

Alaska ATV Simulator for Unity Dataset
Dataset available at: <https://doi.org/10.7910/DVN/LMFSY2>

(This dataset supports report **Virtual Reality Vehicle Simulator Phase 1**)

This U.S. Department of Transportation-funded dataset is preserved by the Pacific Northwest Transportation Consortium (PacTrans) is the Regional University Transportation Center (UTC) for Federal Region 10 in the digital repository Harvard Dataverse (<https://dataverse.harvard.edu>), and is available at <https://doi.org/10.7910/DVN/LMFSY2>

The related final report **Virtual Reality Vehicle Simulator Phase 1**, is available from the National Transportation Library's Digital Repository at <https://rosap.ntl.bts.gov/view/dot/60937>

Metadata from the Harvard Dataverse Repository record:

Dataset Persistent ID: doi:10.7910/DVN/LMFSY2

Publication Date:2022-02-10

Title: Alaska ATV Simulator for Unity

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Description: AK_ATV_Simulator: Unity 19.04 asset files and source code. docs: runnable WebGL version of simulator. parts: original Blender model files, and 3D printable hardware for VR version. Lawlor_v4_PacTrans_FinalReport_2022.pdf: PDF summary of project.

Subject: Computer and Information Science

Keyword: All terrain vehicles, Simulation, Virtual Reality, Driver Education

Notes: Additional data provided upon request. <http://hdl.handle.net/1773/48346>

Depositor: Yarbrough, Christina

Deposit Date: 2022-02-10

Recommended citation:

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Dataset description:

This dataset contains 1 .zip file collection described below.

Ultra-high-accuracy Digital Terrain Model Mapping Data.zip:

This collection contains 199 files, listed below.

- .collabignore
- .vsconfig
- actions.json
- Assembly-CSharp.csproj
- Assembly-CSharp.dll
- Assembly-CSharp-firstpass.dll
- atv_body.mat
- AudioManager.asset
- AudioPluginOculusSpatializer.dll

- binding_holographic_hmd.json
- binding_index_hmd.json
- binding_rift.json
- binding_vive.json
- binding_vive_cosmos.json
- binding_vive_pro.json
- binding_vive_tracker_camera.json
- bindings_holographic_controller.json
- bindings_knuckles.json
- bindings_oculus_touch.json
- bindings_vive_controller.json
- bindings_vive_cosmos_controller.json
- boot.config
- ClusterInputManager.asset
- com.unity.multiplayer-hlapi.Runtime.dll
- Compat.browser
- ControllerVR.cs
- Demo Terrain.asset
- DynamicsManager.asset
- EditorBuildSettings.asset
- EditorSettings.asset
- globalgamemanagers
- globalgamemanagers.assets
- GraphicsSettings.asset
- Ground.mat
- hubcap.mat
- InputManager.asset
- leather.001.mat
- leather.mat
- level0
- level1
- level1.resS
- manifest.json
- Material.001.mat
- Material.002.mat
- Material.mat
- Mono.Security.dll
- mscorlib.dll
- NavMeshAreas.asset
- netstandard.dll
- NetworkManager.asset
- New LightmapParameters.giparams
- New Terrain Material.mat
- NewLayer.terrainlayer

- No Name 1.mat
- No Name.mat
- openvr_api.dll
- OVRPlugin.dll
- PackageManagerSettings.asset
- packages-lock.json
- Packages-Update.log
- Physics2DSettings.asset
- Post-Processing For GrassFlowers.asset
- PresetManager.asset
- ProjectSettings.asset
- ProjectVersion.txt
- QualitySettings.asset
- resources.assets
- resources.assets.resS
- rocky_dirt1_Height.png
- rocky_dirt1-albedo.png
- rocky_dirt1-ao.png
- rocky_dirt1-normal-ogl.png
- rollcage.mat
- ScenarioEnd.mat
- ScenariosPrefab.prefab
- sharedassets0.assets
- sharedassets0.assets.resS
- sharedassets1.assets
- slippery.physicMaterial
- SteamVR.dll
- SteamVR_Actions.dll
- System.ComponentModel.Composition.dll
- System.Configuration.dll
- System.Core.dll
- System.Data.dll
- System.Diagnostics.StackTrace.dll
- System.dll
- System.Drawing.dll
- System.EnterpriseServices.dll
- System.Globalization.Extensions.dll
- System.IO.Compression.dll
- System.IO.Compression.FileSystem.dll
- System.Net.Http.dll
- System.Numerics.dll
- System.Runtime.Serialization.dll
- System.Runtime.Serialization.Xml.dll
- System.ServiceModel.Internals.dll

- System.Transactions.dll
- System.Xml.dll
- System.Xml.Linq.dll
- System.Xml.XPath.XDocument.dll
- TagManager.asset
- TexturesCom_Leather_Plain11_008x008_512_albedo.tif
- TexturesCom_Leather_Plain11_008x008_512_normal.tif
- TexturesCom_Plastic_CarbonFiber_1K_albedo.tif
- TexturesCom_Plastic_CarbonFiber_1K_normal.tif
- TexturesCom_Plastic_CarbonFiber_1K_roughness.tif
- TexturesCom_Plastic_Polymer_1K_albedo.tif
- TexturesCom_SandwShells1_1.8x1.8_1K_albedo.tif
- TexturesCom_SandwShells1_1.8x1.8_1K_normal.tif
- TexturesCom_SandwShells1_1.8x1.8_1K_roughness.tif
- TexturesCom_Various_TireMotorcycle_1K_albedo.tif
- TexturesCom_Various_TireMotorcycle_1K_normal.tif
- TexturesCom_Various_TireMotorcycle_1K_roughness.tif
- TimeManager.asset
- unity default resources
- Unity.Analytics.DataPrivacy.dll
- Unity.Analytics.StandardEvents.dll
- Unity.Analytics.Tracker.dll
- Unity.TerrainTools.dll
- Unity.TextMeshPro.dll
- Unity.Timeline.dll
- unity_built_in_extra
- UnityConnectSettings.asset
- UnityCrashHandler64.exe
- UnityEngine.AccessibilityModule.dll
- UnityEngine.Advertisements.dll
- UnityEngine.AIModule.dll
- UnityEngine.AndroidJNIModule.dll
- UnityEngine.AnimationModule.dll
- UnityEngine.ARModule.dll
- UnityEngine.AssetBundleModule.dll
- UnityEngine.AudioModule.dll
- UnityEngine.ClothModule.dll
- UnityEngine.ClusterInputModule.dll
- UnityEngine.ClusterRendererModule.dll
- UnityEngine.CoreModule.dll
- UnityEngine.CrashReportingModule.dll
- UnityEngine.DirectorModule.dll
- UnityEngine.dll
- UnityEngine.DSPGraphModule.dll

- UnityEngine.GameCenterModule.dll
- UnityEngine.GridModule.dll
- UnityEngine.HotReloadModule.dll
- UnityEngine.ImageConversionModule.dll
- UnityEngine.IMGUIModule.dll
- UnityEngine.InputLegacyModule.dll
- UnityEngine.InputModule.dll
- UnityEngine.JSONSerializeModule.dll
- UnityEngine.LocalizationModule.dll
- UnityEngine.Monetization.dll
- UnityEngine.ParticleSystemModule.dll
- UnityEngine.PerformanceReportingModule.dll
- UnityEngine.Physics2DModule.dll
- UnityEngine.PhysicsModule.dll
- UnityEngine.ProfilerModule.dll
- UnityEngine.Purchasing.dll
- UnityEngine.ScreenCaptureModule.dll
- UnityEngine.SharedInternalsModule.dll
- UnityEngine.SpatialTracking.dll
- UnityEngine.SpriteMaskModule.dll
- UnityEngine.SpriteShapeModule.dll
- UnityEngine.StreamingModule.dll
- UnityEngine.SubstanceModule.dll
- UnityEngine.SubsystemsModule.dll
- UnityEngine.TerrainModule.dll
- UnityEngine.TerrainPhysicsModule.dll
- UnityEngine.TextCoreModule.dll
- UnityEngine.TextRenderingModule.dll
- UnityEngine.TilemapModule.dll
- UnityEngine.TLSModule.dll
- UnityEngine.UI.dll
- UnityEngine.UIElementsModule.dll
- UnityEngine.UIModule.dll
- UnityEngine.UmbraModule.dll
- UnityEngine.UNETModule.dll
- UnityEngine.UnityAnalyticsModule.dll
- UnityEngine.UnityConnectModule.dll
- UnityEngine.UnityTestProtocolModule.dll
- UnityEngine.UnityWebRequestAssetBundleModule.dll
- UnityEngine.UnityWebRequestAudioModule.dll
- UnityEngine.UnityWebRequestModule.dll
- UnityEngine.UnityWebRequestTextureModule.dll
- UnityEngine.UnityWebRequestWWWModule.dll
- UnityEngine.VehiclesModule.dll

- UnityEngine.VFXModule.dll
- UnityEngine.VideoModule.dll
- UnityEngine.VRModule.dll
- UnityEngine.WindModule.dll
- UnityEngine.XR.LegacyInputHelpers.dll
- UnityEngine.XRModule.dll
- UnityPlayer.dll
- unityProject.vrmanifest
- Valve.Newtonsoft.Json.dll
- Vehicle Simulation In Unity.exe
- VFXManager.asset
- wheelTire.mat
- WinPixEventRuntime.dll
- XRSettings.asset

File Type Descriptions:

- The .config file extension is commonly used for configuration and settings files. Usually plain text file that can be edited in any text editor. It is also used in many .NET framework based applications (for more information on .config files and software, please visit <https://www.file-extensions.org/config-file-extension>).
- The .cs file extension is associated with Microsoft Visual C# (C SHarp) C# .NET development software. The *.cs files are source code files created in this language (for more information on .cs files and software, please visit <https://www.file-extensions.org/cs-file-extension>).
- File extension .json is associated to JavaScript Object Notation file format, a lightweight, text-based, language-independent data interchange format. JSON defines a small set of formatting rules for the portable representation of structured data. It is used by various applications as alternative option to XML file format. The data in a json file are stored in simple text file format and the content is viewable in any simple text editor (for more information on .json files and software, please visit <https://www.file-extensions.org/json-file-extension>).
- File extension .log is frequently used for log files. Such files are usually in plain text file format and are used by many programs. A log generally contains a record of which program processes were requested at which times. It is a good bit of information for users and programmers or administrators (for more information on .log files and software, please visit <https://www.file-extensions.org/log-file-extension>).
- The .txt file type is a common text file, which can be opened with a basic text editor. The most common software used to open .txt files are Microsoft Windows Notepad, Sublime Text, Atom, and TextEdit (for more information on .txt files and software, please visit <https://www.file-extensions.org/txt-file-extension>).
- File extension png is commonly used for images in Portable Network Graphics file format. PNG is a bitmap graphics format similar to GIF, that uses image compression mainly for web purposes (for more information on .png files and software, please visit <https://www.file-extensions.org/png-file-extension>).

- The .ress file extension is related to various computer games based on Unity 3D graphics engine and game development tool, available for various platforms. A .ress file stores textures, assets, shader, materials and other related data for 3D models (for more information on .ress files and software, please visit <https://www.file-extensions.org/ress-file-extension>).
- The .tif file extension is traditionally used for Tagged Image File Format - one of the most widely supported lossless file formats for storing bit-mapped images (both PCs and Macintosh computers). TIFF/IT is a standard for the exchange of digital adverts and complete pages (for more information on .tif files and software, please visit <https://www.file-extensions.org/tif-file-extension>).
- The .exe file extension is traditionally used for program executable file since the time of first DOS. There are several versions of this file format, but all serve the same purpose - to start a program (for more information on .exe files and software, please visit <https://www.file-extensions.org/exe-file-extension>).
- The .mat file extension is associated with Ox. Ox is an object-oriented statistical system. At its core is a powerful matrix language, which is complemented by a comprehensive statistical library (for more information on the .mat file type and associated software, please visit <https://www.file-extensions.org/mat-file-extension-ox-object-oriented-matrix-programming-language-matrix>).
- The dll file extension is commonly used for so called dynamic-link libraries, modules that contain data and other functions that can be linked to another module, for example executables (for more information on .dll files and software, please visit <https://www.file-extensions.org/dll-file-extension>).
- File extension asset is mainly associated with the Unity game development tool. The typical .asset file contains textures, assets, shader and other related data for 3D models (for more information on .asset files and software, please visit <https://www.file-extensions.org/asset-file-extension>).

National Transportation Library (NTL) Curation Note:

As this dataset is preserved in a repository outside U.S. DOT control, as allowed by the U.S. DOT's Public Access Plan (<https://doi.org/10.21949/1503647>) Section 7.4.2 Data, the NTL staff has performed *NO* additional curation actions on this dataset. NTL staff last accessed this dataset at <https://doi.org/10.7910/DVN/LMFSY2> on 2022-04-14. If, in the future, you have trouble accessing this dataset at the host repository, please email NTLDataCurator@dot.gov describing your problem. NTL staff will do its best to assist you at that time.