

PROJECT

PJKK Cascade 3D Scan and Documentation Prince Jonah Kuhio Kalanianaole Federal Building & US Courthouse

CASCADE IN A VIRTUAL WORLD

(Above right) Unreal Engine by Epic is used by gaming programmers to produce virtual worlds of unprecedented realism. SOH is continuing its testing to see if Cascade can be made into a virtual working fountain not just as an interactive experience, but to diagnose structural problems that may have arisen by water's flow through the concrete and coral aggregate forms. (Above left) The completed Revit model of Cascade. The challenge in creating this model was keeping enough detail to enable future recasting using CNC machines or 3D printing while reducing the incredible number of polygons to Revit limitations. (Left) An undated photo of Cascade in its working state. Water pours over the concrete and coral aggregate forms to the pool below. This water action led to the sculpture's slow deterioration. Sam O. Hirota's digital condition assessment is a first step in keeping the fountain intact for years to come.

CLIENT

General Services Administration 300 Ala Moana Blvd Honolulu, Hawail 96850

FIRM

Sam O. Hirota, Inc. 864 South Beretania Street Honolulu, Hawaii 96813



(Above) At approximately 25 feet wide and 17 feet tall at its highest point, Cascade is the largest single object ever captured successfully by the Artec Leo, and the most detailed and complicated shape ever scanned by SOH's terrestrial and mobile scanners.

