A STAIRS

Human-structured environment with steps of 5.0 cm elevation, and 14 degrees slope.

B GAP

Downward elevation change of 10 cm.

C NARROW BRIDGE

Feet must move close together, with a narrow support polygon,
the goal is to test equilibrium capability of the robot. The bridge is 25cm large.

D LOW CROSSING PIPE

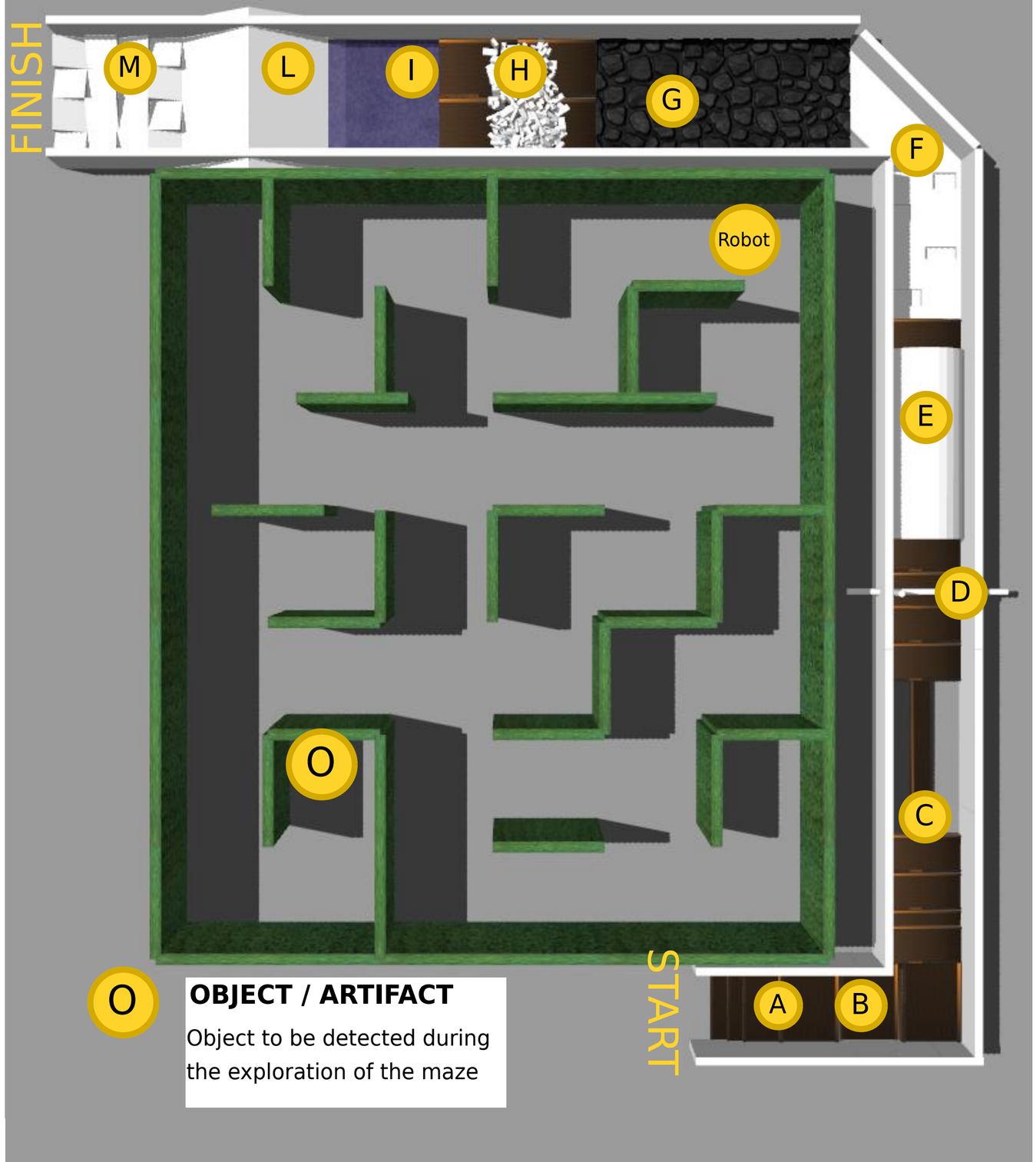
This is the feature you will find in oil platforms
and chemical plants.
The robot should crawl belly down to overpass it.

E TUNNEL

This emulate navigation in a cluttered environment.

F HOLES

These 7.5 cm deep holes could be avoided, or one could avoid getting inside them.



O OBJECT / ARTIFACT

Object to be detected during the exploration of the maze

G STEPPING STONES

These terrain test the robot capability to step on discrete footholds.

H PILE OF RUBBLE

These 7.5 cm bricks could be either avoided or traversed by getting inside.

I SOFT FOAM

Thick foam floor allows robot feet to sink
10cm like sand,
mud, or puddles.

L BIG RAMPS

This terrain challenges the capability to walk on steep slopes (30 degrees) and address abrupt changes of inclination.

M CROSSING RAMPS

Square ramps (15 degrees) are slippery like dust covered concrete after a collapse. They can be rotated to form different terrains.