

3D Reference Scenario for Ray Tracing Tools: An example to discuss

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Abstract:

One of the main limitations of ray tracing systems is the lack of interoperability between different scenarios, which makes difficult the comparison of results between different ray tracing tools. As shown in a previous work (TD10093), in the Open Source world and Gaming world exists some standardized formats which could facilitate the interchange of information of scenarios between radio researchers, in order to compare simulation results.

This paper shows one example of an outdoor scenario, as well as the way to export from an Open Source 3D tool, as a part of our proposal for a Cost 3D reference scenario for ray tracing tools.