25/10/2020

Documentation of project start

Preparations

1. Download and install the airsim simulator to control drones and vehicles on an unreal engine environment (open-source platform).

https://microsoft.github.io/AirSim

2. Installing relevant directories in python.

3. Building a virtual environment for the simulator, including the settings of the vehicles and sensors that will be used.

3. Experience using the airsim library in python and working with the vehicle operating interfaces.

Practical experience:

Use lidar sensors to detect objects in space to enable autonomous operation of vehicles, prevent collisions and perform a parking operation.

(Until now, calculations on information obtained from the sensors have been used without the use of a learning mechanism).