

# Technology, a game changer in making substandard housing safer

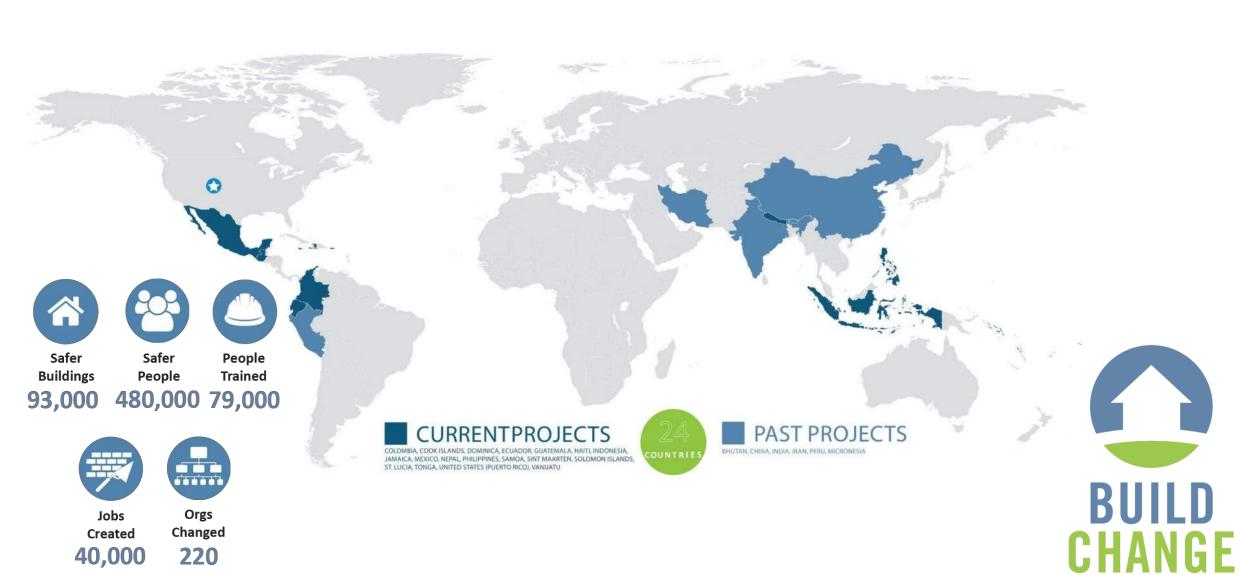
Stefano Pompei – Build Change

## Technology, a game changer in making substandard housing safer

Build Change

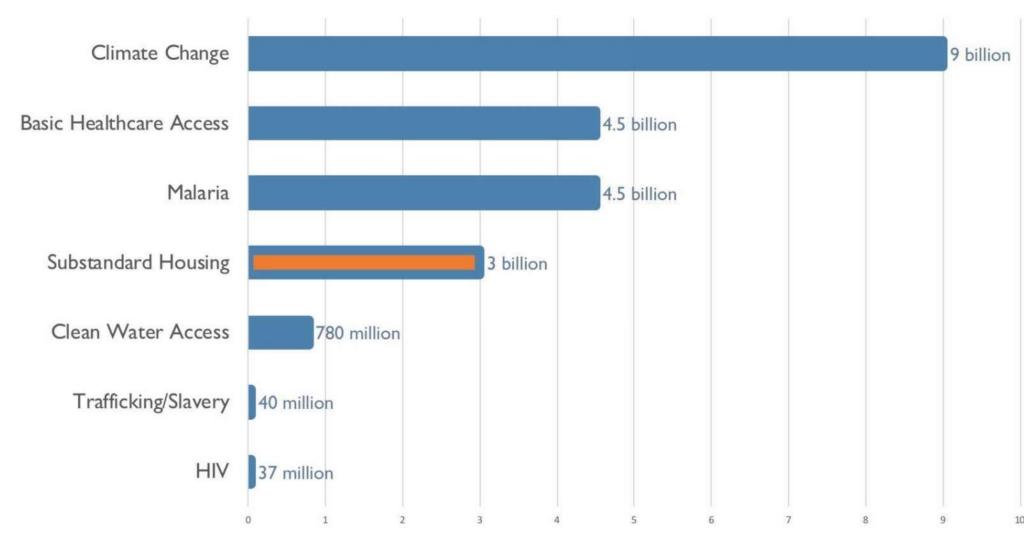


## ABOUT BUILD CHANGE



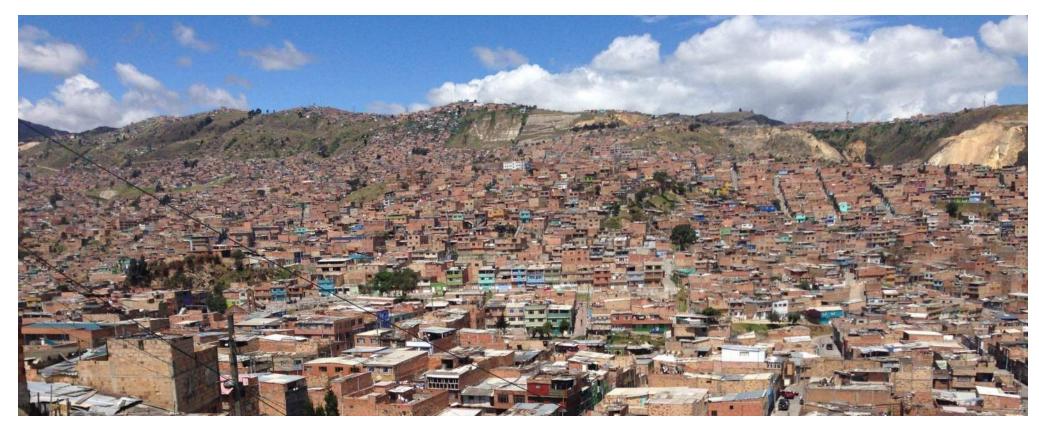


## GLOBAL CHALLENGE





## FOCUS ON COLOMBIA



- High seismic risk across the country.
- Population of 50 million people, 77% of which live in urban areas.
- Major cities are expanding beyond capacity, creating informal neighborhoods.
- Low-income families are building without technical guidelines or permits.





## WHAT DOES IT MEAN?

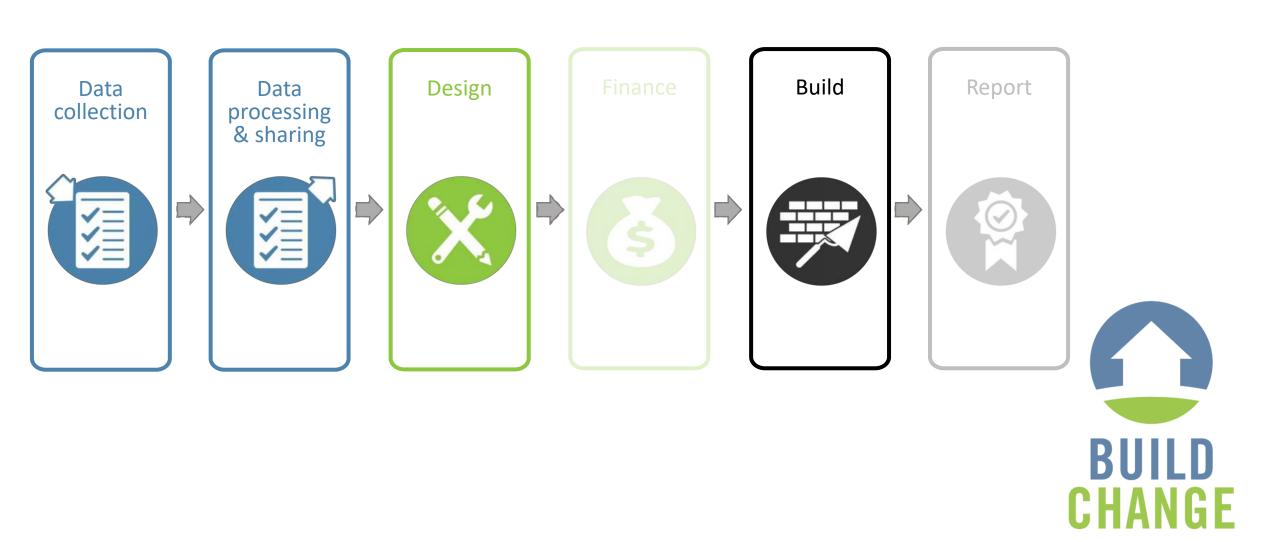








## SIX STEP VALUE CHAIN



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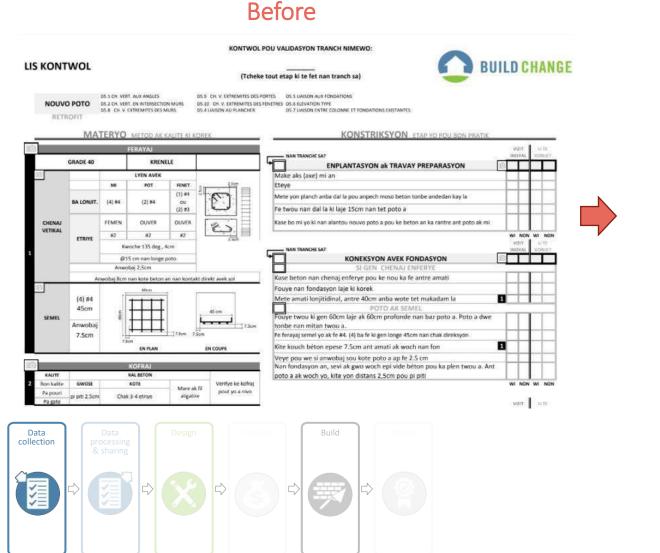
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## DATA COLLECTION - Qualitative & quantitative data



#### After



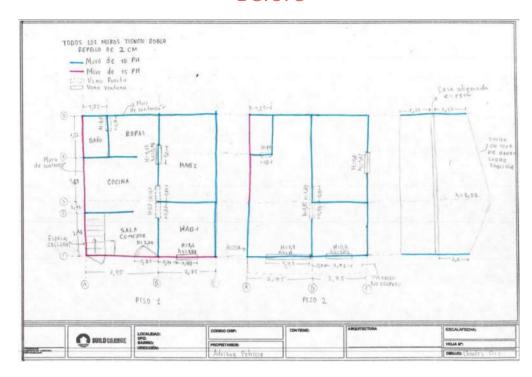


Our work is easier, more efficient and we interact in almost real-time with people in the field.



## DATA COLLECTION - Geometric data

#### Before



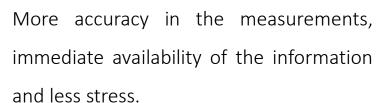


#### After





















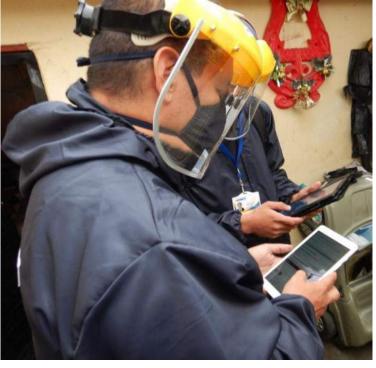
## DATA PROCESSING - Real-time, in the field

Before





















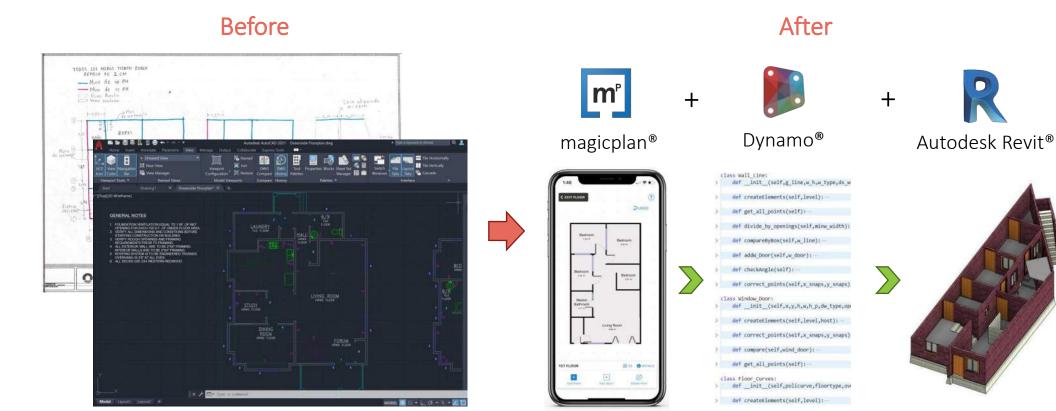






## **DESIGN - Digital models**

Design



The house plan created in magicplan® is imported in Revit® through a Dynamo® script and the 3D model is automatically generated.



## DESIGN - Automatic generation of house 3D model

#### For more information:

https://www.youtube.com/watch? v=khogHRpLVMY

