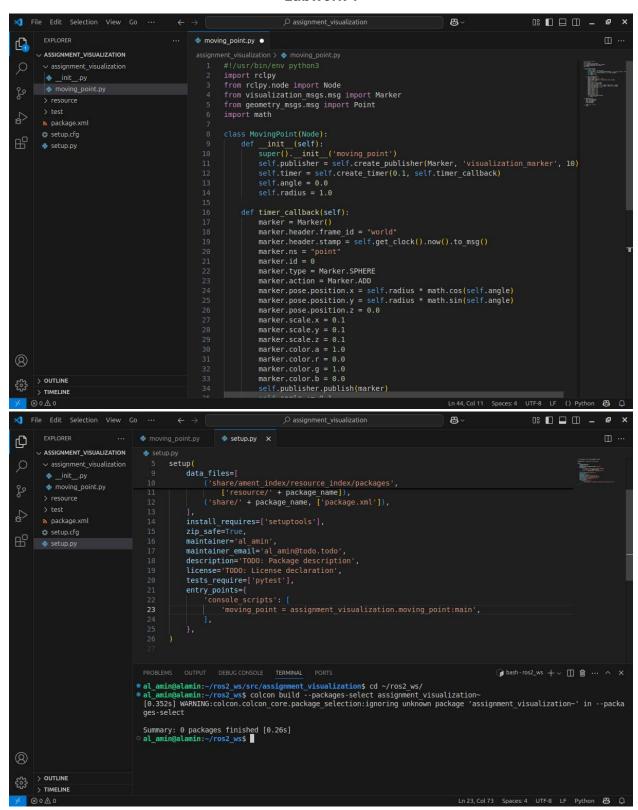
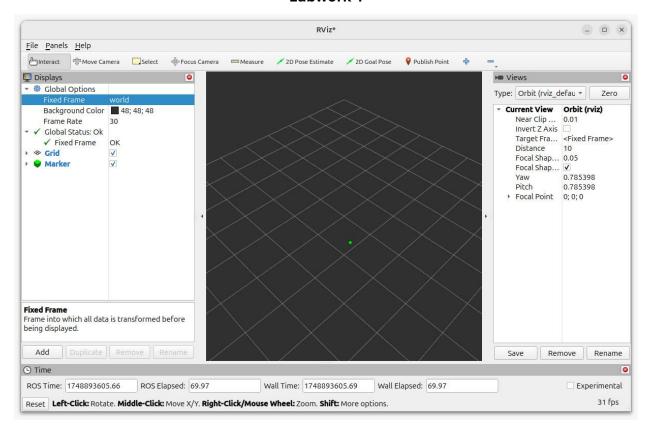
1) making project and node with a point that change in time in a circular path.

**Node**: moving\_point.py

# Implementation:

- Publishes a SPHERE marker on /visualization\_marker
- Uses parametric equations for circular motion:
- $x = radius * cos(\theta), y = radius * sin(\theta)$
- Updates position at 3Hz frequency to prevent RViz queue overflow



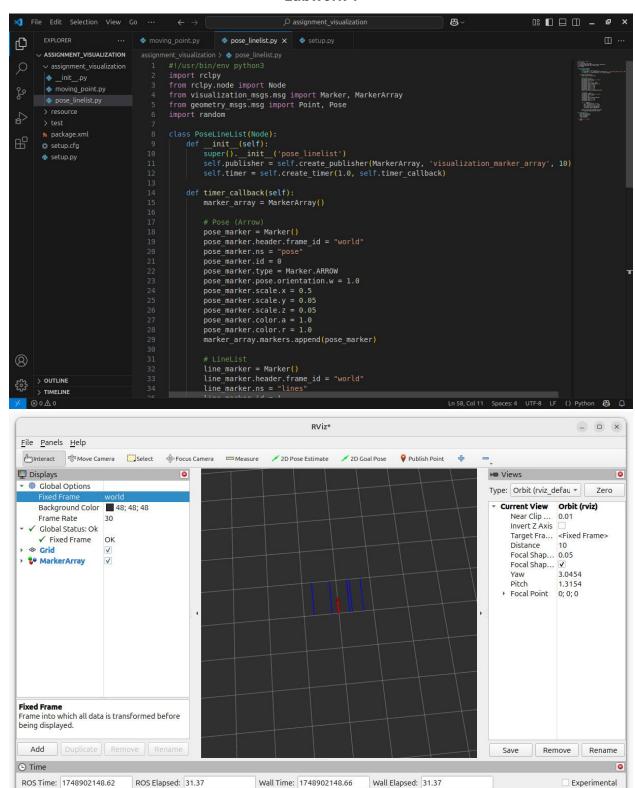


2) sending post and line list.

Node: pose\_linelist.py

## Implementation:

- Publishes a MarkerArray containing:
- ARROW for pose representation
- LINE\_LIST with random X-axis lines
- Uses random generation for line positions



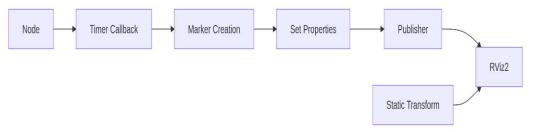
31 fps

Reset Left-Click: Rotate. Middle-Click: Move X/Y. Right-Click/Mouse Wheel: Zoom. Shift: More options.

**Node**: moving\_cube.py

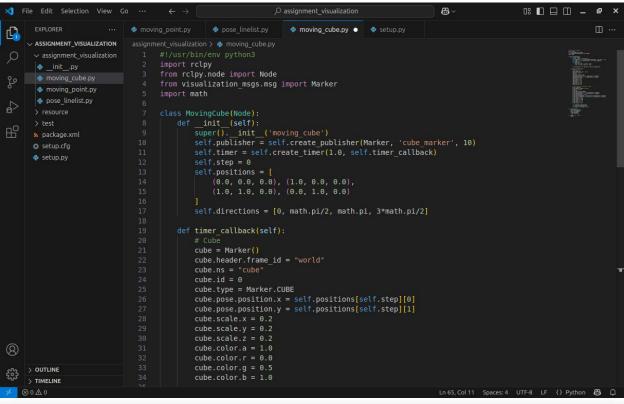
#### Implementation:

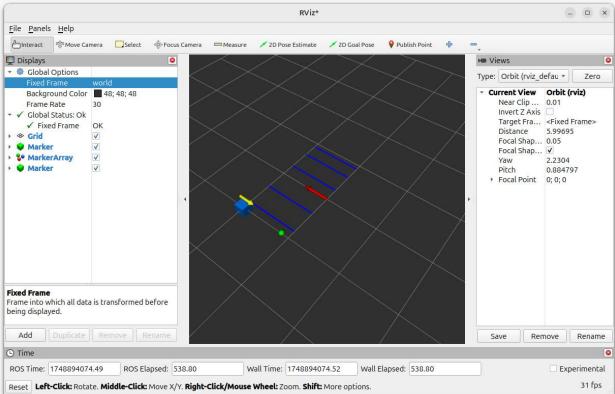
- Publishes two markers on /cube\_marker:
- CUBE moving in square trajectory
- ARROW indicating movement direction
- Uses waypoints for square path:
- $(0,0) \rightarrow (1,0) \rightarrow (1,1) \rightarrow (0,1) \rightarrow (0,0)$
- Arrow orientation updates with 90° rotations

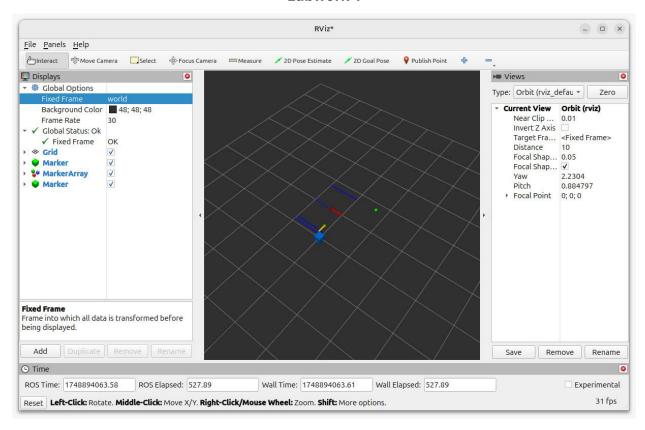


#### **Configuration Essentials:**

- Fixed Frame Consistency: All markers use world frame
- Namespace Management: Unique namespaces per marker type
- Queue Management: Reduced publish rates (0.3s) prevent overflow
- Transform Setup: static\_transform\_publisher for world→base\_link



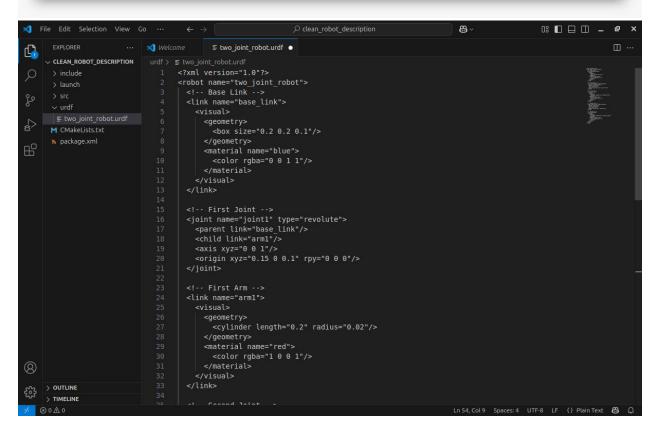




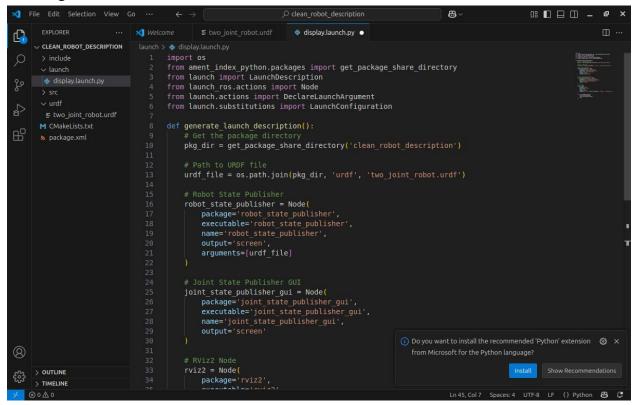
5) creating a URDF robot .

Creating a new package for the urdf robot

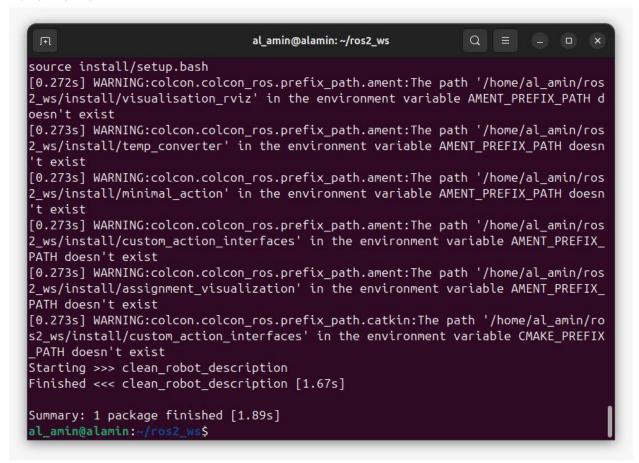
```
al_amin@alamin: ~/ros2_ws/src/clean_robot_description
                                                              Q
going to create a new package
package name: clean robot description
destination directory: /home/al amin/ros2 ws/src
package format: 3
version: 0.0.0
description: TODO: Package description
maintainer: ['al_amin <al_amin@todo.todo>']
licenses: ['TODO: License declaration']
build type: ament cmake
dependencies: []
creating folder ./clean robot description
creating ./clean_robot_description/package.xml
creating source and include folder
creating folder ./clean_robot_description/src
creating folder ./clean_robot_description/include/clean_robot_description
creating ./clean_robot_description/CMakeLists.txt
[WARNING]: Unknown license 'TODO: License declaration'. This has been set in th
e package.xml, but no LICENSE file has been created.
It is recommended to use one of the ament license identifiers:
Apache-2.0
BSL-1.0
BSD-2.0
BSD-2-Clause
```

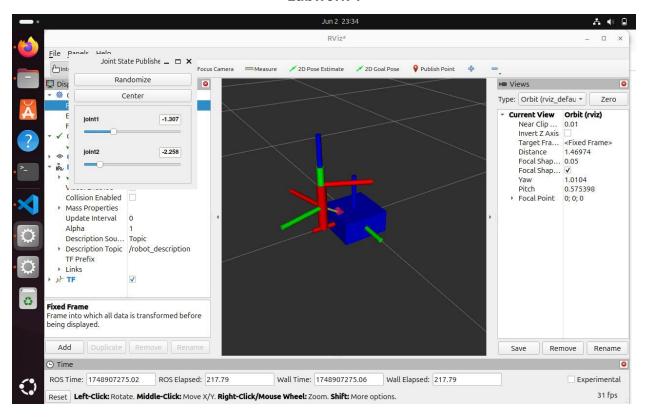


#### Creating a launch file



#### Build the file





#### **Critical Learnings:**

- Frame Consistency is paramount RViz requires a valid transform tree
- URDF Validation is essential before visualization:

#### **TF2 Timing:**

- Static transforms (world→base\_link) must be established first
- Dynamic transforms (joints) require continuous publishing

#### **RViz Best Practices:**

- Start with 50+ queue size for markers
- Use RobotModel display for URDF visualization
- Always verify frame rates (30Hz default)

# Conclusion:

This implementation demonstrates core ROS2 visualization capabilities, providing a foundation for robotic perception systems. The separation of visualization logic (markers) from physical modeling (URDF/TF2) enables scalable development of complex robotic systems.