

# Traffic Modeling with Unity 3D

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02/26/2024

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## 1 Change History

Version: 0.11

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Date: 2/26/24

Description of Change: Simple Car model made. Looked at Related Works for process in utilizing Unity for traffic modeling. Looking for additional related works.

## 2 Progress

Where are we with design/implementation?

## 3 Challenges

What challenges have occurred for this week?

Finding the desired information within the documentation including: Traffic Management System, Models, and so forth. It seems that there is a lot of documentation for one of the Related Works: "Open-Source CiThruS Simulation Environment for Real-Time 360-Degree Traffic Imaging". The github repo can be found here: [Github Repo Link](#). We are looking into additional related works that implement features that would make the development process easier. The problem lies in that at the moment, we are unsure of what exactly we need until we stumble upon its existence, such as the traffic control system, implementation of Lidar ray object detection.