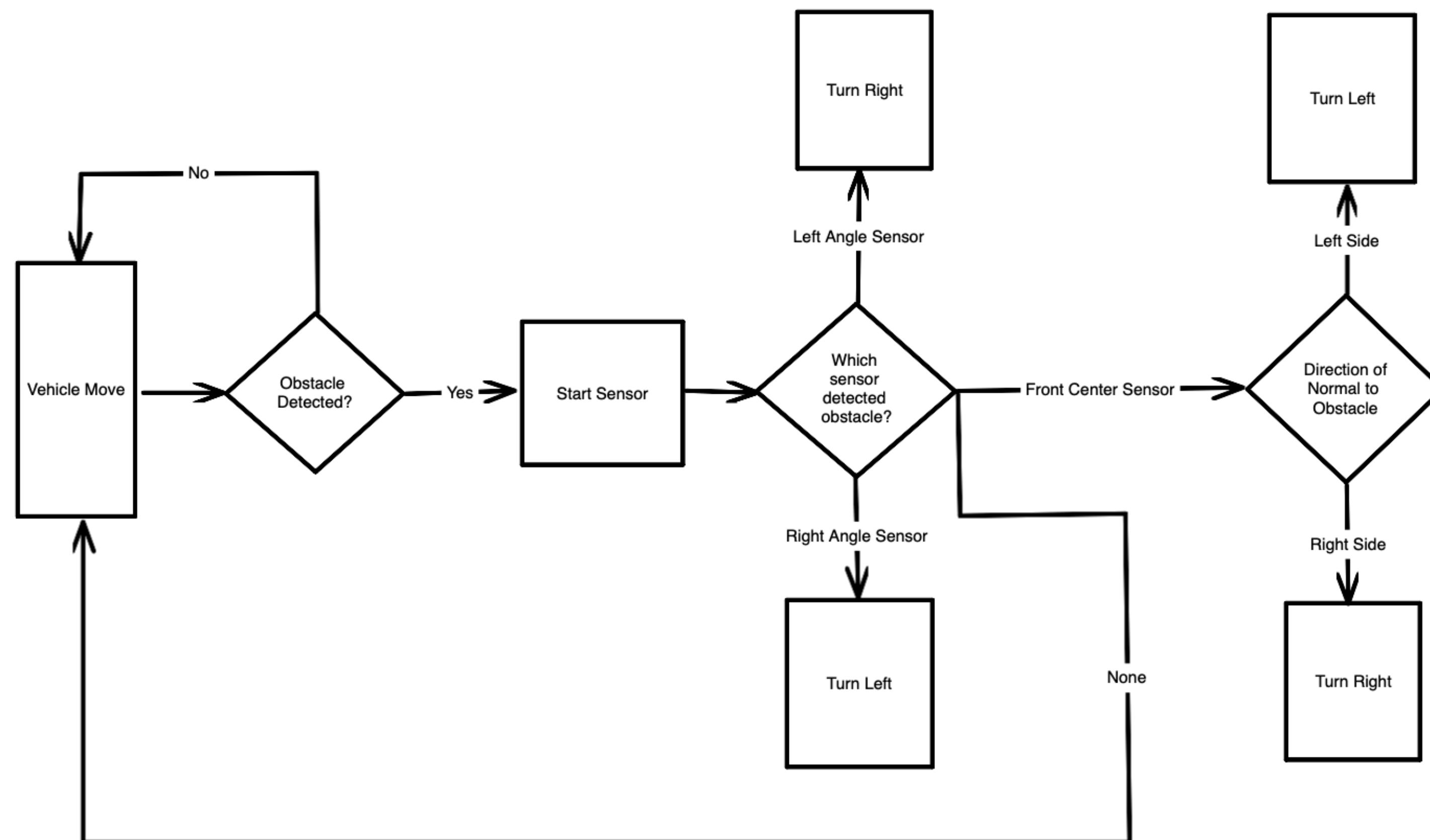


Knowledge Transfer

Unity Obstacle Avoidance

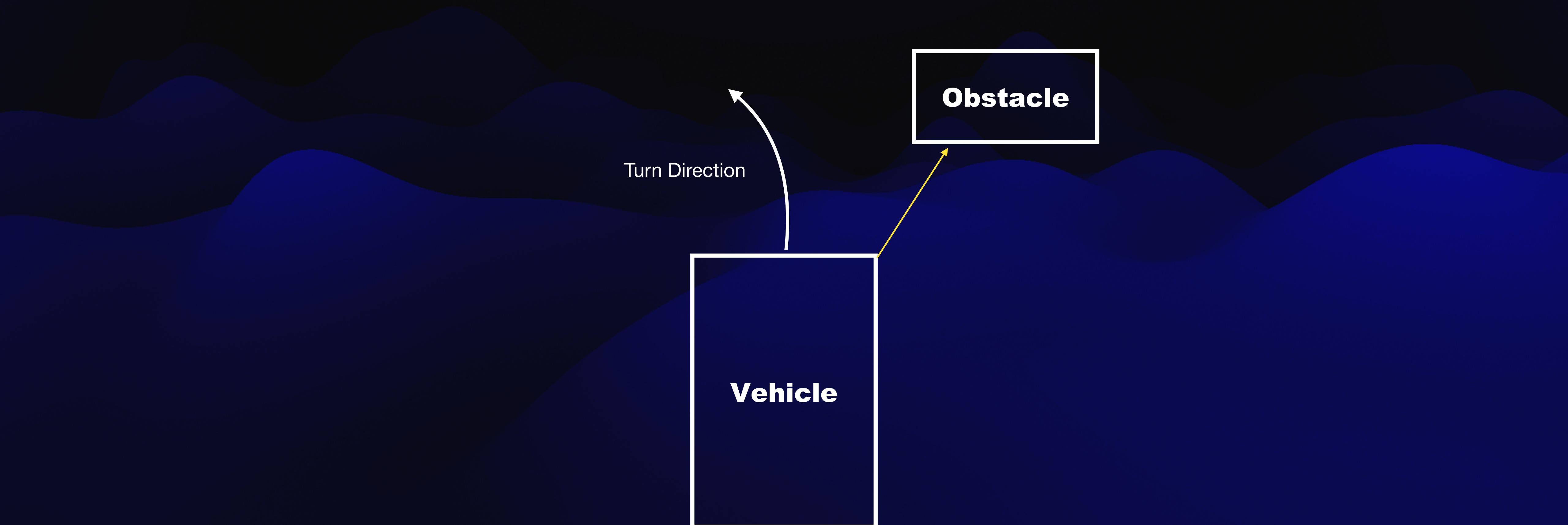
K C Varun

High Level Flow



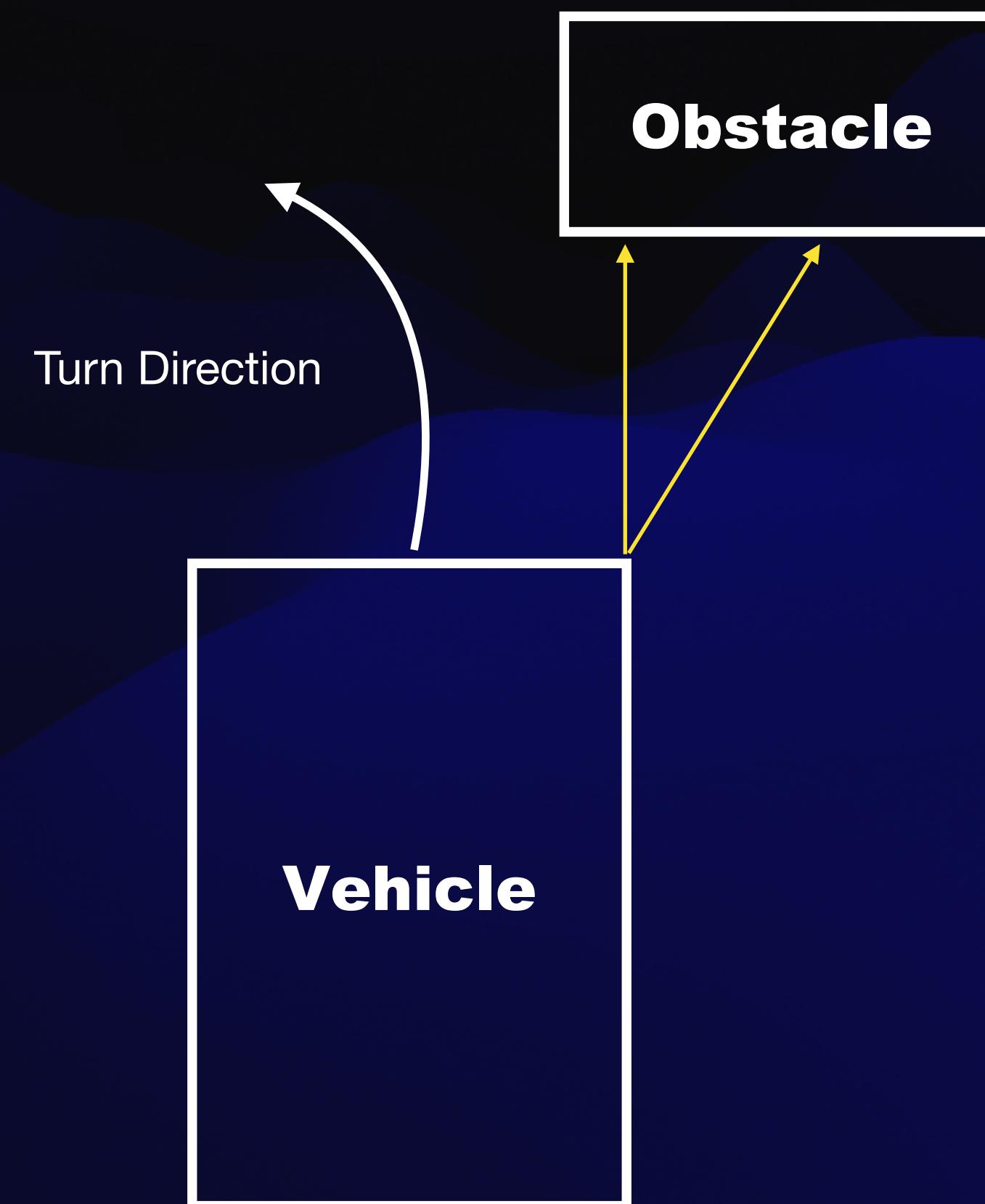
High Level flow for Obstacle Avoidance

Right Angle Sensor



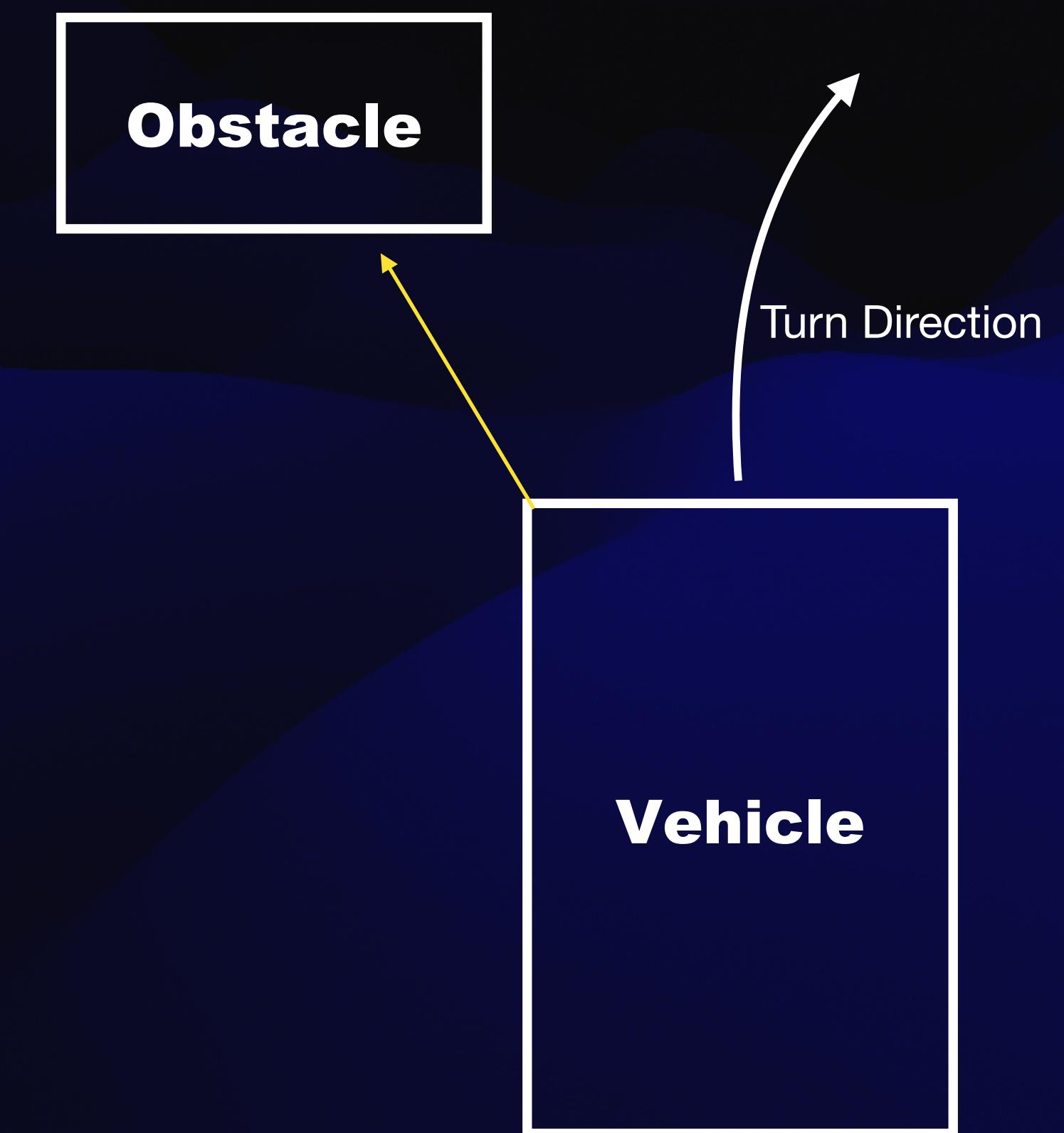
Diagrams Not To Scale

Right Side Sensor



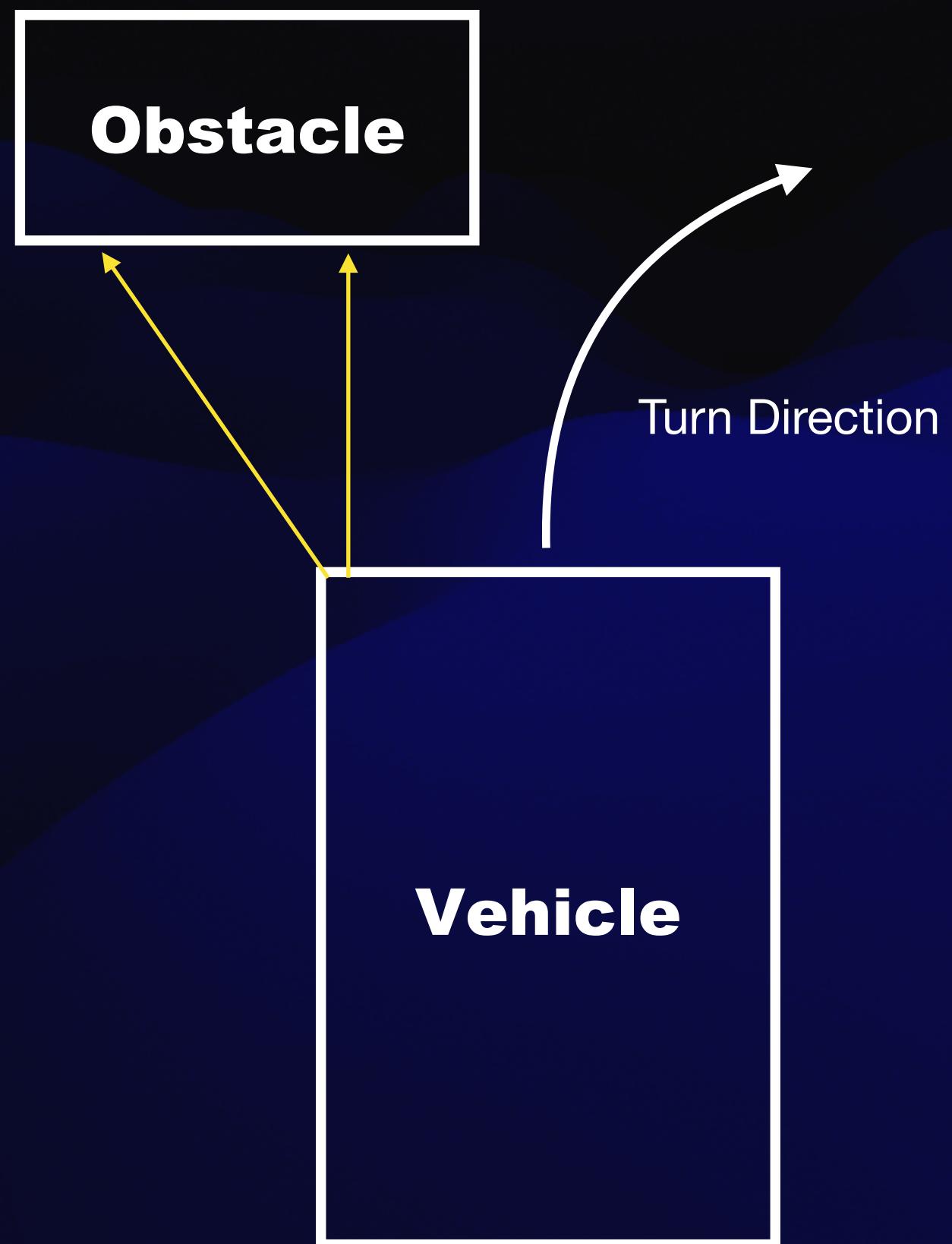
Diagrams Not To Scale

Left Angle Sensor



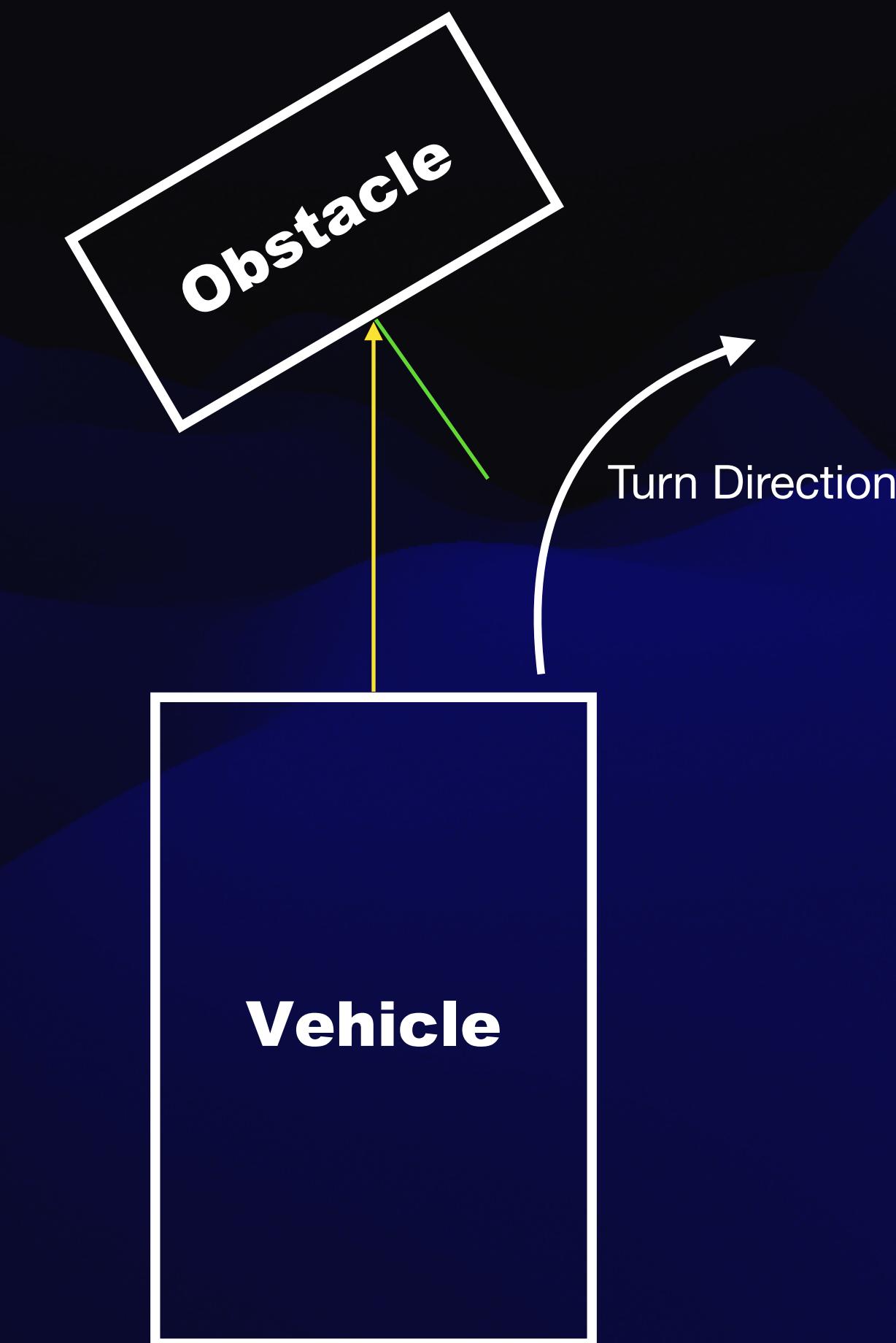
Diagrams Not To Scale

Left Side Sensor



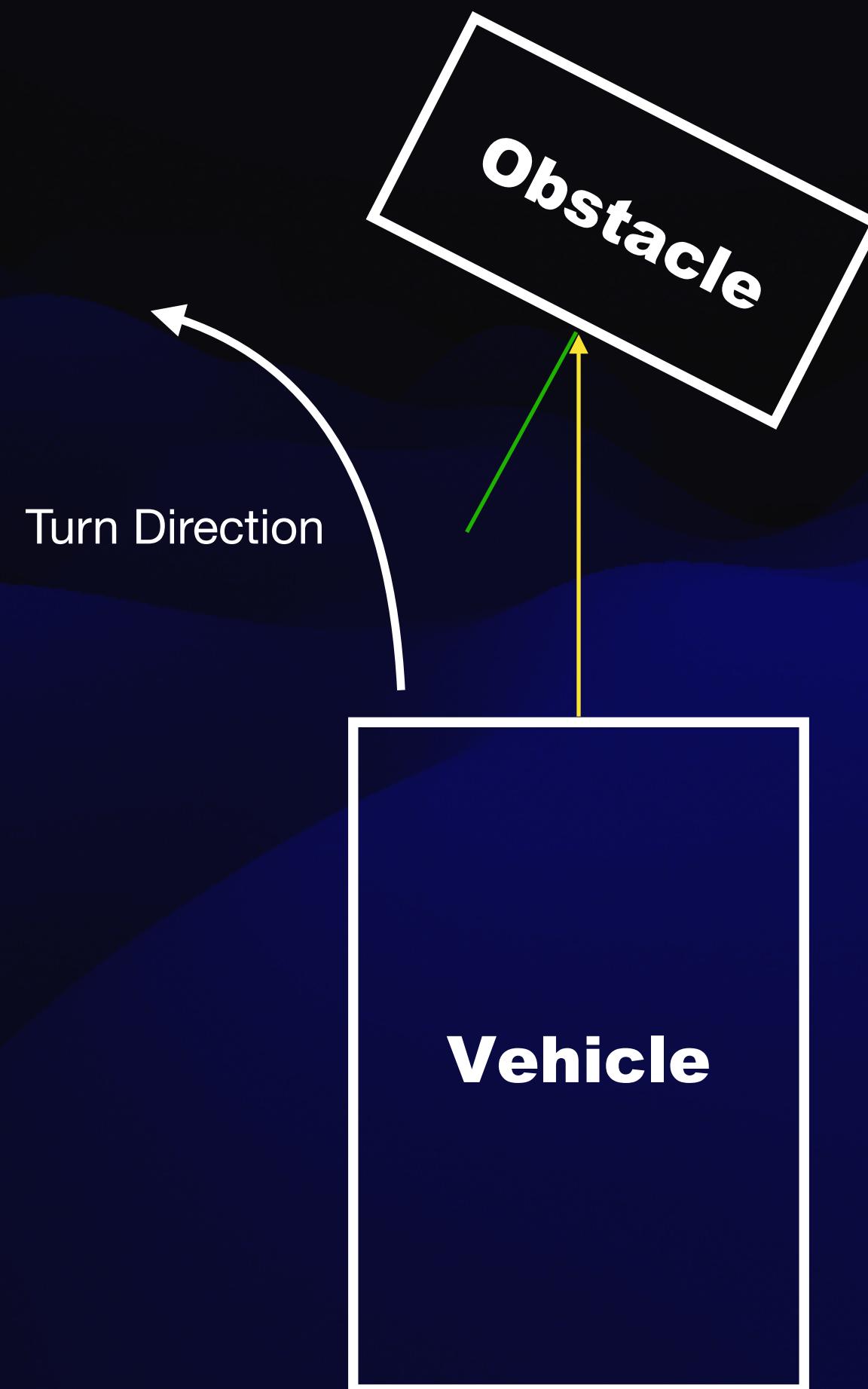
Diagrams Not To Scale

Front Center Sensor



Diagrams Not To Scale

Front Center Sensor



Diagrams Not To Scale

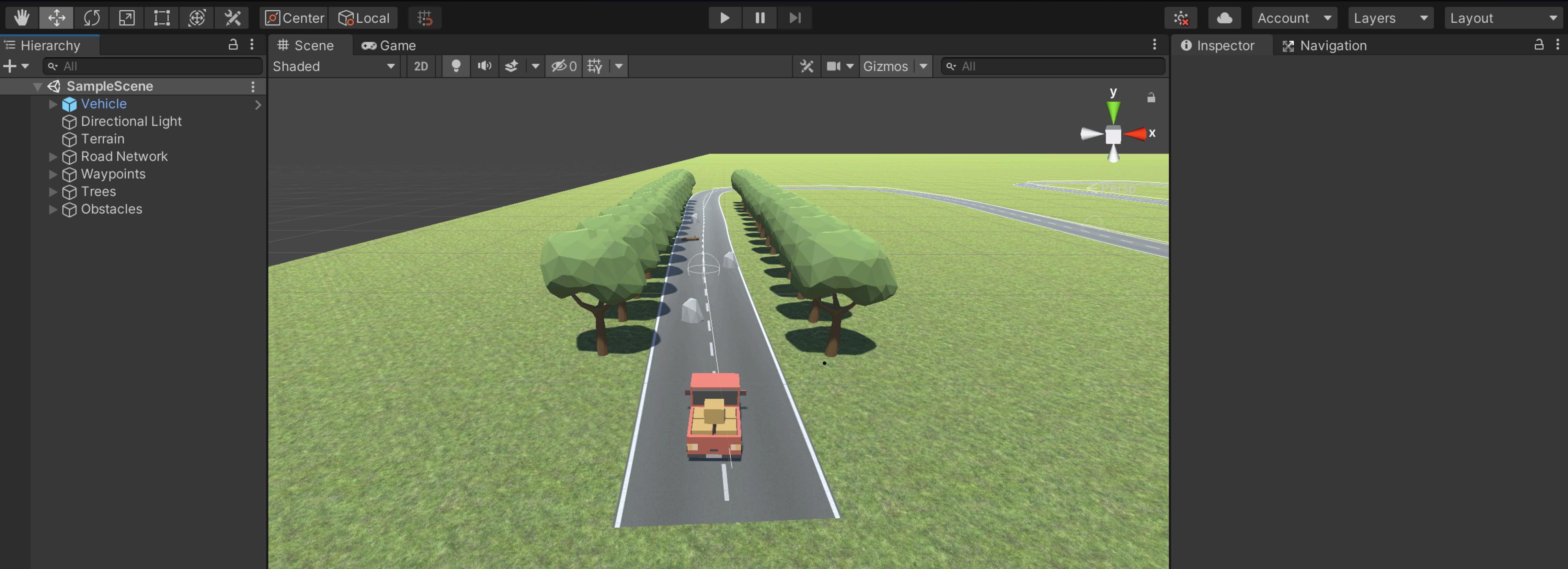
Setup

Setup Requirements

- UnityHub
- Unity IDE - Version \geq 2020
- Git and GitHub

Setup Procedure

- Clone the Repository
- Open Unity Hub, Click on Open => Add Project From Disk
- Navigate to the project, go inside Unity/Vahini Simulations
- Click on Add Project



Project Console

+▼

★ Favorites

- All Materials
- All Models
- All Prefabs

Assets

- _TerrainAutoUpgrade
- EasyRoads3D
- EasyRoads3D scenes
- Scenes

 - SampleScene
 - Scripts

- SimpleNaturePack

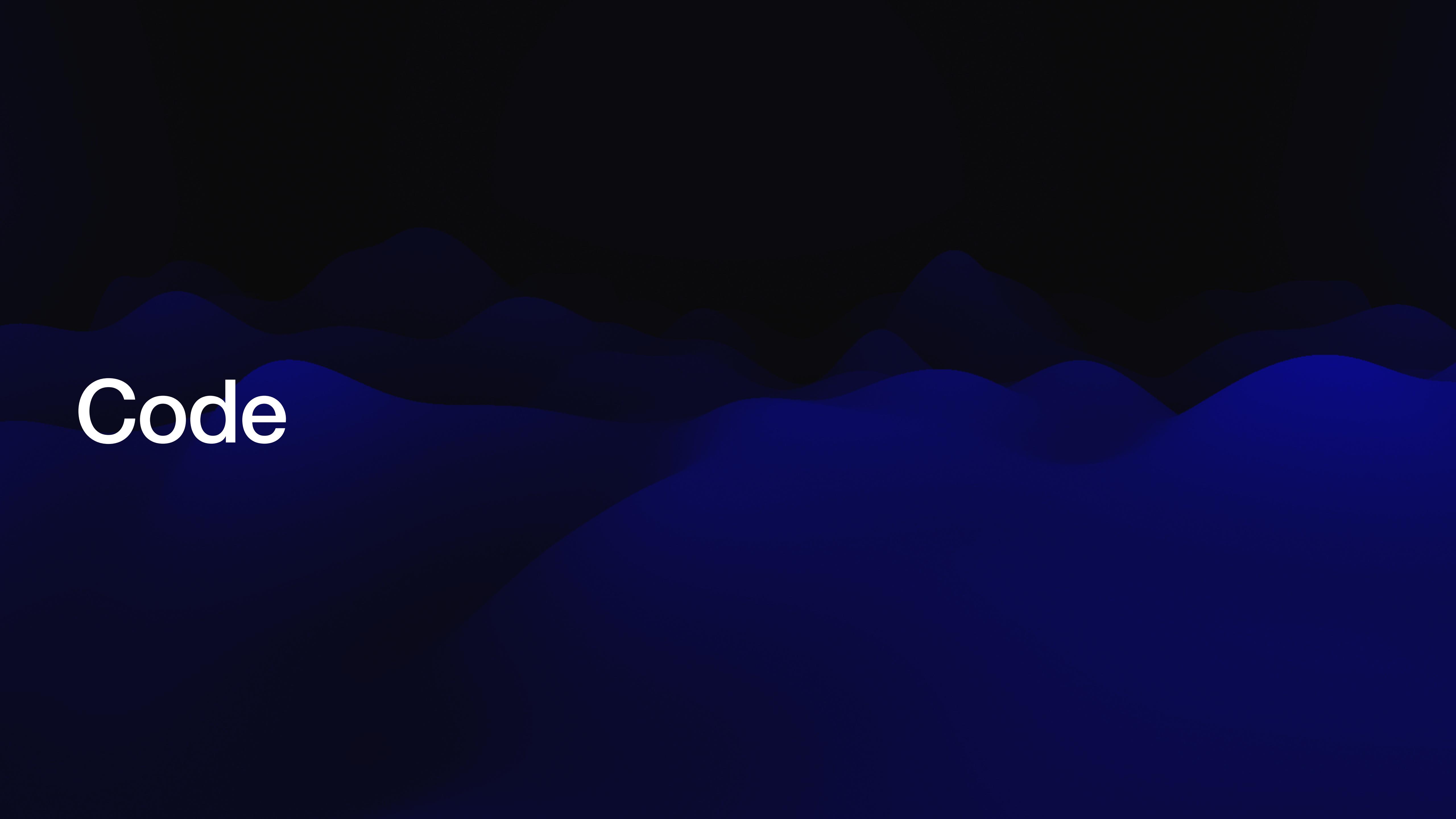
 - Materials
 - Models
 - Prefabs
 - Scenes
 - Textures

- Vehicle Assets
- Packages

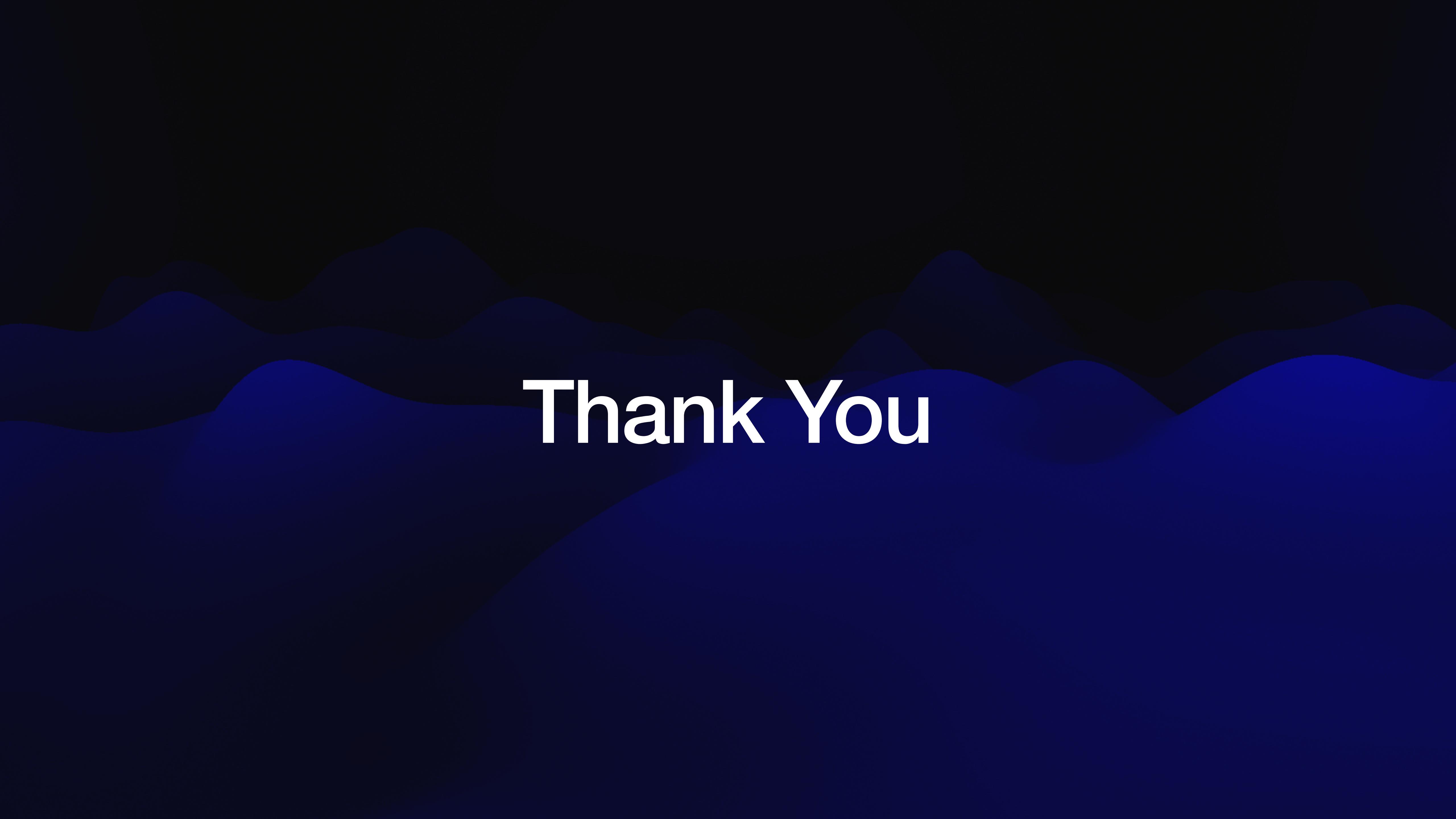
Assets > SimpleNaturePack > Scenes

SimpleNat... SimpleNat... SimpleNat... SimpleNat...

The editor layout could not be fully loaded, this can happen when the layout contains EditorWindows not available in this project



Code

The background features a dark blue gradient with three distinct wavy layers. The top layer is a solid dark blue. Below it is a layer with a medium-dark blue gradient, and the bottom layer has a medium blue gradient. The waves are smooth and organic in shape.

Thank You