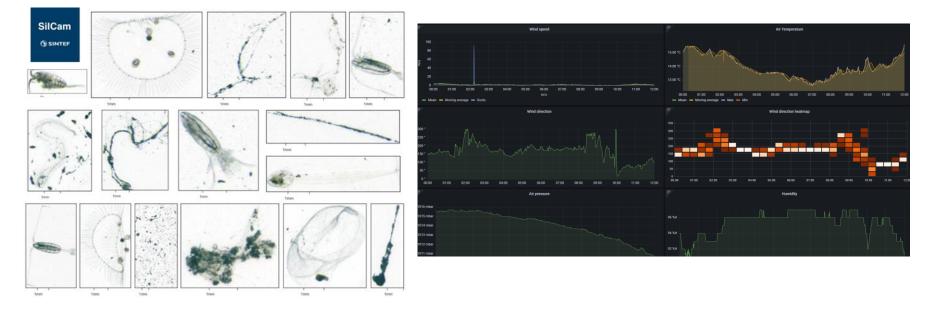


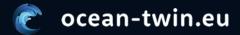


### Which data?



Real Data (from Sensors and Camera)



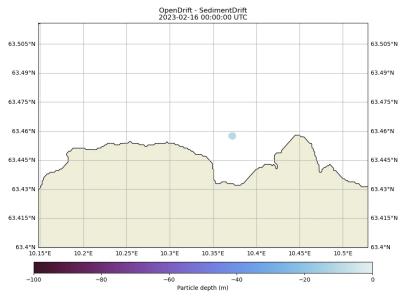




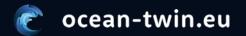
### Which data?



- Simulated Data (from OpenDrift simulations)
  - NetCDF format



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## Unity 3D demonstration









## How to represent the data?



- Unity Entity Component System
  - Data-oriented framework, compatible with GameObject system.

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Optimized for large-scale simulations.





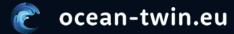
### **Functionalities**



#### Connection with real data measurement

App Title	Home Measurements
Date: dd/mm/yyyy	to dd/mm/yyyy
Entry Name:	Buoy:
Entry 1	Buoy 1 - Munkholmen
Entry 2	Buoy 2 - Ingdalen
Entry 3	Buoy 1 - Munkholmen
Entry 4	Buoy 2 - Ingdalen
Entry 5	Buoy 1 - Munkholmen
Entry 6	Buoy 2 - Ingdalen
Entry 7	Buoy 1 - Munkholmen
Entry 8	Buoy 2 - Ingdalen
Entry 9	Buoy 1 - Munkholmen
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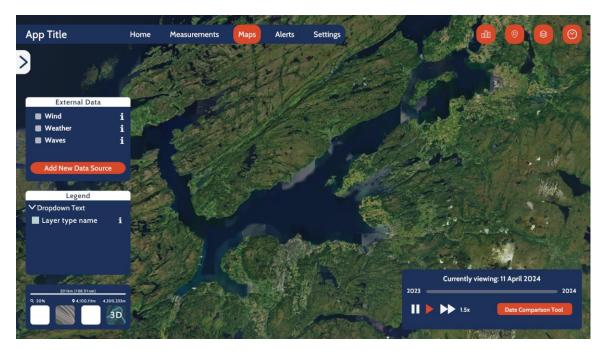




## **Functionalities**



#### External Data visualization



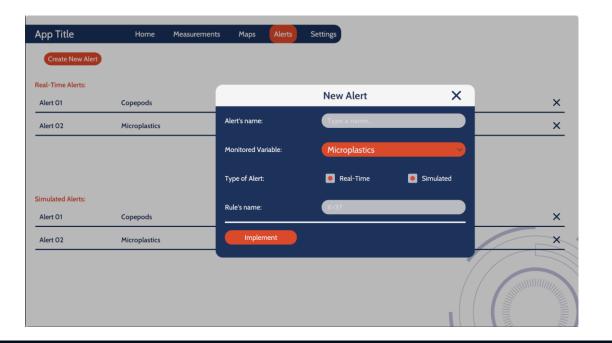


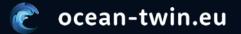


### **Functionalities**



#### Alerting over simulated and real data







## Challenges



@ocean twin

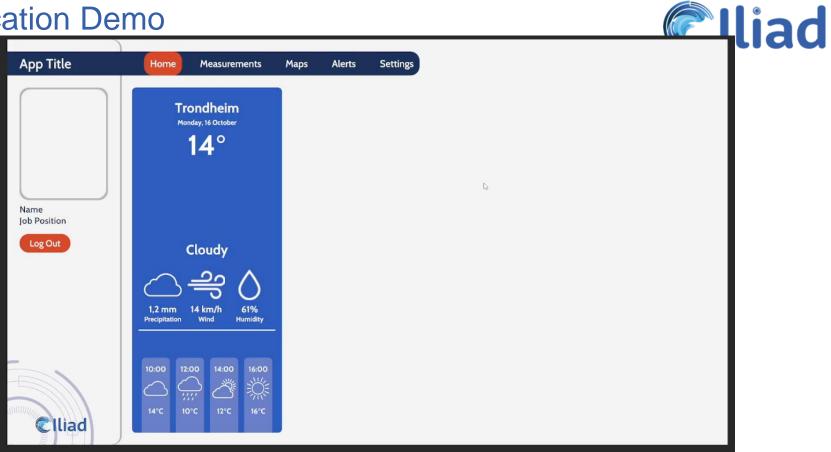
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- Abstraction in the representation of microparticles
- Correlation between geographical coordinates and Unity transforms
- Integration of external frameworks
  - Propagation Model (INESC TEC)
  - StreamHandler (Intrasoft)
  - NIMBUS (UAB)



# **Application Demo**











### Thank you!

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