Task 5

## Welcome to NB theme!

**QUantra**Engineering a better tomorrow

Q

eYRC 2020-21: Nirikshak Bot (NB)

# Rulebook Task 0 Task 1 Task 2 Task 3 Task 4

Tutorial on Perspective Transform with Open Maze

Progress Task

### Scene Details

App for Grading of Progress Task

Submission Instructions

### Practice Task

Instructions for Task 6

Task 6 Scene Details

**Coding Standard** 

Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog

# Task 5

# **Scene Details Document**

[ Last Updated on: 16th January 2021, 00:00 Hrs ]

- Details of objects related to Platform Table 1
- Details of objects related to Platform Table 4
- General details of objects in the scene

**NOTE**: All the values mentioned in this document are in meters.

# **Details of objects related to Platform Table 1**

Object Name	х	у	z	Length	Width	Н€
customizableConveyor#1	0.05	0.7930	To be decided by teams	0.55	0.12	To de te
pedestal_t1_1	0	1.6393	0.0005	1	1	0.
import_t1_1	0	1.6393	0.005	0.01	0.01	С
cb_t1_1	-0.595	1.5893	0.1	0.14	0.14	(
cb_t1_2	-0.05	2.2343	0.1	0.14	0.14	(
cb_t1_3	0.595	1.6893	0.1	0.14	0.14	(
vision_sensor_dummy_1	0	1.6393	1.4265			

Object Name	Х	у	Z	Length	Width	Нє
vision_sensor_1	0	1.6393	1.4265			

Table 1: Details of objects related to Platform Table 1.

# **Details of objects related to Platform Table 4**

Object Name	Х	у	Z	Length	Width	Hei
customizableConveyor#4	-0.9013	0.05	To be decided by teams	0.66	0.12	To deci b tea
pedestal_t4_1	0	0	0.175	1	1	0
import_t4_1	0	0	0.355	0.01	0.01	0.
vision_sensor_dummy_4	0	0	1.7755			
vision_sensor_4	0	0	1.7755			

Table 2: Details of objects related to Platform Table 4.

# General details of objects in the scene

Object Name	Х	У	Z	Length	Width
vision_sensor_dummy_5	-1.0773	0.05	1.442		
vision_sensor_5	-1.0773	0.05	1.442		
ball_dispenser_respondable_1	-1.447	0.187	0.8028		

Table 3: General details of objects in the scene.

# **ALL THE BEST!!**

### Welcome to NB theme!

Rulebook	>
Task 0	>
Task 1	>
Task 2	>
Task 3	>
Task 4	>
Task 5	$\checkmark$

Tutorial on Perspective Transform with Open Maze

Progress Task

### Scene Details

App for Grading of Progress Task

Submission Instructions

# Practice Task

Instructions for Task 6

Task 6 Scene Details

**Coding Standard** 

### Git and GitHub

Live Session 1 - 24th October 2020

Live Session 2 - 21st November 2020

Live Session 3 - 12th December 2020

Live Session 4 - 10th January 2021

Changelog