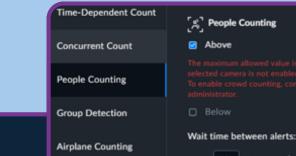
# ∃BriefCam

# HEUMU MANERAL

Crowd management is essential to public safety, productive security, and efficient operations. Offering an ever-evolving and comprehensive suite of Crowd Management algorithms, BriefCam empowers you to respond to changes in any environment by providing the information you need as crowds evolve.

## **PEOPLE COUNTING**



#### Purpose:

Count individuals passing through a specific point or area.

#### **Application:**

Understand foot traffic patterns for business operations and security.

#### **Methodology:**

Detect and track individuals as they enter or exit a defined area, cross a defined line, or pass through doorways. Use for groups or crowds of up to 50 people.

- 55

minutes

# **GROUP DETECTION**

Time-Dependent Count	Define grouping area: ①	×	
Concurrent Count	Sic Area ×	de's length (x)	
People Counting		30 Feet	
Group Detection	x People in area: —	55 + or more	
Airplane Counting	Time spent in area	Jo + Or more	
	Time spent in area		

#### **Purpose:**

Alert on clusters of individuals within a monitored area for a set amount of time.

#### **Application:**

Identify group formation or loitering behavior within a predefined area.

#### Methodology:

Between People and Crowd Counting, up to 250 people, to define inputs – like area size, number of people, and time spent in the area – and generate alerts when the criteria are met.

## **CROWD COUNTING**

Time-Dependent Count	[🔄] Crowd Counting	₽÷
Concurrent Count	🖬 Above 🗕	51 +
People & Crowd Counting	Below   Wait time between alerts:	
Group Detection	- 1 + minutes	v
Airplane Counting	Tolerance	

#### Purpose:

Estimate total people in a crowd or area, rather than those passing through a specific point.

#### **Application:**

Estimate overall size of a crowd for security and planning.

#### Methodology:

The most comprehensive counting algorithm for large crowds over 50 people. Accounts for factors like crowd density, occlusion, and movement patterns

#### Learn more about BriefCam Crowd Managment

#### Schedule a Demo