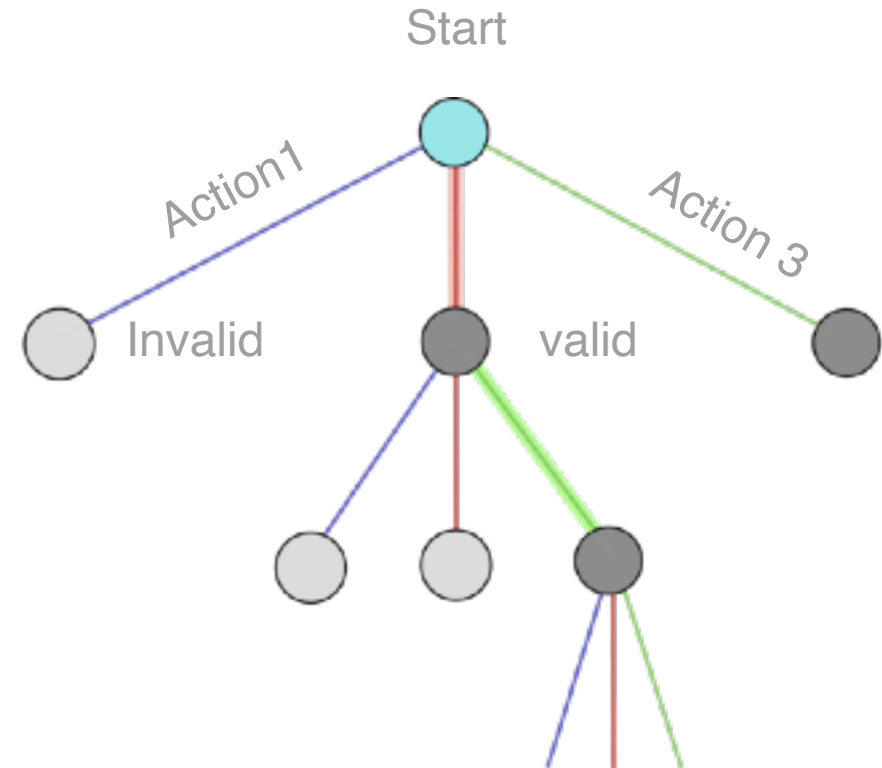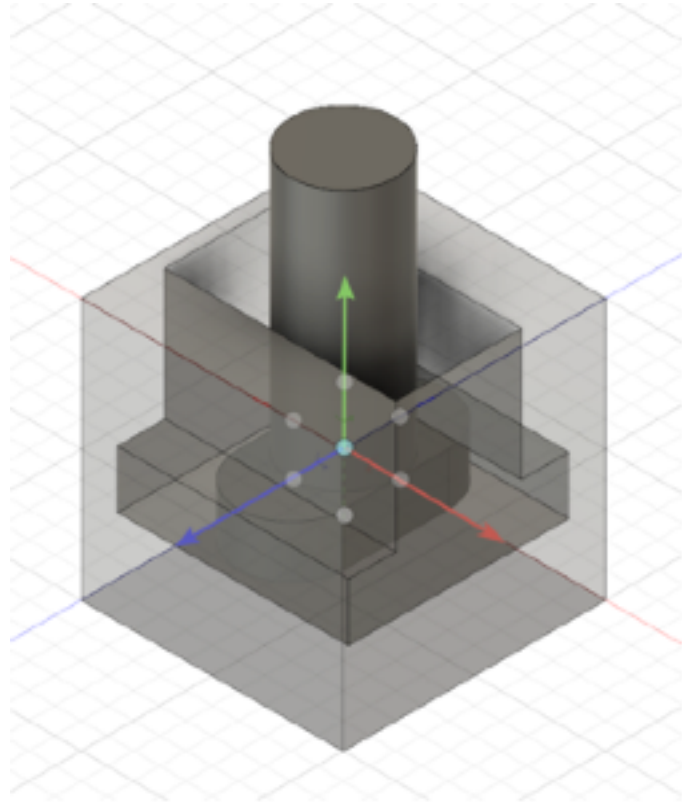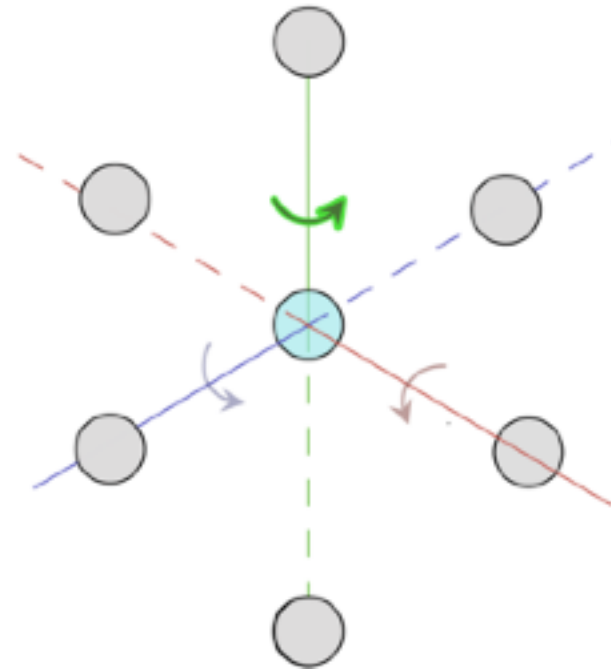# Discrete Motion Planner

- Developed a randomized A-Star Motion Planner

- Implemented in Fusion 360 and Bullet C++ Based Environment

- Integrated A Collision Checking Library with Project ARAAS

No Valid Translation

Discrete Neighbor Search : Key and Box

Only Rotation Along Y-Axis is Possible

AUTODESK.
RESEARCH