

CRIME SCENE RECONSTRUCTION BASED ON VIRTUAL REALITY

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Abstract: The development of virtual reality system has provided powerful support methods to the forensic science research. In this paper we first research the mainstream virtual engine and choose the UDK (Unreal Development Kit) for simulation, which is fully functional and easy to be used. Then, the prototype system of three-dimensional reconstruction for crime scene was established. The flow of virtual reality simulation, scene management, model and texture were discussed. The skeleton model of virtual human was established and the motion simulation of virtual human was discussed. Finally, we find a solution for the problem of crime scene investigation and reconstruction, which can promote the development of criminal technology, observe the crime scene from multi-angle and improve the efficiency and accuracy of judgment.

Keywords: virtual reality, UDK (Unreal Development Kit), crime scene, motion control.

Pages 149-160