TSM&O
Leaping Ahead with VR & AR

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Who opinions that AR and VR can be useful tools for use in TSM&O?
Computer Visualization

- Traffic Simulation Modeling
- 3D Modeling
- 360° Graphics
- LiDAR
- Gaming
- Augmented Reality (AR)
- Virtual Reality (VR)
- Computer Aided Design
Need for TSM&O

- Congestion
- Incidents
- Delays
- Disruptions

Funding
Level of Service
System Reliability
Safety
TSM&O Programs

- Optimize performance of existing infrastructure
- Implementation of specific systems and services
- Preserve capacity, improve reliability and safety
- Shared vision and goals
Overcoming TSM&O Challenges

• Formal program and budget
• High-level reorganizations
• Measuring performance
• New collaboration arrangements
• Staff training
Collaboration

- Public
- Stakeholders
- Politicians
- Agency
- Departmental
Benefits of AR and VR

- Easy model access
- Efficient coordination and collaboration
- Feedback forum
- Streamlines construction and maintenance
- Facilitates staff training
Easy model access
Efficient coordination and collaboration
28% FEWER INJURIES PER MILE ON STREETS WITH PROTECTED BIKE LANES compared to streets without bike infrastructure (Source: Lusk 2010; Case: 6 two-way tracks in Montreal)
Construction and maintenance
Hypothetical to real world training
Leaping ahead...

- Think complimentary
- Think creatively
- Think sustainably
- Think visually

TSM&O just got a whole lot easier!
1. Change your phone Display Setting to **3 Minutes**

2. Rotate your phone to the **Landscape** format

3. Type **Bit.ly/FLCompleteStreets** in a web browser

4. Click on **Enter VR**
The future is now.
Who opinions that AR and VR can be useful tools for use in TSM&O?
Thank you!

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Questions?
The future is now.