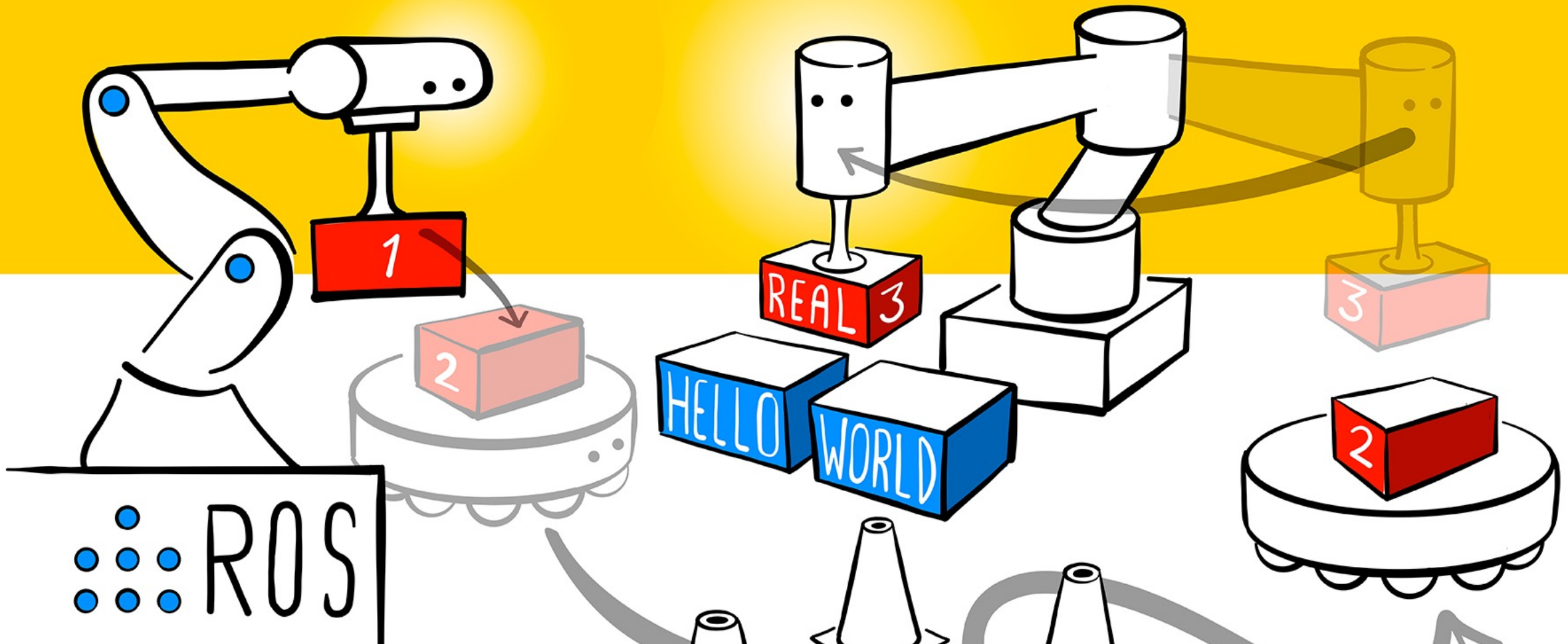


Week 2: URDF

Gijs van der Hoorn



URDF – Overview

- Basics of URDF
- Links, joints, geometry
- Model environments and robots
- Understanding URDF
- Add and remove simple objects
- Import complex models
- Limitations
- Tools