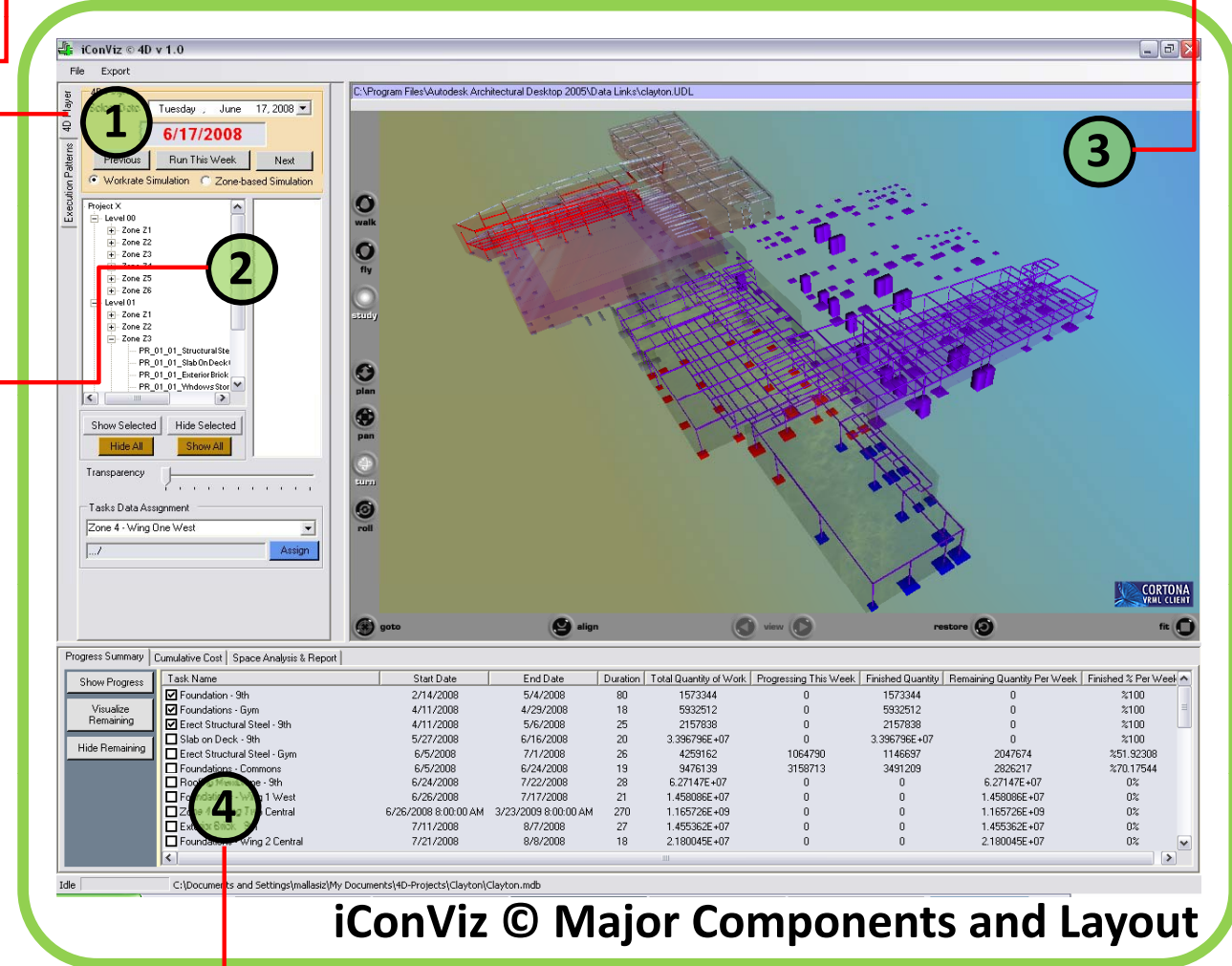


4D Player Controller: allows the user to play the 4D visualization by entering a start date to run the 4D simulation. Users are provided with buttons such as: next, previous, and run to control the weekly visualization animation.

VRML Visualization Viewport: is devoted to displaying the 4D visualization and to interact/explore the model using the CORTONA © VRML viewer.

Elements and Properties Panel: displays *WBS view* of the loaded VRML model where by the user can highlight specific element ID to assign material properties (textures, transparency, etc). This panel is currently divided into two parts: the VRML model WBS part, and the *Execution Pattern*. The execution pattern part allows the user to specify the work-rate simulation type for activity(s) as well as the direction of execution (e.g. North to East, East to West, etc.).

Analysis Panel: is where the construction progress status is displayed in a non-graphical manner providing an added value after and before the 4D visualization runs. This part of the interface is designed as multi-tab with three parts to convey output of simulation such as: progress summary, cumulative cost, and space analysis report.



iConViz © Major Components and Layout

