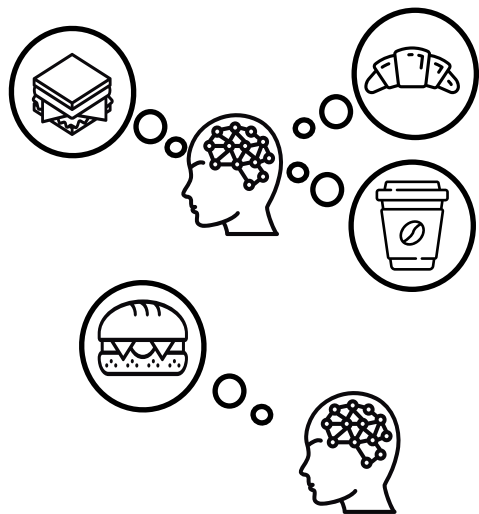# IA-SpaceTester

Use the AI of the NPC (No Player Games), to make simulations of use of the space by the users, thus being able to optimise for example the evacuation of a building or to realise the improvement of the flows inside a shop or a supermarket.
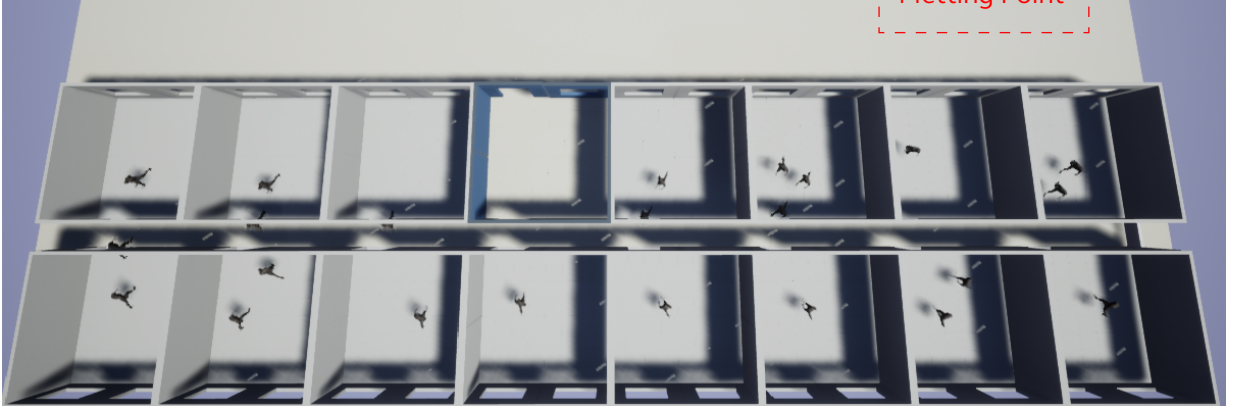

This is a great tool that can help us as architects to take the best decision in the design phase, being able to test our proposal with virtual occupants.
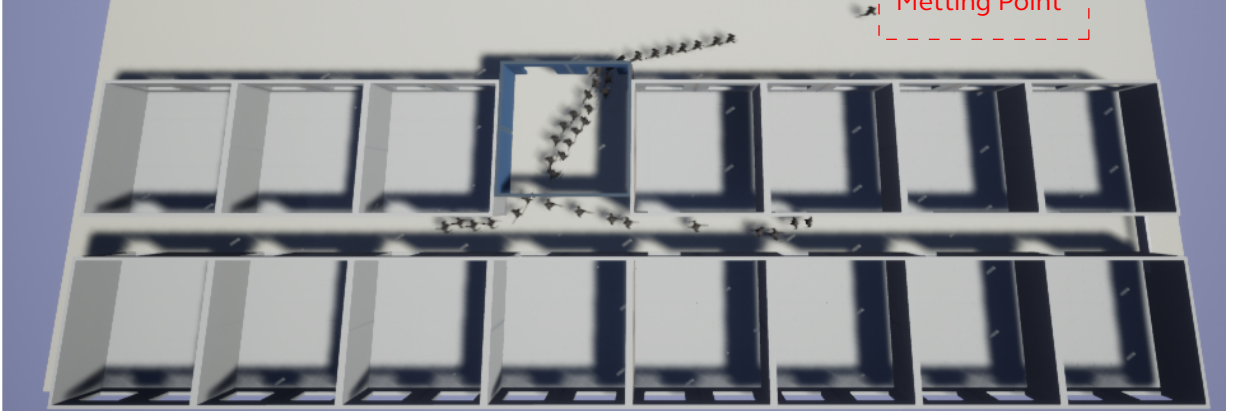

Simulation - Office Evacuation

25 peple / Age 20-50 / Time= 48"

Metting Point

Note=after to increasing the corridor to 1,5 metre the time is reduced to 30"

Simulation - Office Evacuation

40 peple / Age 20-50 / Time= 62"

Metting Point

Note=after to increasing the corridor to 1,5 metre and creating a hall, the time is reduced to 38"

Thanks to this tool CRTKL can offer a greater and more complete service, especially in the retail sector where is so important the creation of attractive, productive and efficient spaces.
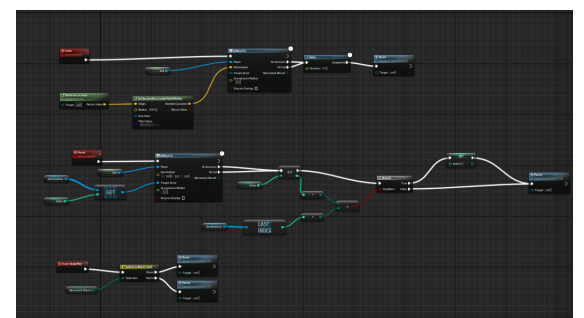
I have already created a couple of proptotypes developing this idea with Unreral Engine 4, where you can simulate the evacuation of an office building.