3D models are all provided in ‘.obj’ file format with some provided in ‘.stl’ as well. Scale of objects should be ignored as actual dimensions will be provided by the rover data, you are responsible for properly scaling objects in the environment. Objects are for reference and thus are not required, or can be modified at your discretion, however visualization of objects reported by the rover is required. You are free to convert file types as well as wrap your own textures or colors to objects as you see fit (possibly for better visibility).

All environmental objects will be given position and rotation data from the rover (see ‘Communication Protocol’ for more details).