CS491 – Autonomous Vehicle Design

Engineering Notes No. 11.1

INFORMATION

NAME: William Reimer

DATE: 03/05/25 - 03/11/25

Sprint: 11

JIRA BACKLOG

Responsible for:

Converting Blender 3D model into an environment compatible with the Scenic-SUMO environment

Contributed to:

Determine Final requirements for the end of the semester

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RESOURCES & DOCUMENTS CONTRIBUTED TO

Table 1 - Contributions

Date	Resource/Document	Location	Contribution Description
03/11	Blender Conversion	Blender	Convert the Blender model from 3D to 2D

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COMPONENTS TESTED

Table 2 - Testing

Date Tested	Component	Result	Comments
03/08	Blender Conversion	Partial Success	Was able to reduce map to just road, symbology that represents road Need to identify how to make compatible with new model
03/11	Blender Conversion continued	Partial Success	Was able to add color and symbology to represent building locations.

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PROBLEMS SOLVED

Table 3 - Solutions

Date	Problem	Solution & Notes
03/08 – 03/11	Need to identify how to convert 3D model to 2D	By eliminating all of the polygons in the z-axis, and enabling specific export settings to allow the file to be exported in a format similar to OSM, the file can be treated as 2D

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PROBLEMS TO ADDRESS NEXT

Table 4 – Future Problems

Problem	Description
03/08 – 03/11	Still need to identify how to import the blender file into the model. Next time I'm in the micaplex working on this, I need to identify what file types it accepts, and how to convert the .blend file to the required file type.

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MEETING NARRATIVE NOTES:

Table 5 – Meeting 1

MM/DD/YY	Meeting Type: ==StandUp==/Class/ETC
Met with Product Owner(s): Y/==N==	
Problems Brought Up:	
Problem	**Proposed Solution**
Blender file needs to be converted from 3D to 2D	Eliminate any z-axis polygons and find documentation on how to proceed
Other Items Updated on:	
N/A	
Additional Notes:	
N/A	

Table 6 – Meeting 2

No meeting – Spring Break

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NOTES:

N/A