

1) As a force, do you present in 3D to aid in injury documentation?

West Midlands Police use 3D manikins and specialist software that injury photographs are applied to for injury documentation, this is then presented to the jury as a 2D render which is printed for jury understanding in court. On occasion 3D animations are produced but these are rare.

2) If so, is this done internally or externally?

If referring to who completes this, West Midlands Police has an internal department who produce the injury graphics.

If referring to internal or external injuries, both are completed by the West Midlands Police internal department for injury documentation.

3) Is there a specific time it is utilized more than others?

It is completed for every homicide case within West Midlands Police as post mortem injuries cannot be displayed in court.

For other case types, the injury mapping is used on a case by case basis, a decision on the use of the 3D injury documentation will be based upon the injuries sustained and the reasons why photographs cannot be shown in court, instead of the graphics.

4) Do you think it has a place to be developed within injury documentation in the future?

At the moment, the core presentation of the injuries is through application to a 3D manikin, which is rendered as a 2D image and annotated to dictate the injuries sustained which is printed to display to the jury.

The Forensic Services department is actively researching introducing further techniques to aid juries in understanding injury evidence, a part of this research has shown the evidential value of 3D animations and it is an aspect that is looking to be introduced to the department within the next 6-12 months.

Longer term, this research has shown that 3D presentation of injury documentation is likely to become the main method of presenting injuries for the courtroom to aid evidential understanding.