

# Creating a simplified virtual Scoomatic Carla in Blender for Carla

Based on [How to rig vehicle in blender 2.8 for Unreal Engine 4](#) and [Add a new vehicle - CARLA Simulator](#)

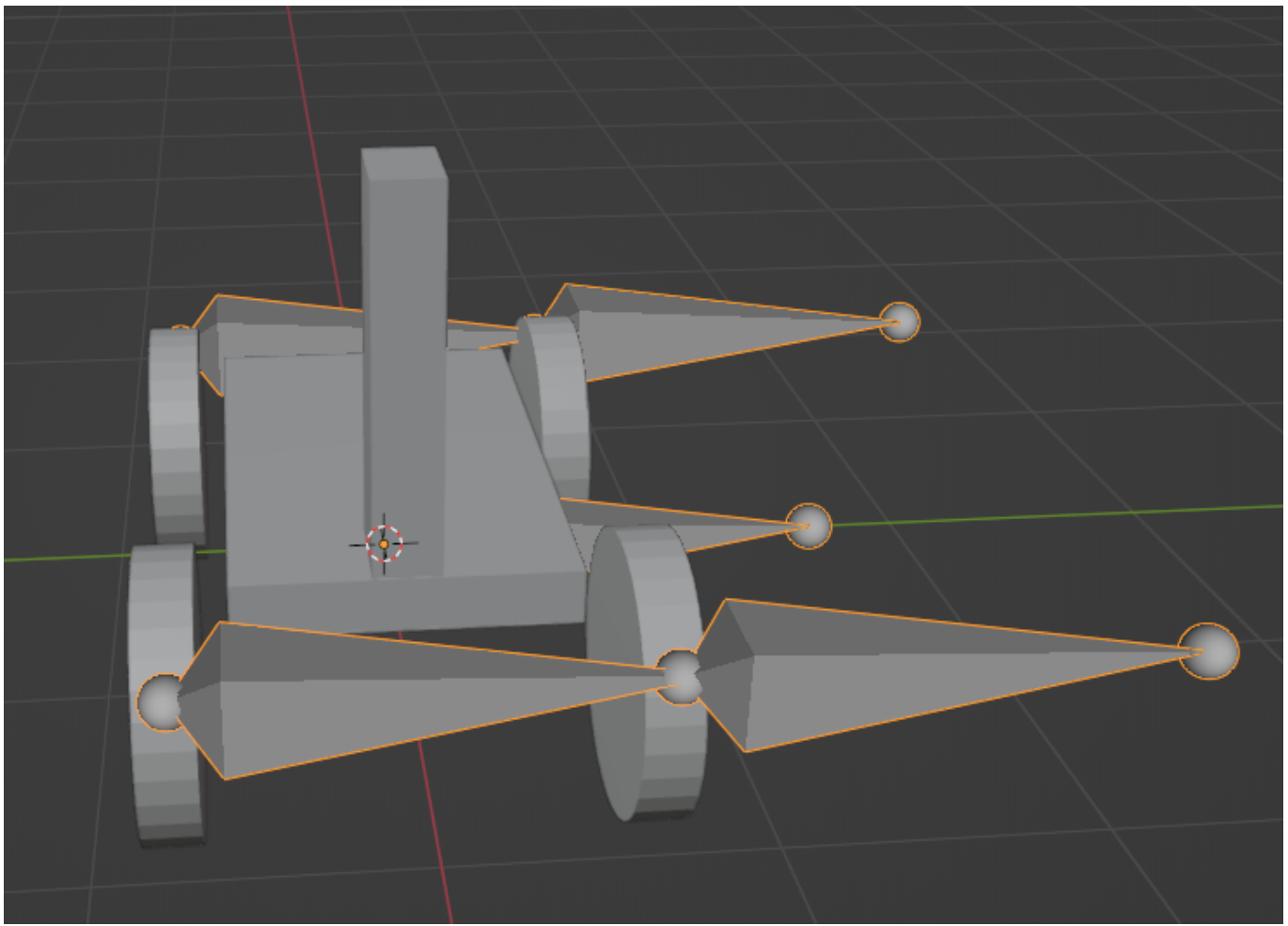
Start with the `common base skeleton` provided in [Add a new vehicle - CARLA Simulator > ^3e4780](#)

<https://carla-assets.s3.eu-west-3.amazonaws.com/fbx/VehicleSkeleton.rar>

- ☐ Copy the download in your desired folder.
- ☐ Create a new blender project [How to rig vehicle in blender 2.8 for Unreal Engine 4 > Project setup](#)

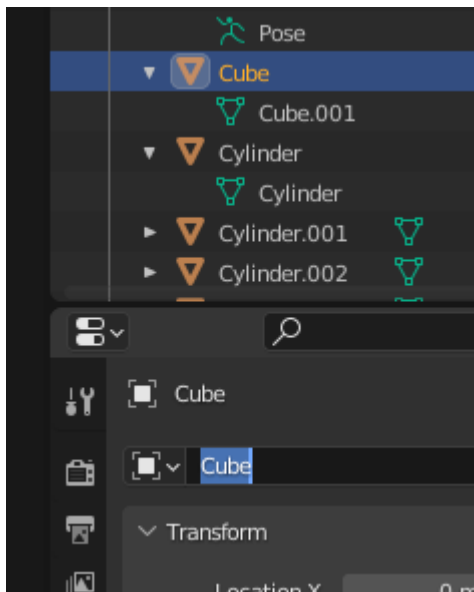
create a vehicle

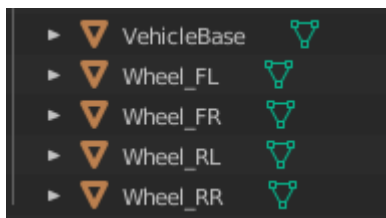
import binary .fbx skeleton files



Bei mir wurden die Bones an sinnvolle Stellen gelegt

☐ rename meshes





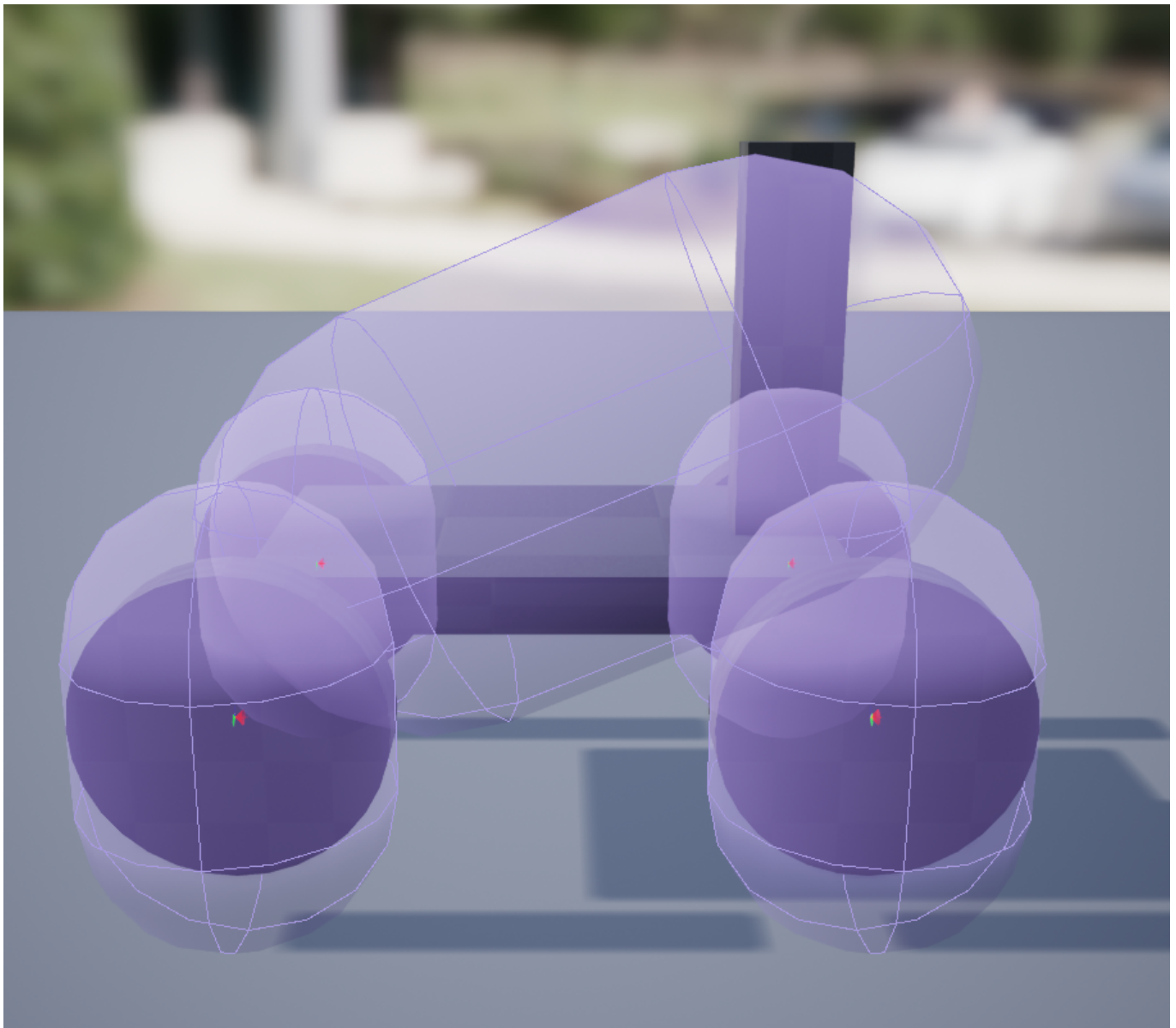
### Info

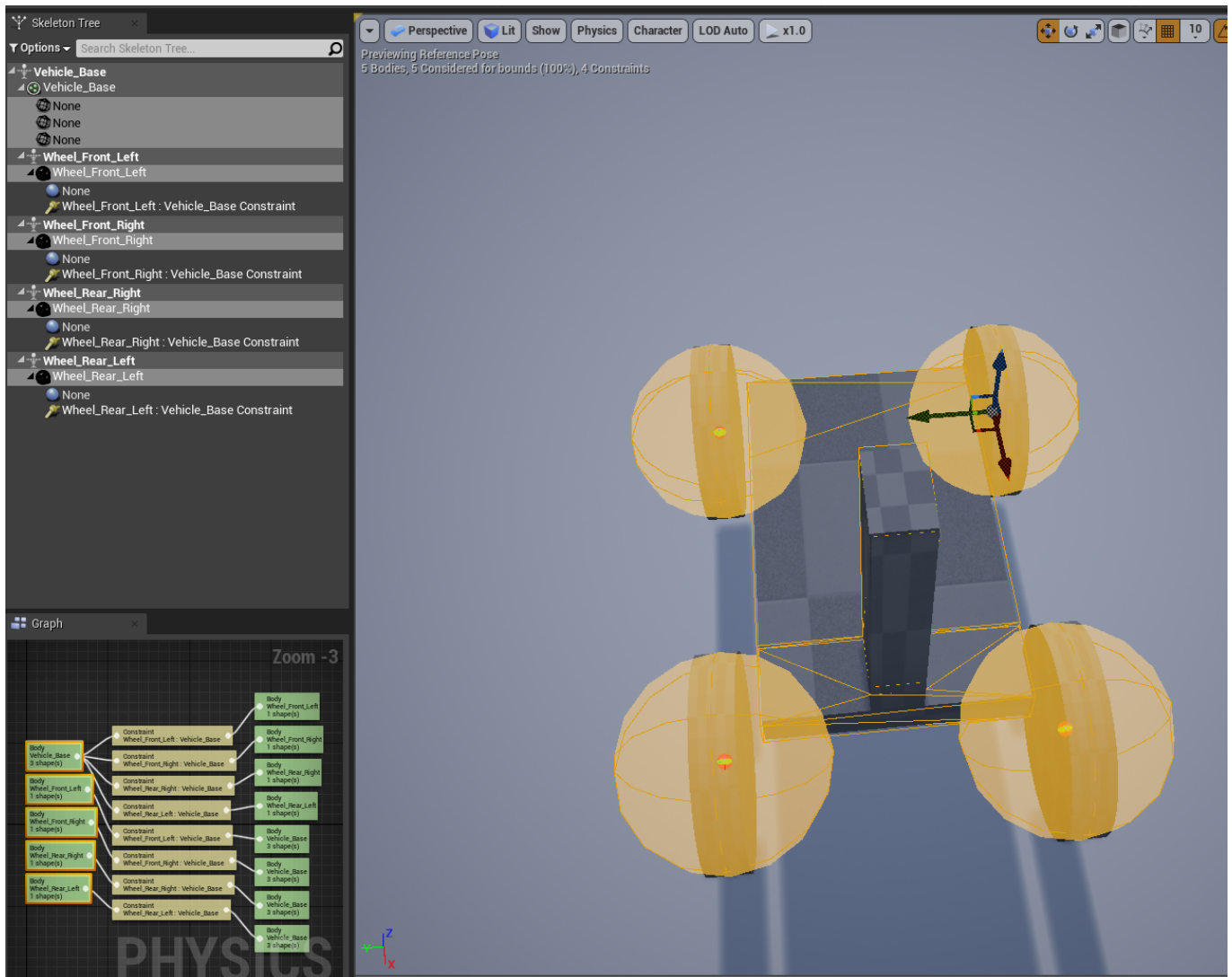
Armature should be already imported with the skeleton

[How to rig vehicle in blender 2.8 for Unreal Engine 4 > position the bones](#)

import vehicle

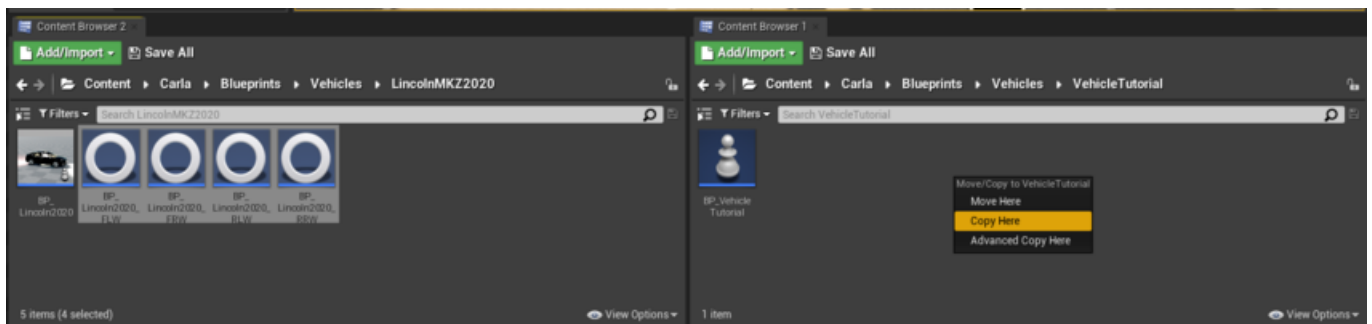
Now, the Skeleton Tree worked properly





[prepare the vehicle and wheel blueprint](#)

copy wheel bp with two content browser from window

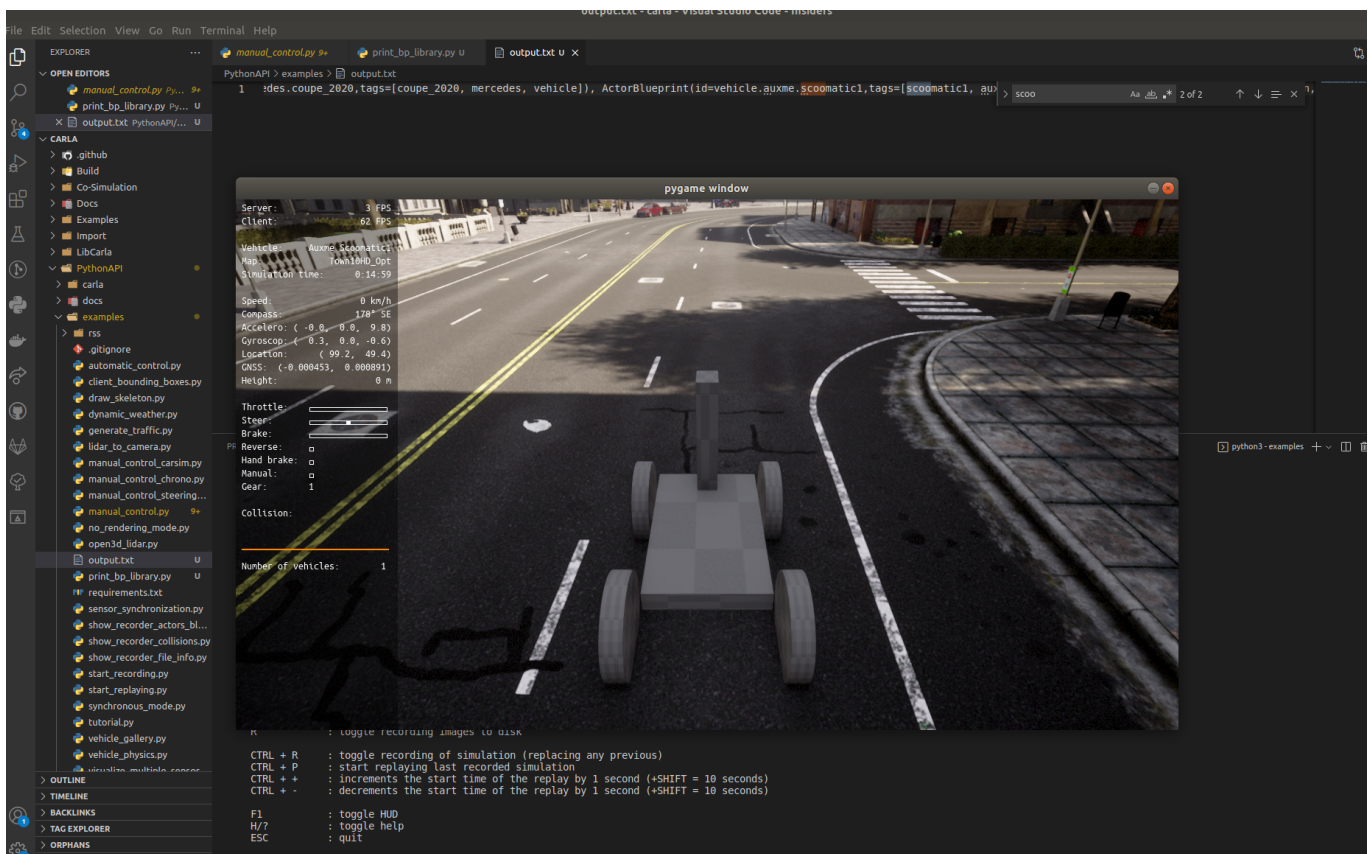
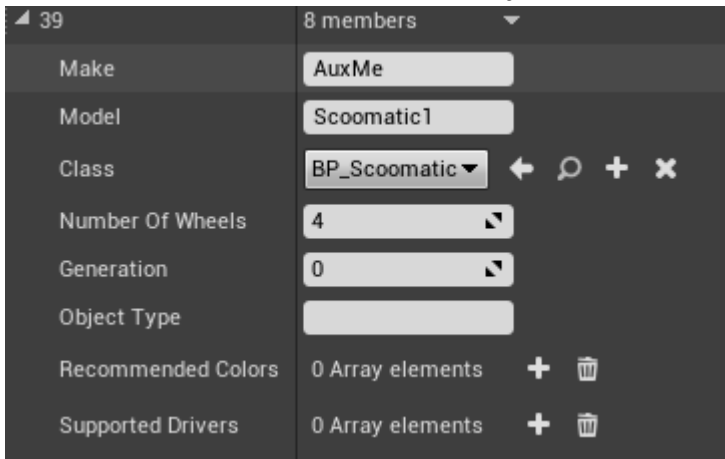


## ⚠ Warning

I did not specify everything correctly in the vehicle. [Add a new vehicle - CARLA Simulator > ^az3n15](#)

## 8. Configure vehicle blueprint.

- I did change the ***Skeletal Mesh***, but not the
- no Anim Class
- no static collision mesh for the raycast



```
python3 manual_control.py --filter "scoomatic1"
```