

# Visualization of a robotic arms working area

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# 1 Introduction

## **2 Project requirements**

### **2.1 Vision**

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## **3 Phase 1**

### **3.1 Environment setup / Modeling**

- Latex, texlive
- Kuka model, blender, unity
- Raycast

### **3.2 Animating**

- blender, unity animation
- script

## **4 Phase 2**

### **4.1 Voxel world**

## **5 Conclusion and future work**

To be filled later