## TUTORIAL FOR RISKSCAPE - ASSET MODIFICATION TOOL

### RiskScape is a natural hazard impact and risk modelling tool.

This tutorial provides an understanding of the functionality of RiskScape. In this tutorial, you will modify demonstration asset data for Vanuatu to understand how changing the attributes can increase or decrease the impacts. This scenario is a demonstration only and the results should not be used for decision making.

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This tutorial has been created for the PARTneR: Pacific Risk Tool for Resilience Advanced Training January 2018

For more information about the tool visit www.riskscape.org.nz

This tutorial is for <u>demonstration purposes only</u> and the results produced should not inform decision making in any way.

RiskScape v1.0.3. was used to create this tutorial

Date: 12th December 2018







Navigate to the Layers folder in your "rsworkspace"	The default
	workspace is
	\USEKNAME \rsworkspace
Image: Inclusion or g.riskscape.fragility.tsunami.jar       Image:	
<ul> <li>Port Villa Tsunami Evacuation Zones Aggregation Layer.jar</li> <li>PV new assets.jar</li> <li>Tsunami-New Zeala</li> </ul>	
🖹 raised floor height.jar 📄 Vanuatu Council Are	
File Name: PV new assets.jar	
Files of Type: All readable files	
Open Cancel	
Select "Efate Buildings Dec 2017"	
Click Open	
Click the orange "continue" button	
· · · · · · · · · · · · · · · · · · ·	
Map 🐼 Asset modification tool 🛪 🗕 🗗 🗖	
Select File	
Buildings.jar	
Browse	
Continue	
Filter	
Metadata	
Save as	
Save	
A filter decision tree is used to modify the asset data.	
1.1.Step 2: Create the modification	
In this tutorial, we are going to adjust the flood heights of some buildings.	
Floor neight is a controlling parameter for impact from floods and	
impact.	
Drag "Floor Height" to the filter box	















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We are going to raise these selected floor heights to see if this makes a difference to impact.						
Select "Adjust Values by"						
Enter 100 into the proportion field. This selects 100% of the buildings with the floor height from infinity (0) to 0.8m. If you enter 50, this would only select half the buildings.						
Enter 0.5 into the Mean. This raises all the floor heights by an additional 0.5 meters.						
Enter 0 into the Standard Deviation.						
Click <b>"add</b> "						
Not interaction tot interaction tot interaction.         Select File         File:         For Height (Adjust)         Interaction.         Interaction.         For Height (Adjust)         Interaction.         Interaction. <td< td=""><td></td></td<>						
Select the modification that appears on the right and click <b>"OK</b> "						



<b>Optional:</b> You can save this modification to use later if you wish. Scroll to	
Modifications         1000% toky 0.5(6d=0.0)         0.0% unmodified         0.0% unmodified         Image: Comparison of the second	
Click the orange "Continue" button	
Mag A set modification tool     Setect Files     Filer     Bate     Bate <td></td>	
Fill in the <b>Metadata</b> fields and click the orange <b>"continue"</b> button. Fill in the <b>Save as</b> field and click the orange <b>"continue"</b> button.	



Asset modification tool 🗙	Asset modification tool 🗙			
Select File	Select File			
Filter 🛆	Filter			
Metadata	Metadata			
Name	Save as			
Port Vila raised floor				
Description				
Floor height +0.5 meter				
Author	Save contents as			
YOUR NAME				
Organisation				
YOUR ORGANIZATION	Browse			
Version 1.0				
Software version	Save as			
The second secon	Port Vila raised floor			
Continue				
Continue	0 em filmune			
Save as	Continue			
Save	Save			
The new modified asset file will a	utomatically appear in the analysis bar			
under Assets.				
🛃 Map 🕫 🗗				
Library Analysis				
Assets				
Apia raised floor heights				
Efate Buildings Dec 2017				
PV new assets				
Port Vila raised floor				
1.1.Step 3: <b>Re-run the scenario p</b>	er Tutorial 1			
Run through Tutorial 1 but this tim	ne select your new modified asset laver in			
the analysis selections step.				
Compare the aggregated results (explore the aggregated results as a				
CSV excel file and compare the	number of buildings and their damage			
states).				
-				





### Disclaimer:

Certain information in this tutorial was created pursuant to the terms of an End-User License Agreement available on the RiskScape website (<u>https://riskscape.org.nz/</u>) using the RiskScape tool owned jointly by National Institute of Water and Atmospheric Research Limited (NIWA) and Institute of Geological and Nuclear Sciences Limited(GNS). While all reasonable effort has been made to ensure that this tutorial is as accurate as practicable, neither NIWA nor GNS nor the other data source organisations can be held responsible for any data, interpretations, conclusions and recommendations contained within the tutorial or for any actions taken based on the tutorial NIWA and GNS and the other data source organisations therefore, to the full extent permitted by law, exclude liability, including for negligence, for any loss or damage, direct or indirect and howsoever caused resulting from any person's or organisation's use or reliance on this Report, Result, Information.

# Please note: This tutorial is for <u>demonstration purposes only</u> and the results produced are not intended to inform natural hazard management decision making.

