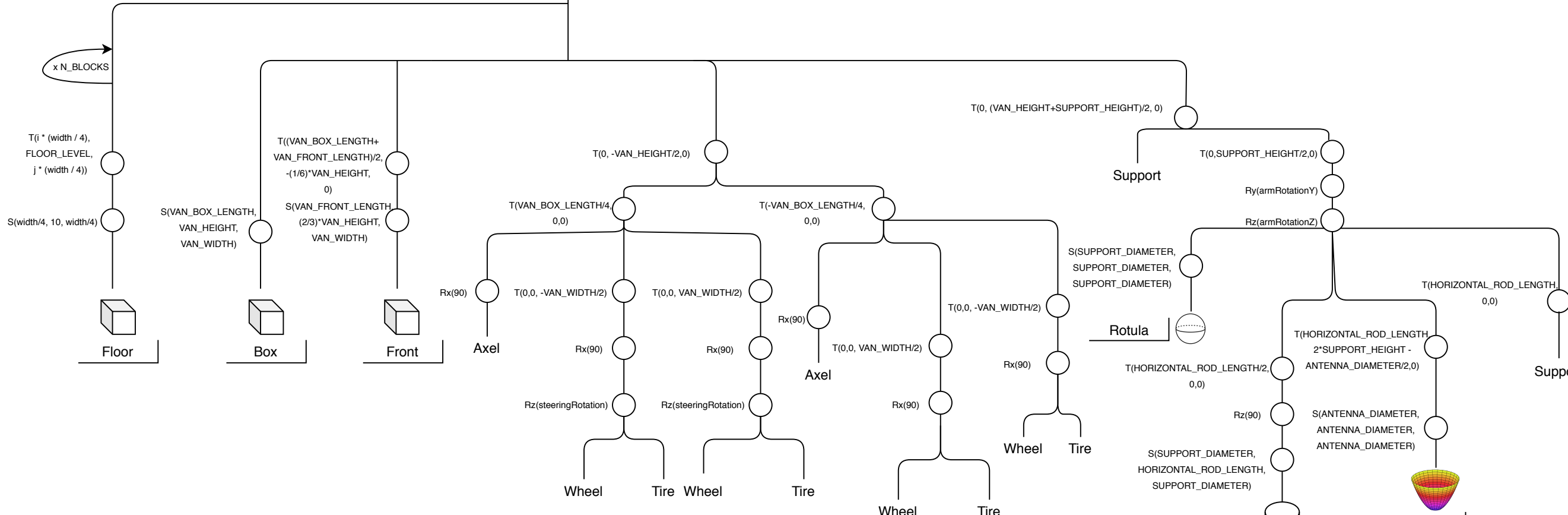


Scene



```
VAN_HEIGHT = 180;  
VAN_WIDTH = 160;  
VAN_BOX_LENGTH = 300;  
VAN_FRONT_LENGTH = 100;  
WHEEL_DIAMETER = 60;  
WHEEL_WIDTH = 25;  
SUPPORT_DIAMETER = 10;  
SUPPPORT_HEIGHT = 25;  
ANTENNA_DIAMETER = 75;  
HORIZONTAL_ROD_LENGTH = 150;
```

```
FLOOR_LEVEL = -VAN_HEIGHT / 2 - WHEEL_DIAMETER / 2 - 5;
```

```
i, j = [-NUMBER_OF_CUBES/4,  
        NUMBER_OF_CUBES/4]  
  
width = canvas.width  
steeringRotation = [-30, 30]  
wheelRotation = [0, 360]  
armRotationY = [0, 360]  
armRotationZ = [0, 165]  
N_BLOCKS = 10
```