

Meshes in URDF

Key Points

- **Mesh formats:** .stl, .dae, .obj
- **Recommended:** .stl
- **Scale:** Optional (default is 1 1 1)
- **Origin:** Always define <origin> for mesh placement

URDF Example

```
<link name="my_link">
  <visual>
    <origin xyz="0 0 0.1" rpy="0 0 0"/>
    <geometry>
      <mesh filename="file://${find urdf_demo}/meshes/link_visual
        ↪ .stl"
        scale="0.1 0.1 0.1" />
    </geometry>
  </visual>
  <collision>
    <origin xyz="0 0 0.1" rpy="0 0 0"/>
    <geometry>
      <box size="0.2 0.2 0.2" />
    </geometry>
  </collision>
  <inertial>
    <mass value="1.0"/>
    <origin xyz="0 0 0.1" rpy="0 0 0"/>
    <inertia
      ixx="0.01" ixy="0.0" ixz="0.0"
      iyy="0.01" iyz="0.0"
      izz="0.01"/>
  </inertial>
</link>
```