

Digitalisation as a tool for sustainable architecture?

# Urbanistic

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The aim of *Urbanistic real-time simulation* is to automate the hard work in the early planning phases and to develop design variants using 3D city models. Urbanistic GmbH is a software company founded in Munich in 2021. It develops and tests intuitive tools for variant-based urban planning and feasibility studies. [www.urbanistic.de](http://www.urbanistic.de)

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# Background

The most important project decisions are made at the beginning - when the least information is available! This is where the tool comes in: By making 3D city models (available throughout Germany) usable, feasibility studies on existing and new districts can be created efficiently and their effects on the environment can be checked directly with real-time simulations.

Information is presented to stakeholders transparently and convincingly in the 3D model. The hard work of a conventional approach with many media breaks (CAD plans, Excel tables, visualizations, etc.) and the time-consuming input of changes is no longer necessary. Design decisions are therefore better and more informed.

## What?

- Automated distance area screening
- Bringing space utilization and *Baukultur* together
- Planning from the building base to entire communities; goal: creation of variants by architects
- Access to detailed 3D city models, terrain and other georeferenced data
- Bridge between GIS and BIM

## Who?

- Municipalities and housing associations
- Project developers
- Architects

## When?

- Early planning phases (LP 0/1/2)
- For purchase inspections
- For feasibility studies

## How?

- Costs: License 500,- € per month
- Intuitive use
- Web-based tool