

Simulation of Vehicle Accidents using PC-Crash

Wojciech Wach



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Simulation of Vehicle Accidents using PC-Crash Wojciech Wach PC-Crash is a program for road vehicle accident simulation. The level of complexity of mathematical models corresponds to the specific nature of road accidents. The high numerical efficiency makes it possible to investigate a broad field of solutions in real time, as well as to assess the degree of results uncertainty.

The book provides the theoretical bases of the program with great clarity together with examples which are a key to understanding the interrelationships between the partial models and objects. Modelling and assessment of input parameters are equally important, so the problem has been treated with great thoroughness in the examples. Attention was focused on the essential functions, which are also the most difficult to use, that relate to the dynamics of motion of vehicles and biomechanical objects and collisions. The other problems discussed are those of kinematics, reconstruction calculations and time-distance analysis of the pre-crash phase of the accident.

Chapters include:

- Physical assumptions of the program
- Programming of sequences of motion section
- Toolbars
- Examples of calculations in PC-Crash
- Visualization
- Supplement. Photogrammetric transformation of photographs in PC-Rect

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