3DWorld SIM

Virtual and augmented reality are playing significant roles in the development of autonomous cars. Engineers for companies including Alphabet Inc.'s Waymo are turning to simulation platforms to test and train their self-driving systems

Embodied Question Answering
embodiedqa.org
Moving towards AI agents that can navigate in virtual environments and

HoME: a Household Multimodal Environment
home-platform.github.io

MINOS: Multimodal Indoor Simulator

minosworld.github.io

MINOS is a simulator designed to support the development of multisensory models for goal-directed navigation in complex indoor environments. MINOS leverages large datasets of complex 3D environments and supports flexible configuration of multimodal sensor suites.

Carla – Open source simulator for autonomous driving
www.carla.org

Cornell Personal Robotics: Human Activity Anticipation
pr.cs.cornell.edu

AI2-THOR - Scenes
ai2thor.allenai.org
AI2Thor is an open-source set of 3D photo-realistic
scenes hosted within the Unity3D game engine.

House3D+RoomNav: super-cool paper+dataset+code from FAIR for learning navigation
in realistic indoor 3D virtual environments, with a dataset of 45,000 fully-annotated
indoor 3D scenes that includes depth maps and segmentation masks.
Paper: https://arxiv.org/abs/1801.02209
Github: https://github.com/facebookresearch/House3D
Yuandong Tian's post: https://www.facebook.com/yuandong.tian/posts/
10215819993841183

**GitHub - facebookresearch/
House3D: a Realistic and Rich**
github.com

OpenSC2K - An Open Source remake of SimCity 2000 written in JavaScript using
HTML5 Canvas API, SQLite and built on Electron.

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**GitHub - rage8885/OpenSC2K:
OpenSC2K - An Open Source**
github.com