

# 2022/07/28

- This morning, Dr. Azim got back to me with a request for a quick demo video (30 seconds to a minute) overviewing the bench itself and some driving around in the simulation.
- I downloaded **hitfilm express 16** which will be used to edit the video later on
- **This is what speech/text will be overlaid on the video:**
  - Introducing the Autonomous vehicle simulation bench. This system aims to fill a gap in the industry of autonomous vehicle development by providing a highly robust and streamlined platform to support the development of autonomous vehicle driving systems using widely supported and easily accessible open-source software.
  - (SHOW DRIVING AROUND, SCREEN RECORDINGS) The software powering this system has been developed from the ground up by a large community to support the development, training, and validation of autonomous driving systems. This platform supports flexible specification of sensor suites such as LIDAR, depth sensors, rgb cameras, and many more. Additionally, the platform realistically simulates all aspects of a vehicle and its telemetry, various environmental conditions, full control of all static and dynamic actors, fully simulated traffic networks, and much more.
  - This system adopts a plug-and-play personality, allowing users to simulate and test different hardware and software components before deployment on real vehicles, such as gauge clusters, infotainment systems, steering wheels, Control Area Networks, and more (SHOW HARDWARE AND CAN STUFF).
  - This system allows for rapid, repeatable, accurate, and nearly endless testing and simulation of many of the components that make up an autonomous vehicle system by allowing users to create a digital twin of a real world vehicle and gain valuable simulation and testing data not constrained by real-world factors (SHOW DATA AND STUFF).
  - And since the system is all open source and extensively modifiable, the features that can be added, simulated, and tested are essentially endless.
- After capturing all the video clips and screen recordings I required, I will then begin trimming and merging the clips with an overlay of speech, which will be done tomorrow.