

Forschungspraxis

Simulating inverse kinematics of PANDA robotic arm in Unity

In this project we will implement inverse kinematics solutions for PANDA robotic arm in Unity.

This project includes:

- preliminary research on various inverse kinematics solutions developed for PANDA arm,
- setting up robot model in Unity3D environment,
- establishing connection between IK solver and the visual model in Unity.

After the project is completed, a user should be able to provide a target position for the end effector and the IK solver should provide necessary configurations.

Prerequisites

- Experience with ROS, C++
- Experience with Unity game engine
- Motivation to learn necessary skills and yield a successful work

Contact

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Advisors

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