

AUTONOMOUS VEHICLE 3D SCENE SIMULATION

TECHNOLOGY SERVICES:

**C | C++ | C# | MATLAB SIMULINK | Unity
| UNREAL ENGINE | blender**



CLIENT:

The client is building an Autonomous vehicle for agriculture purpose. 3D scene of agriculture field, tree, plants, pedestrians, objects, tractors, vehicles are created using MATLAB Roadrunner, Unity3D, Blender and integrated into Simulink or Unreal Engine

CHALLENGE:

Create Fisheye camera and Build 3D scenes with pedestrians, vehicles, fields, roads, cameras with specific configuration like a real life.

SOLUTION:

Combined Matlab + Simulink + Unity3D/Blender object into Unreal Game Engine to resolve and modify C++ UE code as a plugin to be able to program 3D objects, cameras that was missing in unreal engine, so we had to modify unreal engine.