Overview

The aim of this course is to implement software for vehicle simulation and control. The previously acquired C/C++ programming and control systems knowledge is used to develop user interfaces, simulations models and control algorithms for the control of vehicles including car-like robotic vehicles, tracked vehicles such as bulldozers and four-wheel-steer and four-wheel-drive vehicles. Kinematic and/or dynamic models of these vehicles will be used in developing simulation models. In addition, the course will also teach the interfacing of data acquisition systems, motion control systems, sensors such as inertial sensors, GPS sensors, laser sensors and encoders to facilitate sensing and actuation. The course has an extensive experimental content where the above developed software will be used to control either a tracked vehicle or a wheeled vehicle.
Faculty
Faculty of Engineering

School
School of Mechanical and Manufacturing Engineering

Study Level
Undergraduate

Offering Terms
Term 3

Campus
Kensington

Delivery Mode
Fully on-site

Indicative contact hours
4

Timetable
Visit timetable website for details
Conditions for Enrolment

pre-requisite MTRN2500
Course Outline

To access course outline, please visit:

MTRN3500 Course Outline
**Fees**

Commonwealth Supported Students  $1191  
Domestic Students  $5970  
International Students  $5970

**DISCLAIMER**

Please note that the University reserves the right to vary student fees in line with relevant legislation. This fee information is provided as a guide and more specific information about fees, including fee policy, can be found on the fee website.

For advice about fees for courses with a fee displayed as "Not Applicable", including some Work Experience and UNSW Canberra at ADFA courses, please contact the relevant Faculty.

Where a Commonwealth Supported Students fee is displayed, it does not guarantee such places are available.
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)