

## **CRIME SCENE RECONSTRUCTION – MAXWELL INTERVIEW**

*Instructor: Charlotte Braziel*

So my role here at the crime scene was sketching and also mapping. Now, this is a total station. It's what we use to map large crime scenes because it's extremely efficient. So what I have here is basically a Trimble, which is going to take 3D coordinate points. So that's points of evidence, trees, really important things that are on the scene, so later you can plug them into a computer and develop 3D maps that can show you everything that was present on the scene.

Now, when you're using a total station, it is a really, really important that when you set it up you level it. That's probably the most important thing. And then you also need to basically set up your point and where you're oriented because that's where all the other points are going to be referenced to.

The reason why we take these coordinate points is so that you can see the distribution of the evidence and where it's oriented at the scene. It also takes distance measurements, it takes angle measurements, it takes 3D coordinate points. All this information can be later used to show where everything was oriented at the scene. The data is really important, because you could actually present it in the court of law. So like I said, once you've essentially destroyed a scene, when you've picked up all of the evidence, you can now show it to a jury, even other crime scene investigators, and they will have, basically, documented evidence of what was there.