The simulator is being used to create videos for a legibility study.

The scene being used is in Assets > BarProps > Scenes > Demo2

Eventually, waypoints should be created from a script within the scene. However, during development, we're using some hard-coded waypoints and viewpoints. These important magic numbers are (for the time being):

Start Waypoint: (5.796, -0.2, 1.979)
Correct Table Waypoint: (4.13, -0.2, -5.05)
Incorrect Table Waypoint: (4.13, -0.2, -7.47)
Viewpoint 1: (3.651, 0.837, -5.845)
Viewpoint 2: (2.866, 0.837, -5.158
Viewpoint 1 Rotation: (0, 6.646, 0)
Viewpoint 2 Rotation: (0, 58.582, 0)