For this self driving car concept, I’ve taken a different approach. Now for the graphics below, bear in mind the collision map is where you are sampling and not the background. Let’s assume the black line between the road and the grass is the transition between the two colours on the collision map. The logic works like this:

1. Sample as many points around the car as you like. The more the merrier. In this example, I am sampling 6 points.
2. If the point sampled is white (road) subtract 15 from the total angle to turn.
3. If the point sampled is black (grass) add 15 to the total angle to turn.
4. Total up all the sampled points and rotate the car by that angle

\*\* the more frequently you sample points the smaller the increment/decrement for the angle adjustment would need to be?

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|  | In this situation, 1 + 2 + 3 + 4 + 5 + 6 = 0 change in the current angle. |
|  | In this situation, 1 + 2 + 3 + 4 + 5 + 6 = + 30 change in the current angle. |
|  | In this situation, 1 + 2 + 3 + 4 + 5 + 6 = -30 change in the current angle. |
|  | In this situation, 1 + 2 + 3 + 4 + 5 + 6 = 60 change in the current angle. |