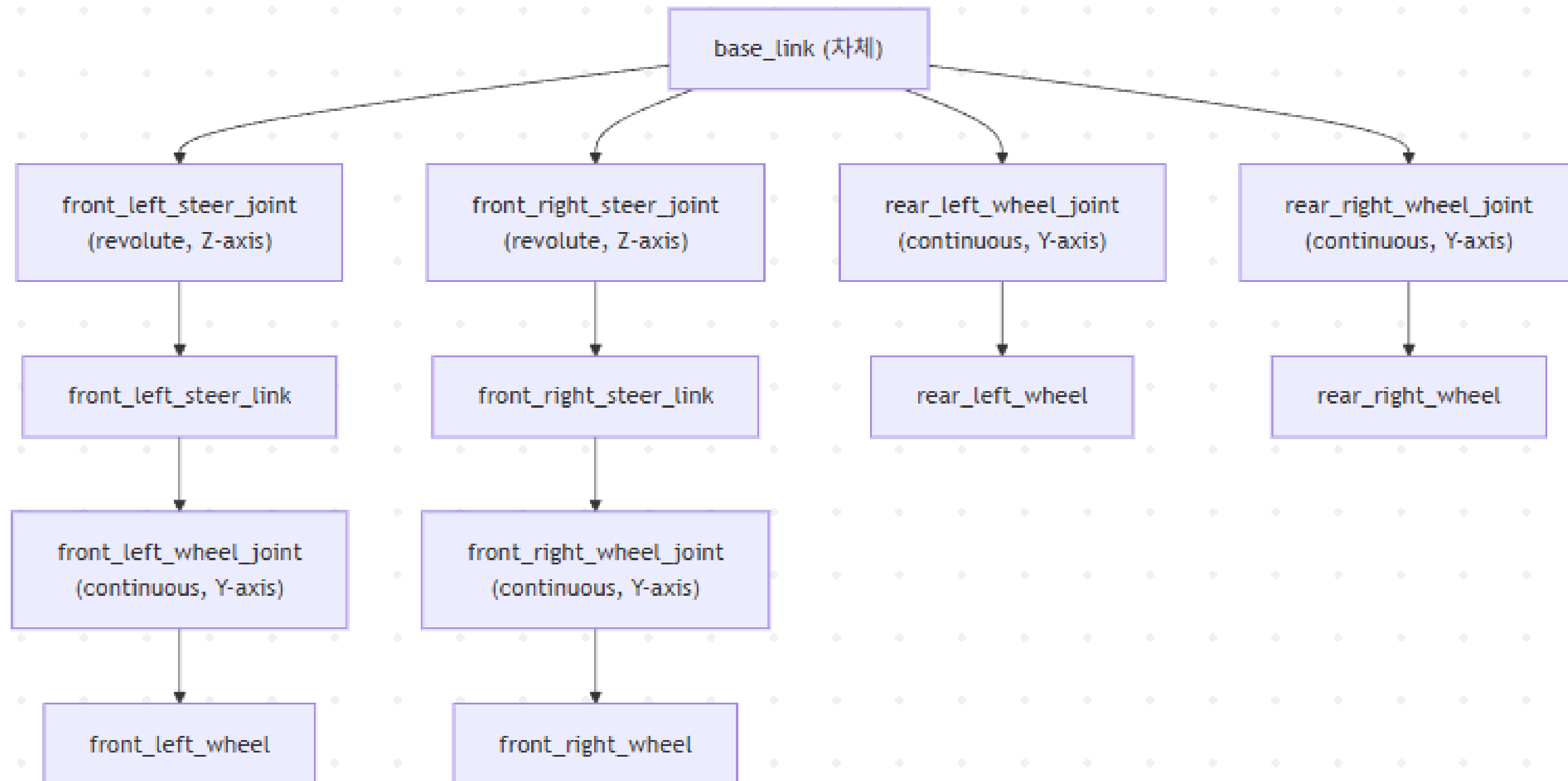


# Genesis 차량 구동계 구조



## 1. base\_link(차체)

- 질량: 1200kg
- collider: 2.5 x 1.6 x 0.6m (box)

## 2. 조향계

- 타입: revolute joint
- 축: Z축(0,0,1)
- 최대 조향: 35도

## 3. 구동계

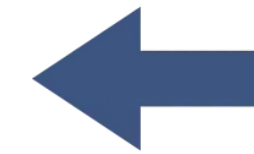
- 조인트 타입: continuous
- 축: Y축(0,1,0)

## 4. Collider

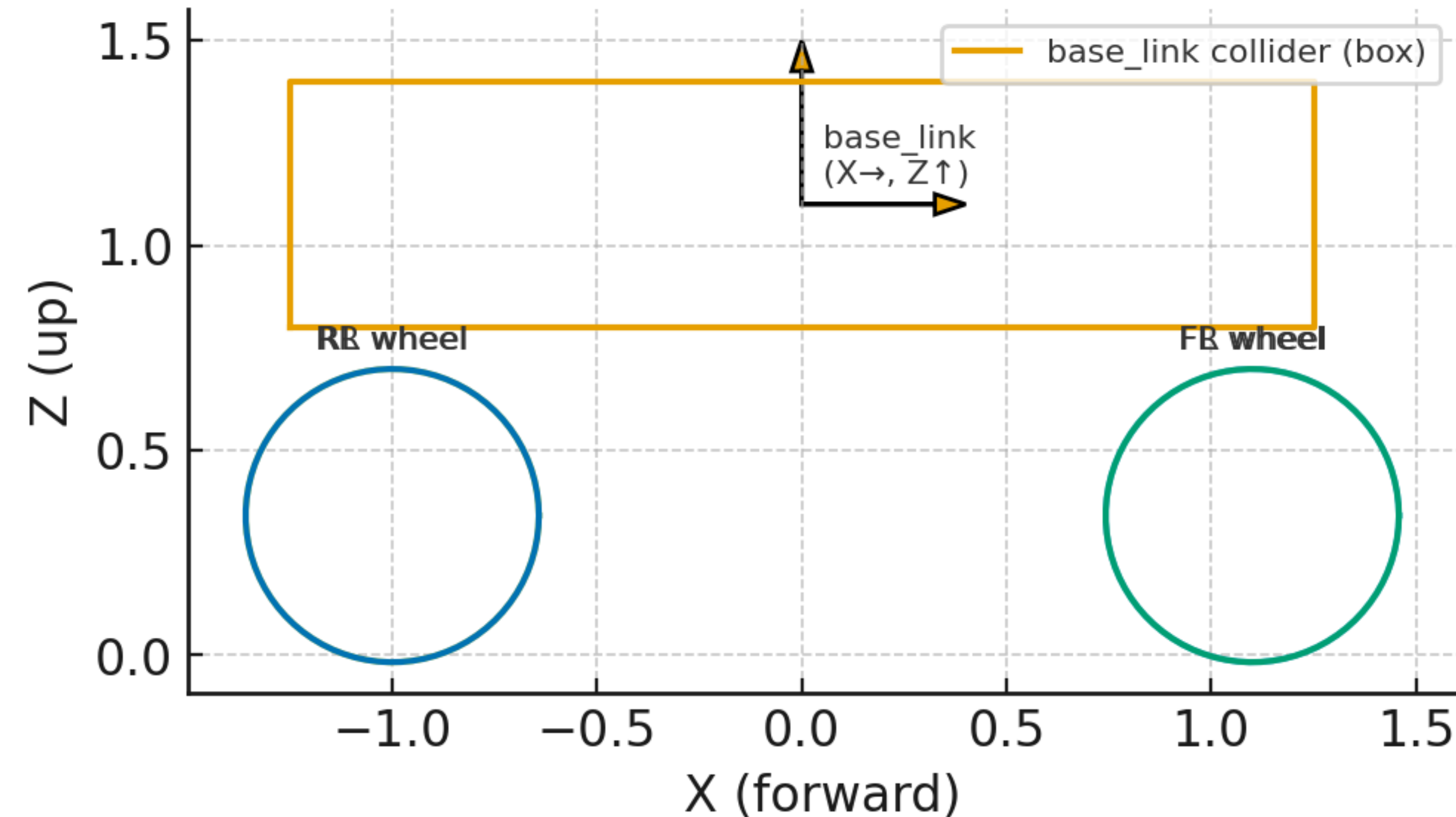
- 바퀴 각 20kg cylinder
- 반지름: 0.358m

# Side View (X-Z): Colliders from URDF

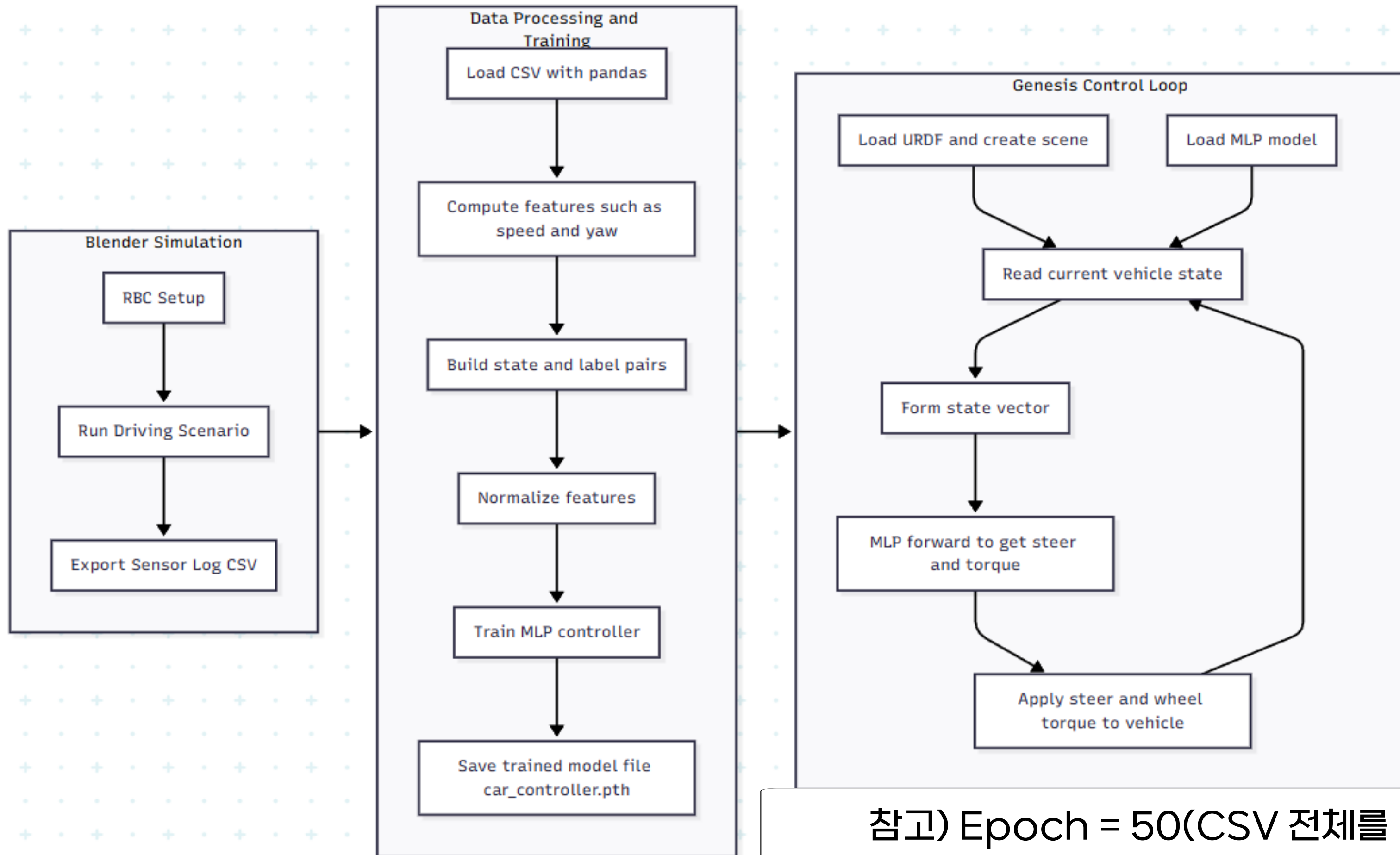
World: +X forward, +Z up, right-handed



앞서 봤던 차량의 collider



# 전체적인 학습 파이프라인 개요



참고) Epoch = 50(CSV 전체를 50번 반복 학습)

