**Supplement Information**

1. **Digital twin environment feature references.**

Provided list of materials, meshes, models, vehicles, and animations used for constructing digital twin enviornments for Unreal Engine simulation of roadsides.

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*Quixel Marram Grass*. (n.d.). Retrieved October 21, 2024, from <https://quixel.com/megascans/home?category=3D%20plant&category=grass&category=wild&search=grass&assetId=ujbifdsja>

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