Downloading the Simulator

The Self-Driving Car Simulator you will use in this project.

We've created a simulator for you based on the Unity engine that uses real game physics to create a close approximation to real driving.

Download it here:

- Linux
- macOS
- Windows 32-bit
- Windows 64-bit

Running the Simulator

Once you've downloaded it, extract it and run it.

When you first run the simulator, you'll see a configuration screen asking what size and graphical quality you would like. We suggest running at the smallest size and the fastest graphical quality. We also suggest closing most other applications (especially graphically intensive applications) on your computer, so that your machine can devote its resource to running the simulator.

Training Mode

Select Training Mode in the above screen to start driving the car.

The next screen gives you two options: Training Mode and Autonomous Mode.

First, select Training Mode.

You'll enter the simulator and be able to drive the car with your arrow keys, just like it's a video game. Try it!

NEXT ›