# Real time flood simulator
# DioVISTA/Flood

River transverse editor

River longitudinal editor
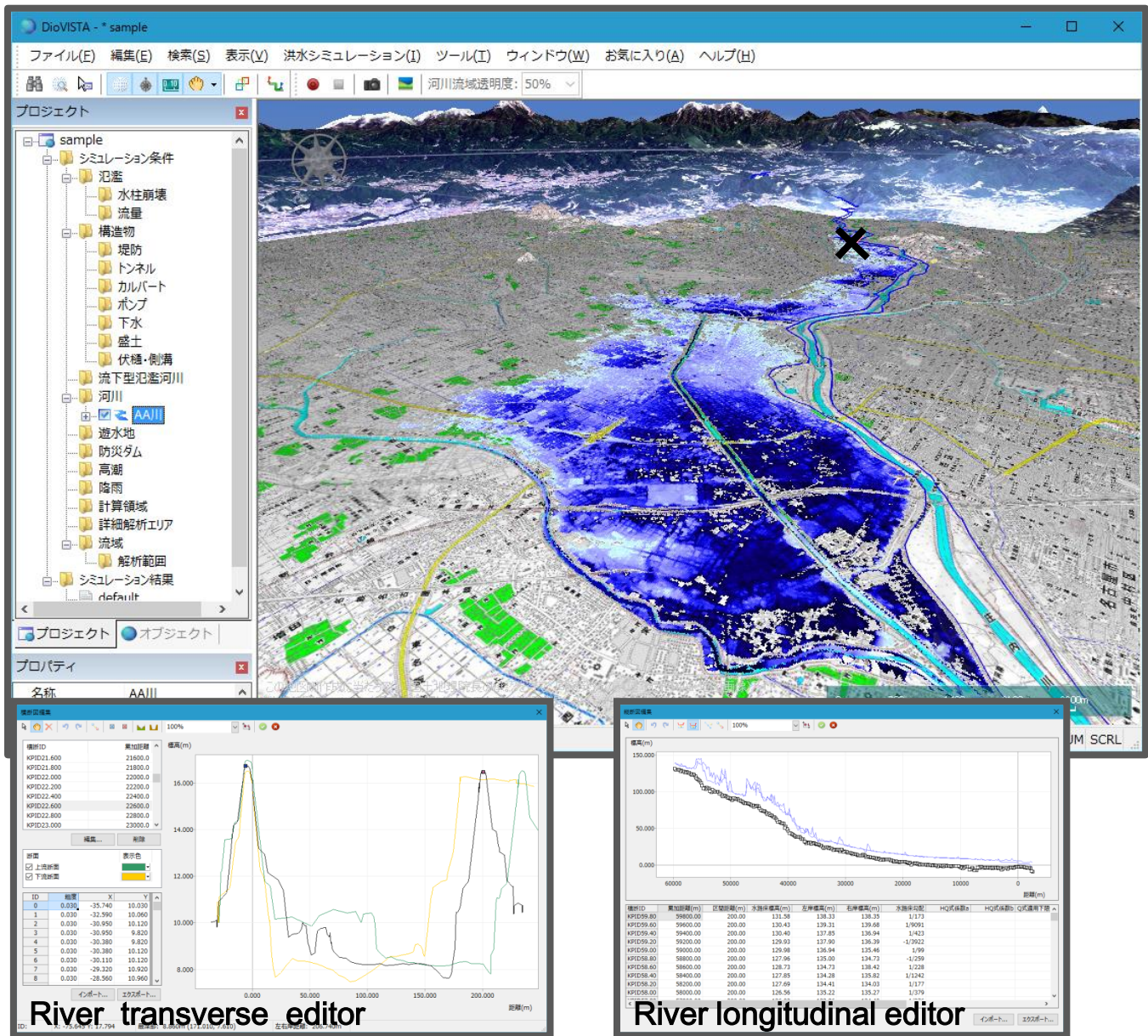
## Fast

Fast 2D inundation model based on our original method* Dynamic DDM.
*Patent: JP:4761865, US:7603263, CN:PZL2061008661.4

## Automatic

**Flood models are automatically generated.**
User just clicks on maps to set levee failure point, embankment line, tunnel entrances, etc. Model data (mesh data of topography, roughness, …) are generated from map data.

## Visual

Flooded areas are visualized on map even during calculation.
User can check result immediately.

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# Applied area

- Civil engineering
  - Flood hazard mapping
  - Analysis of past flood disaster
- Local government
  - Flood forecasting
  - Decision support for issuing evacuation directive/instruction
- General insurance
  - Probable maximum loss estimation
  - Business continuity planning
- Railway & electric power industry
  - Disaster risk assessment
- Research & education
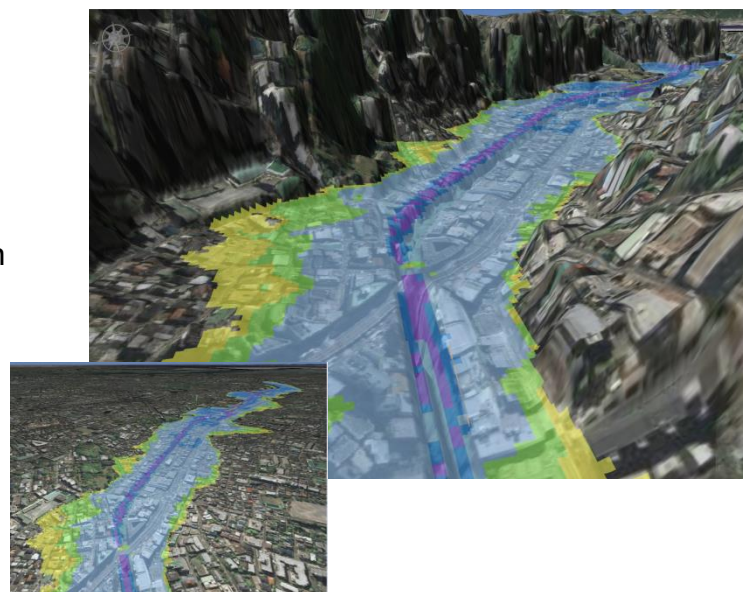


▲ Flooded area with exaggerated vertical scale (x5)
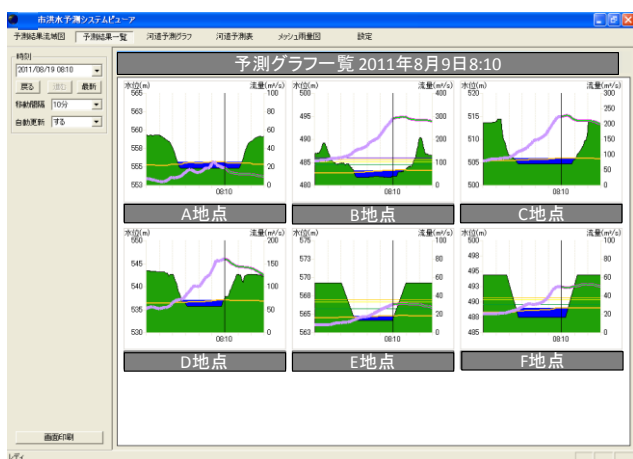


▲ River water level forecasting system
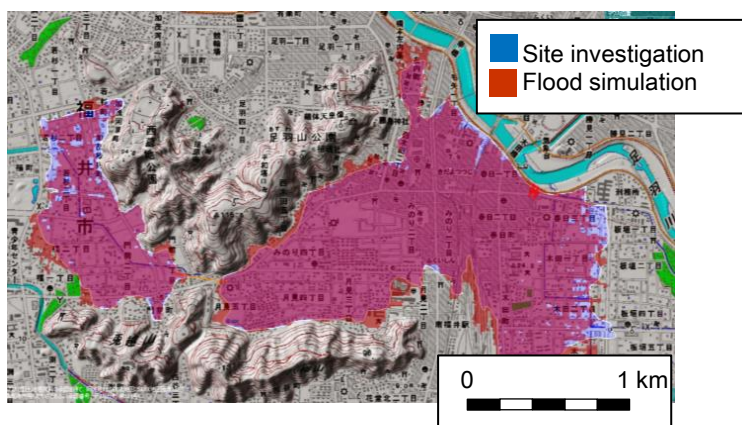


▲ Analysis of past flood disaster (2004, Fukui, Japan)

# Main features

| Model | Distributed runoff model |
|---|---|
| | 1D unsteady model (river) |
| | 2D unsteady model (floodplain) |
| | Empirical levee failure model |
| Analysis functions | Calculation of max flood depth |
| | Count damaged houses |
| | Forecasting river level & flooded areas |
| Input format | KML, shapefile, Text, CSV, ASC, NetCDF, WMV, MPEG-4, |
| Output format | KML, shapefile, Text, CSV, ASC, NetCDF |

# System requirement

| CPU | Intel® Core™i5  or faster processor |
|---|---|
| Memory | 2 GB |
| HDD | 100 GB |
| Graphic card | 32 MB graphic memory or more |
| Display | 1024 x 768, True Color |
| Mouse | Wheel mouse One USB port for dongle (license key) |
| OS | Microsoft® Windows® 7, 8.1, 10 (64 bit) |

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