









## 5 Conclusions and Future Work

Simulation fire model is very hard research so in this paper make one time line and energy power method simulation that part. Simulation nature backdraft very hard and computing time is long time so using event manager to do it all these methods help Unity 3D Game Engine to shows Backdraft shocking explosion. This method can training firefighter to know about which time which place maybe it is happened. Result data Training program is more realism. Data add fire energy fluid shows damage particle method compute radius and power. These all method design simple because if complex method Unity 3D game engine.

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