

An interactive robot that anyone can build!

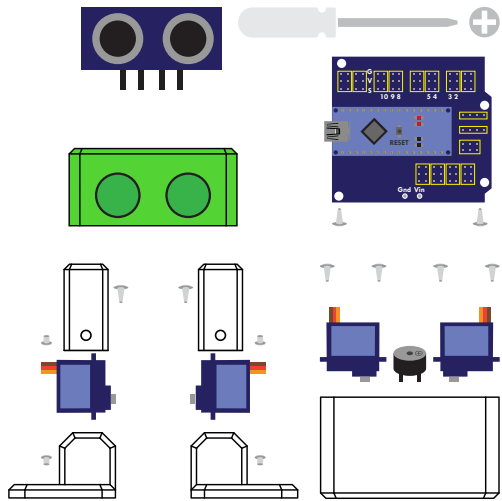
Why is Otto special?

Otto is completely Open source, Arduino compatible, 3D printable and with a social impact mission to create an inclusive environment for all kids; is more than just a robot a truly emotional robot that connects with all people, allowing everyone to interact socially.

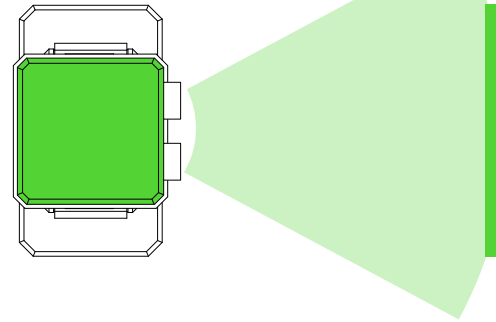
You will be able to build your own cute Otto friend in as little as two hours!; easy to build and disassemble with only a screwdriver.

*AA batteries not included

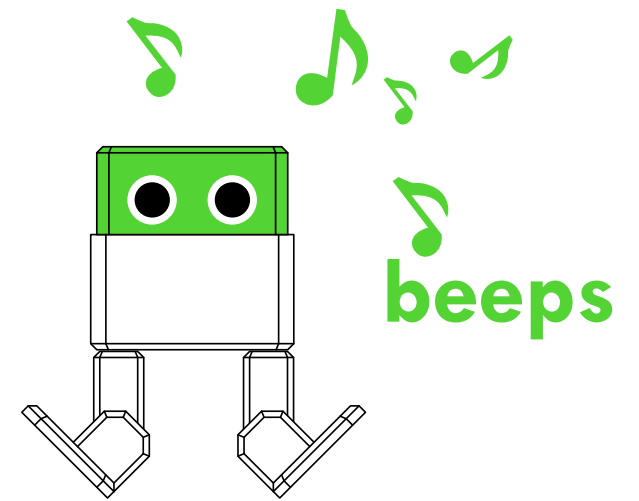




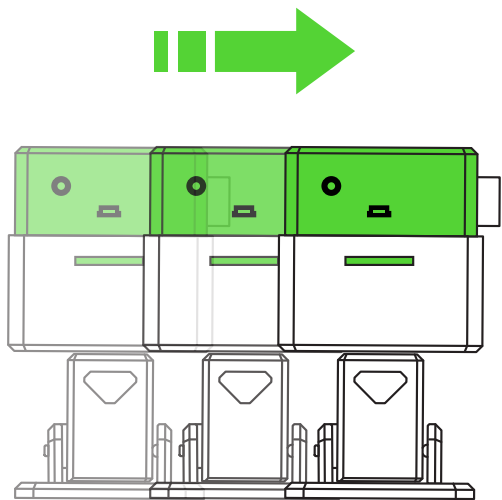
build it
yourself



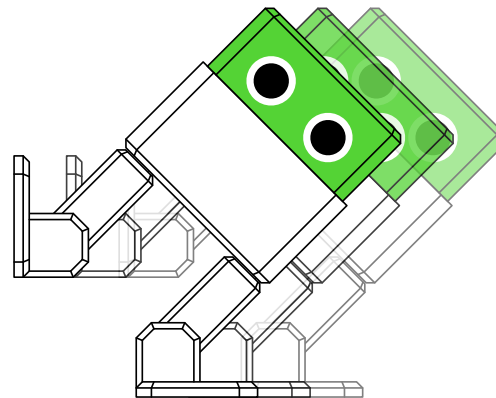
detect &
avoid
obstacles



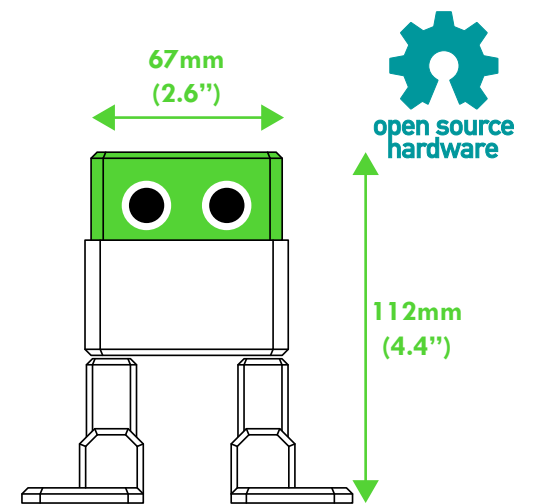
beeps



walk



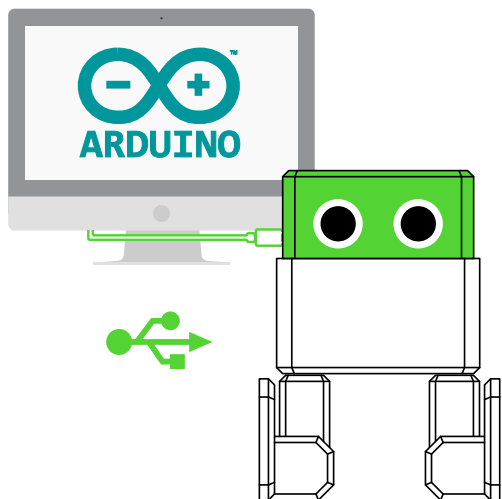
dance



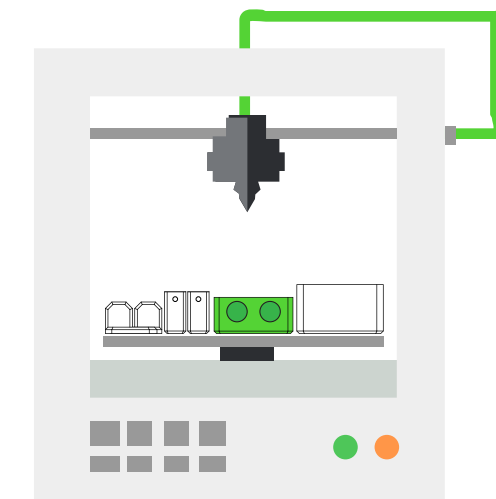
open source
hardware

112mm
(4.4")

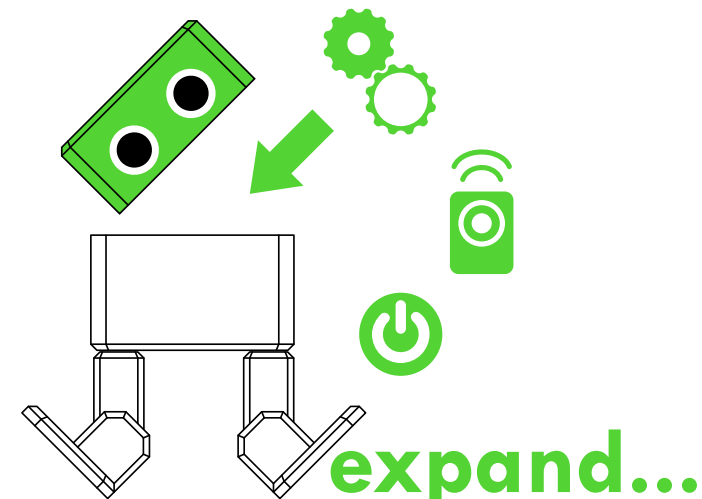
67mm
(2.6")



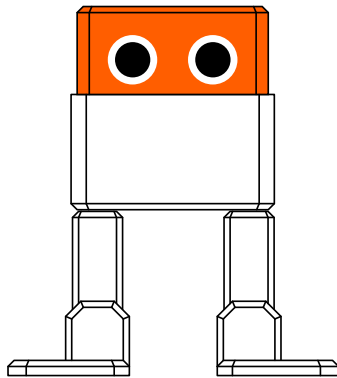
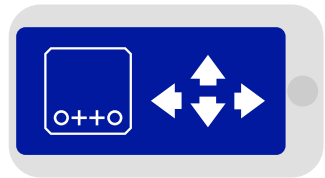
easy to
program



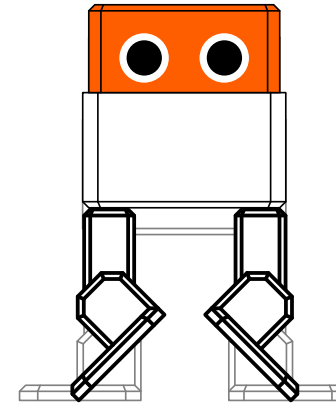
3D
printable



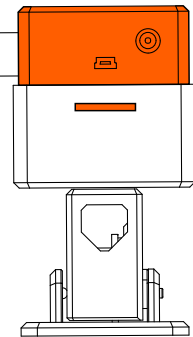
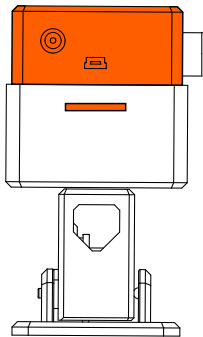
expand...



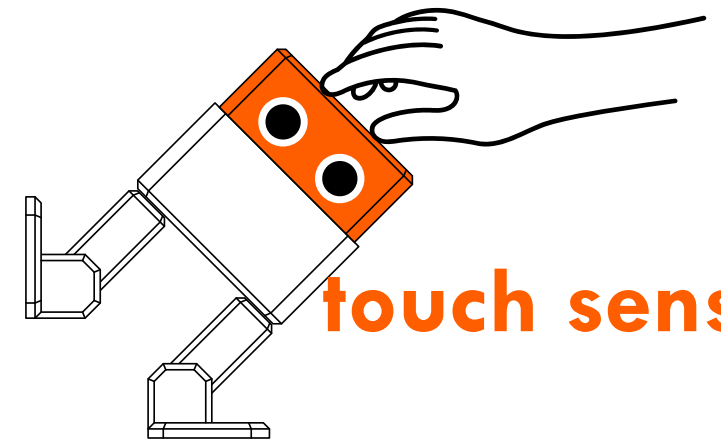
**Bluetooth control
& coding APP**



stronger

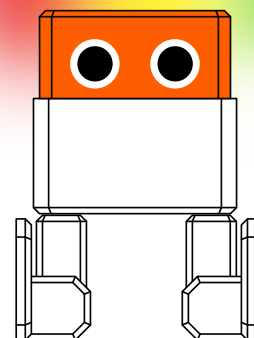
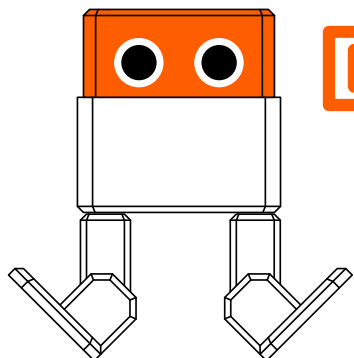


**IR enable to communicate
with Other Otto PLUS**

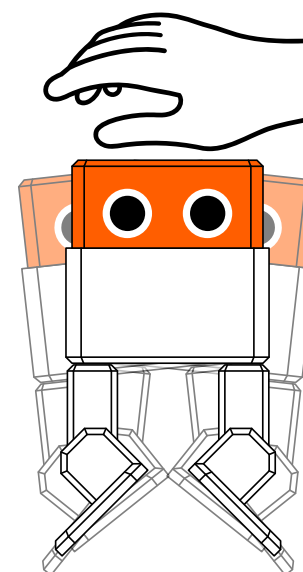


touch sensor

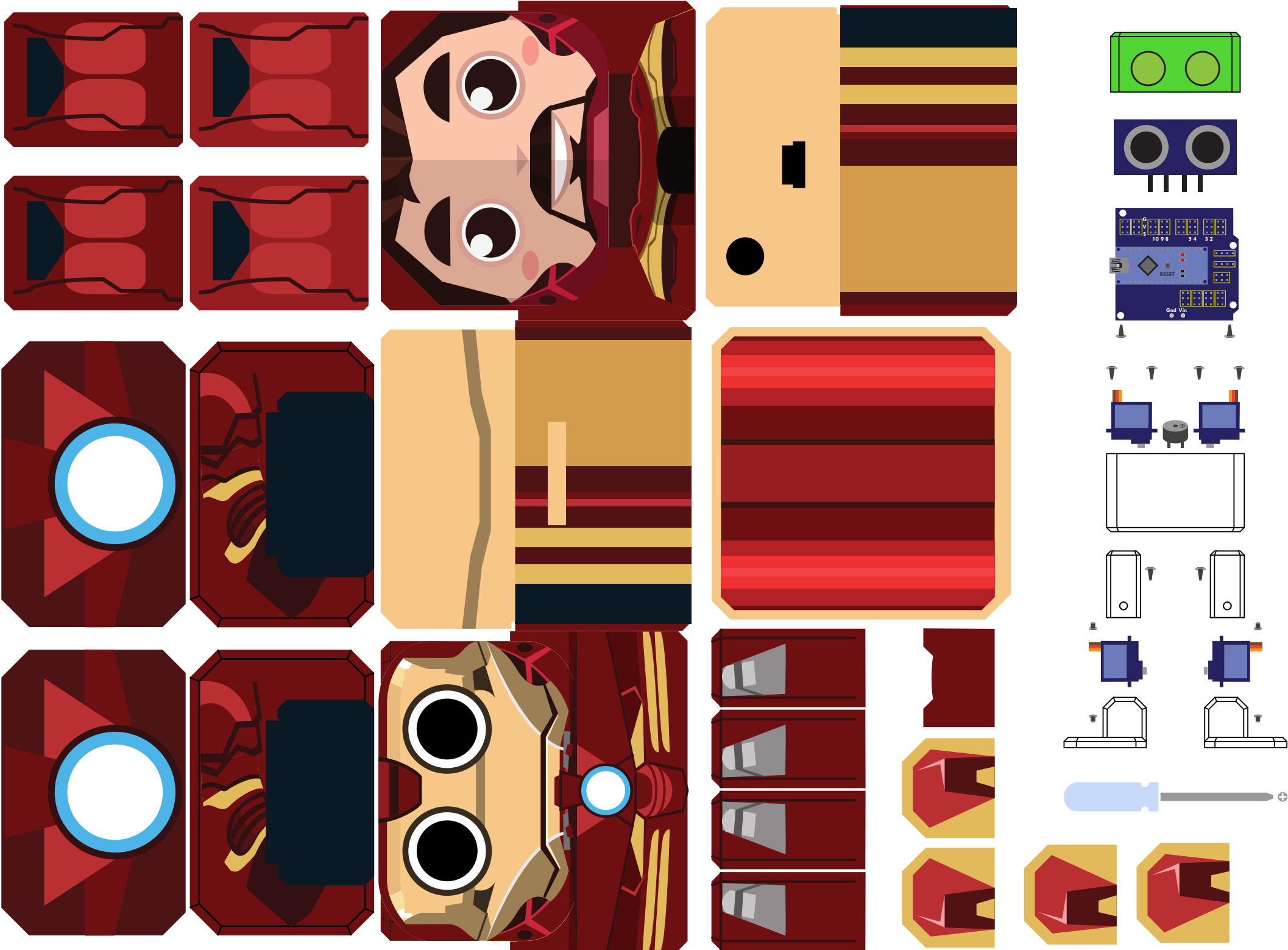
rechargeable

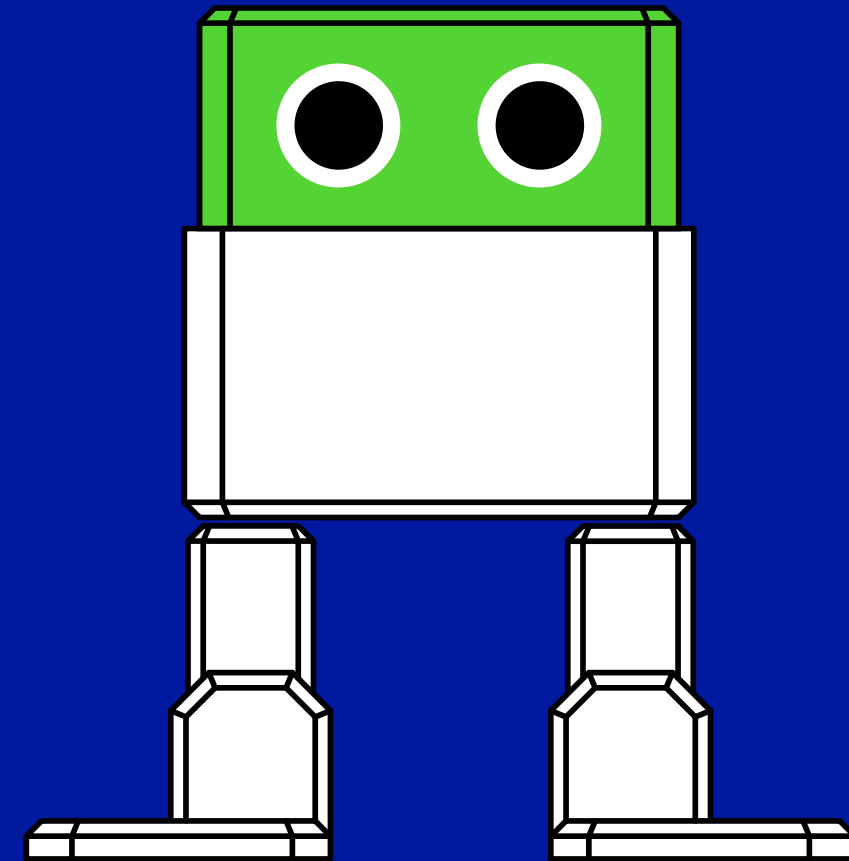
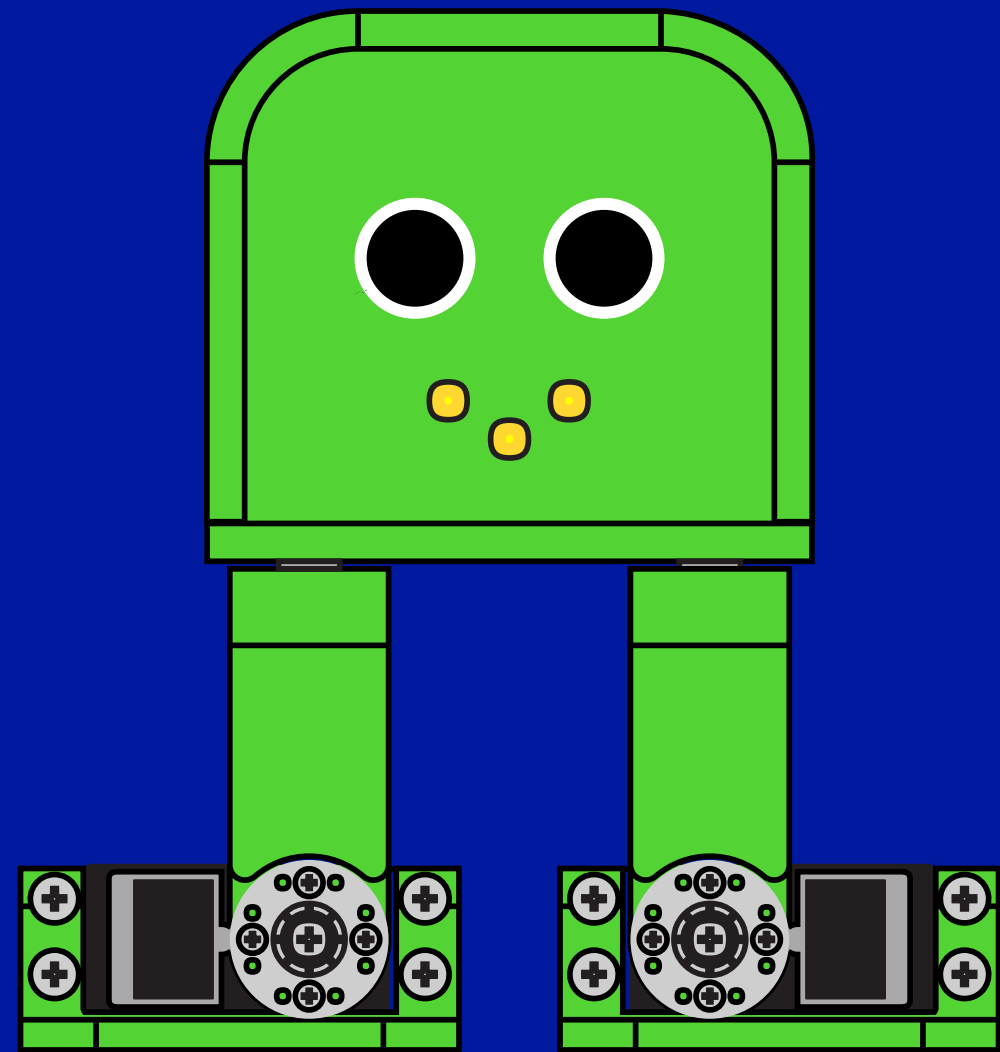
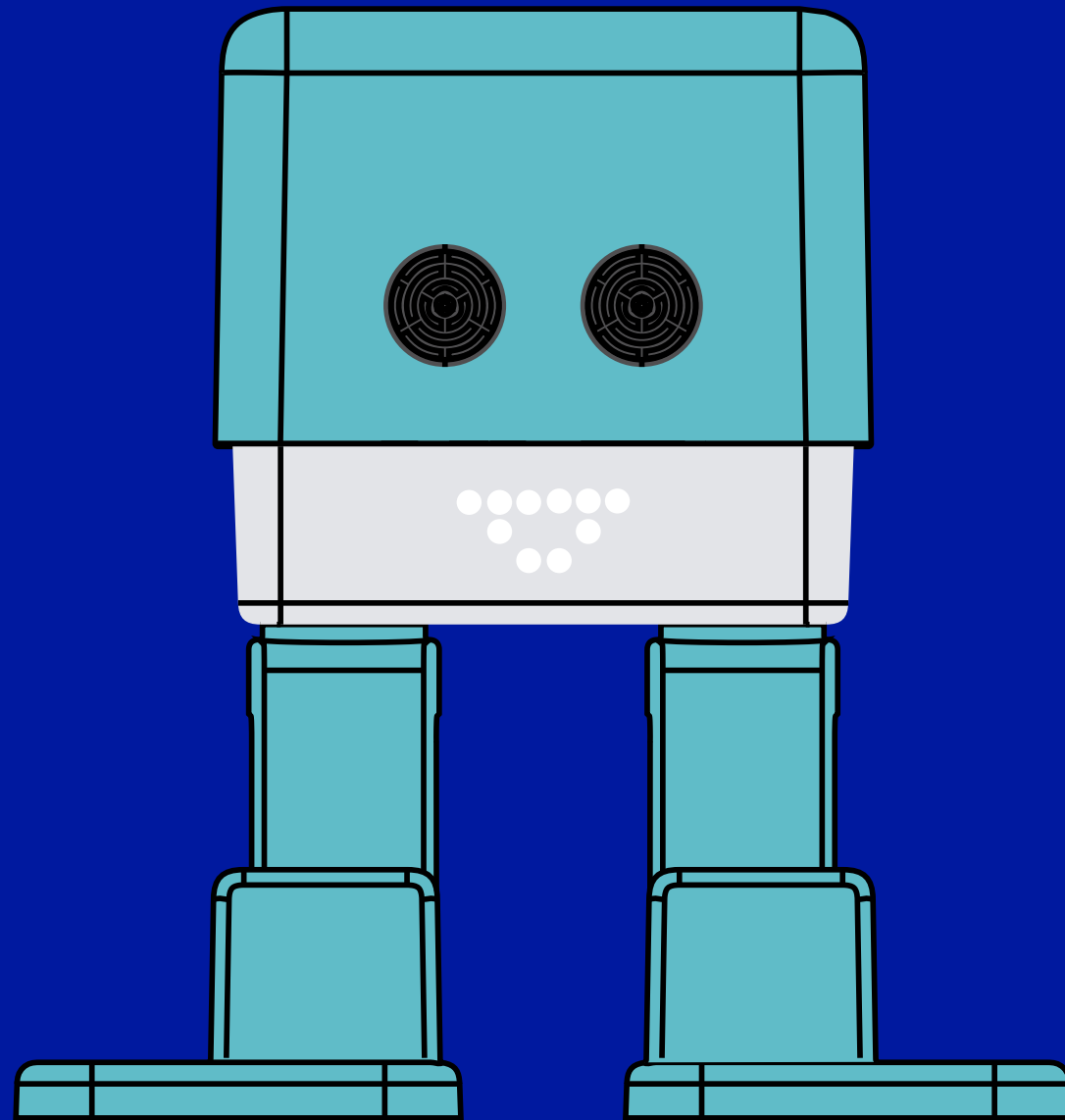
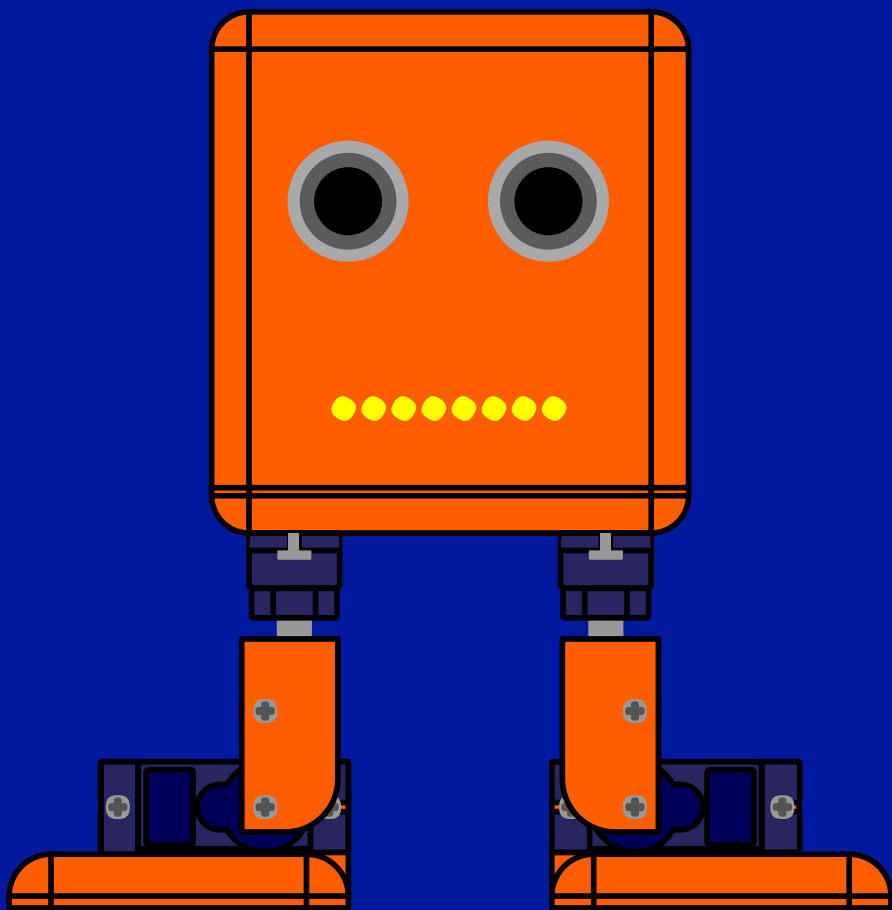


**mood lights
multi modes &
change personality**



**react to
vibrations**

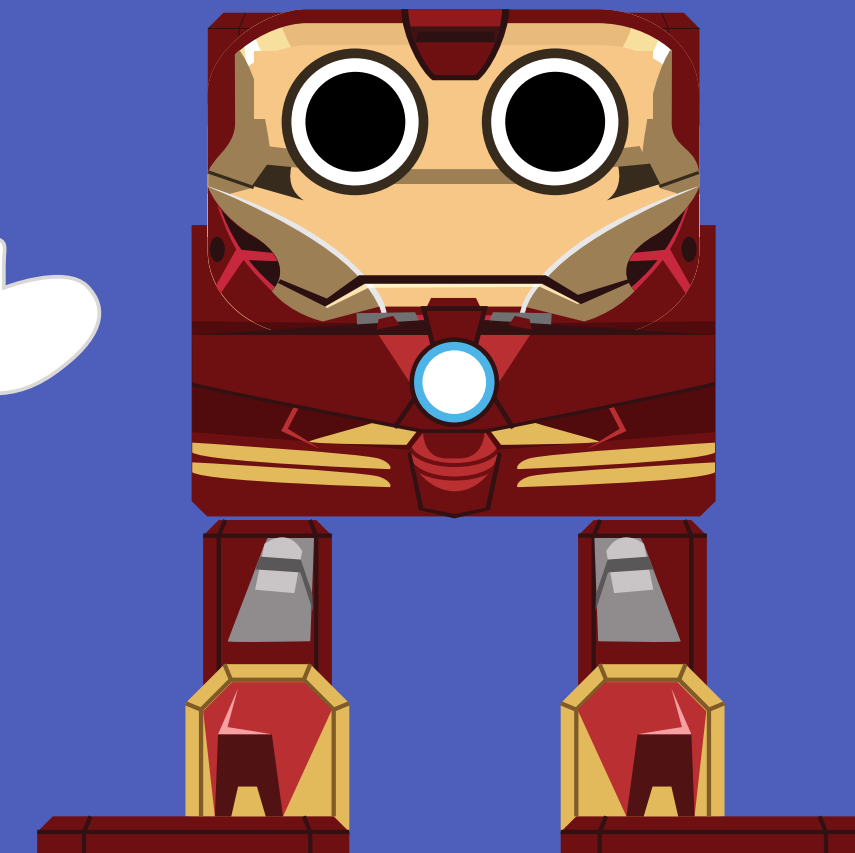




based on an original
Jim Henson Creatureshop Design

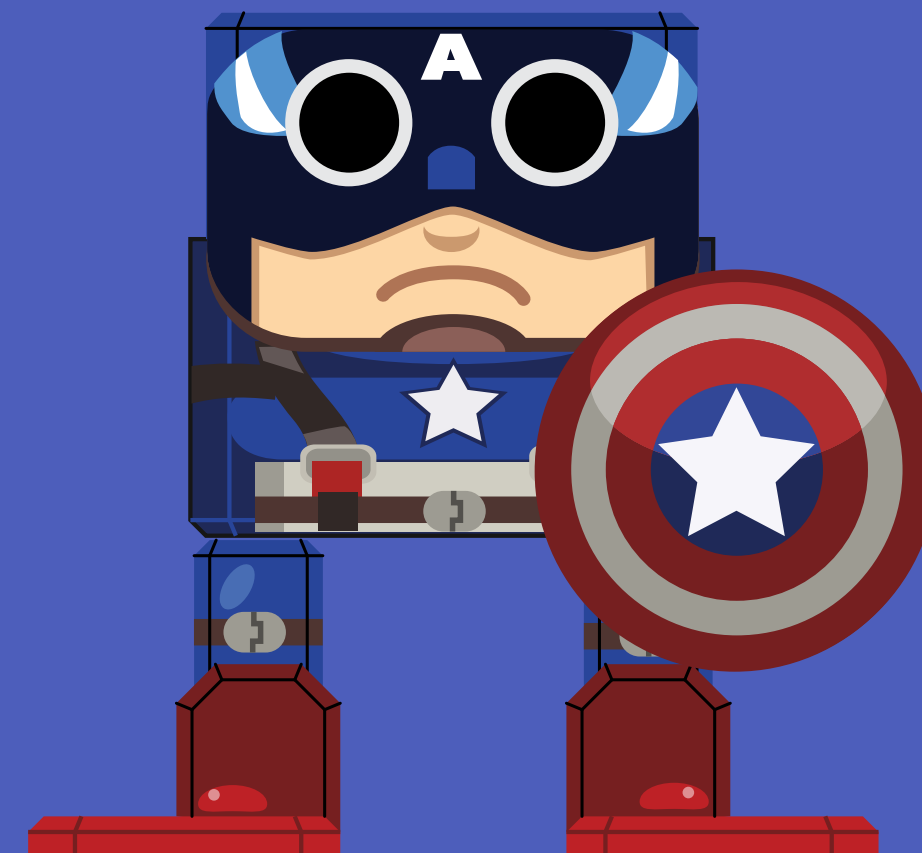


IRONMAN - MARK 7



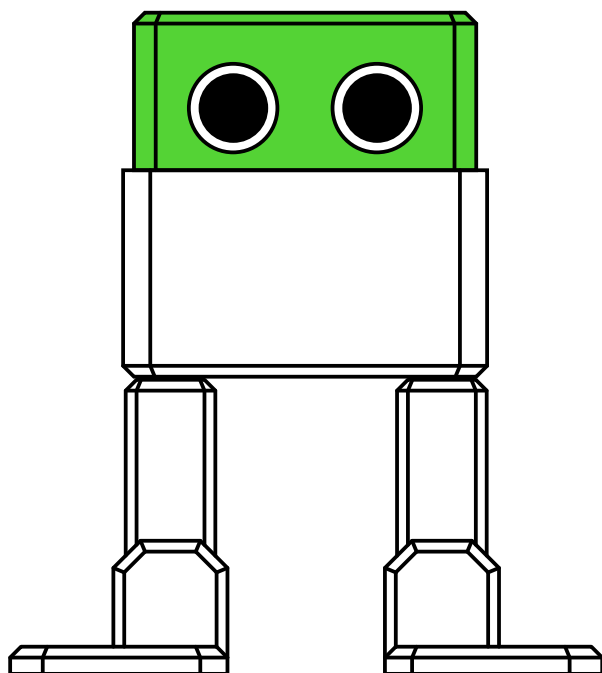
BY GUS SANTOME

CAPTAIN AMERICA



MINIPAPERCRAFT.BLOGSPOT.COM





An interactive robot that anyone can make!
Otto walks, dances, makes sounds and avoids obstacles.


Otto is completely open source, Arduino compatible, 3D printable, and with a social impact mission to create an inclusive environment for all kids (**7+ years old**).

You will be able to build your own cute Otto friend in as little as two hours!; easy to build and disassemble with only a screwdriver.

Programable with Arduino IDE via USB, expandable and customizable with 3D printing and sensors.

Batteries are estimated to last 2 hours of constant play.

which is the Otto focus market?

Parents 	or	Schools
<p>Mom &/or Dad geeks Possible to sell through Maker movement, online shops, fairs, robotics DIY market, workshops tech events.</p> <p>toy company Consider to offer the idea to a manufacturer, toy brand or buy licenses to promote and sell. example: Sphero with BB-8 droid contact: Richard Gottlieb's Global Toy Expert</p> <p>kids with ASD Opportunities few players with expensive alternatives, and high demand; if our solution really improves issues and difficulties that kids face it would easily spread out between groups of parents. Social impact more than ROI. example: Enuma math games, injini apps contact: Sooinn Lee</p>		<p>STEAM education Create courses, classes curriculum, connect with educators, schools training teachers. Build an edtech institute...</p> <p>3D Print academy The industry is moving to classrooms and projects that are easily printable are needed, interesting opportunity to partner with manufacturers and sellers. example: MakerBot contact: Jenny House</p>