The Steampunk Droids

Alliance of droids

Sp-D2

Sp-8

Introduction

So, where to begin? I guess I should start with the dream. Not the sleep kind, but the achievement kind of dream. For ages now I have been wanting to build my very own R2-D2. I joined the Astromech Builders Club in November 2014 and eventually I decided to build a steampunk droid – Sp-D2. This droid will eventually be fully motorized, have a display cabinet, and even its own primitive vending machine. I chose the name for Sp-D2 myself.

So I thought about it a bit more, and realized that I would need someone to help me build him. I ruled out dad because, after all, he is only my dad and not a master builder. So then I had a great moment of ideas. Since we were going to Melbourne this December, I thought I could build him with my uncle. He built his own house from scratch in the mountains of Tawonga, and I knew he could help me.

So we were all sorted. I had enough time to get my ass into gear and contact Ian (my uncle). I had enough time to ask around of [www.astromech.net](http://www.astromech.net) and finally enough time to work out my budget.

Bibliography

Jesus Christ – there are bloody ants on my computer.

So anyway, I spent two months looking up on the Net (mainly while I was at school, because Net Control 2 wasn’t completely installed yet and my school has the best internet there is. Wi-Fi is magic and should be worshipped.

I bookmarked EVERYTHING that I could find on the Net that could help me in my search. After two long, hard months of research I had my shortlist ready. Here we go:

* How to Build R2-D2 low cost full size scratch build
* Steampunk R2-D2 by the CHOCOLATIST

Day 1 – 4th January 2016

As you can see from the photos that I have uploaded, the Tuesday we spent working on the project was mainly finding the bin that we could start with. We also cut the wood into strips 2 inches/ 5 cm wide and 55 cm high. Since the bin was slightly wider at the bottom than at the top, when we used the screw gun to put the screw in we had to be careful not to split the wood. The average circumference was 163 cm – 65.2 inches.

We then spray-painted the top and the rims of the trash can with black spray paint. Funnily enough, a lot of books say that R2-D2 looks like a fancy trash can for a non-star wars fan!

* The wood we used was probably from blinds – yeah, the blinds you might have in your house.

Day 2 – 5th January 2016

The first photo for this day was the possible heads we found in Ian’s shed. Jesus, he has a big shed. Anyway, we ended up going with the bigger one and painting it gold to match the STEAMPUNK theme.

This photo is showing me and Ian (well you can only see Ian in the photo, but who gives a shit?) estimating a good spot to put our wood. We used our eyes to measure – short but SIMPLE!

About 14 wood planks later, we realized we would have to remove the wood again because of a very technical glitch – it was too big and the wood was starting to split. But we made even better progress as we literally trimmed them down to size.

This next photo shows Sp-D2 with a steel lining. This was supposed to keep the wood in place so it wouldn’t move around when we transported it back to Perth.

Day 3 – 6th january 2016

Today’s big accomplishment was getting the feet on. As you might be able to tell, we used light fittings from lamps that Ian’s had for years and stuck them on a 46° angle. We had a minor complication with the third leg – the second on the side (the damn screw went through the wood). Fortunately, we had a solution. We had an angle grinder that made short work of the screw.

Now there are angle grinders, and there are ANGLE GRINDERS. Ian’s was as big as they come, with a disk that could slice through metal like butter.

Shielding himself behind a piece of plywood, Ian set to work. But then, to Ian’s horror, the “blade caught, kicked back, went through the plywood, and into me.”

NO, not really! Ever seen Bizarre ER? Well, check this out:

The shoulders were – I’m not sure what they were. I’ll check with Ian. Anyway, we didn’t have to drill a hole through it, so it was fairly easy to attack.

Update: shoulder bits were from a commercial kitchen

Day 4 – 7th january 2016

Our next big thing today was fitting the base for Sp-D2 onto his bottom. As you might have guessed, a trash can turned upside down would still need a base.

We used a jig-saw to cut the circle out, and then we glued it onto the bottom of him. It would probably take the entire day to set, so we decided to leave the body alone for today.

Day 5 – 9th January 2016

Today was all about the tip. In the morning we cut up a bit of plywood to make a sort of top for the head so the security camera could balance on top. We also put the bottle caps (as badges) on the metal lining.

Afterwards we went to the tip. We had an amazing find with a working telescope and an awesome office chair that we could use to move Sp-D2 around.

Day 6 – 10th January 2016

All we really did today was mount the telescope on the body of Sp-D2. We unscrewed a huge stand that we could adjust the size, width and angle of, and we stuck that to Sp-D2.

## My BB-8 on a Budget

I decided to tackle this trying to save as much money as I could. I started with buying a $22 globe from Walmart. I pencilled in all the panels after figuring out all the dimensions.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359241&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359241&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359241)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359241)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359241)**](http://astromech.net/forums/newreply.php?do=newreply&p=359241)

1. 02-02-2016, 02:51 AM[#2](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359242" \l "post359242)

[**SMURF**](http://astromech.net/forums/member.php?26359-SMURF)

SMURF is offline

Join Date

Dec 2015

Posts

5

## Default

I dremelled all the panels out and cut out all the holes. Except for the logic displays but I'll get to those. Kind of a pain. There is a fine line between etching and melting the plastic. I just took my time. A little different from etching my aluminum dome I did for my R2D2 years ago.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359242&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359242&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359242)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359242)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359242)**](http://astromech.net/forums/newreply.php?do=newreply&p=359242)

1. 02-02-2016, 02:53 AM[#3](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359243" \l "post359243)

[**SMURF**](http://astromech.net/forums/member.php?26359-SMURF)

SMURF is offline

Join Date

Dec 2015

Posts

5

## Default

I found a cheap toothbrush holder at walmart for $1.88 and decided I could use it for the start of BB8's radar eye. Just needed to do some more dremel work. Pretty happy with the way this turned out.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359243&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359243&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359243)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359243)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359243)**](http://astromech.net/forums/newreply.php?do=newreply&p=359243)

1. 02-02-2016, 02:54 AM[#4](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359244" \l "post359244)

[**SMURF**](http://astromech.net/forums/member.php?26359-SMURF)

SMURF is offline

Join Date

Dec 2015

Posts

5

## Default

I started to work on the base of the head. I found some cheap plastic plates at walmart for about $3. They also had some ridges on them which I thing will help with the look of the base. I'll have to dremel some more details as well as build it up but I think this is a good start.

*Last edited by SMURF; 02-02-2016 at 02:57 AM.*

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359244&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359244&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359244)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359244)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359244)**](http://astromech.net/forums/newreply.php?do=newreply&p=359244)

1. 02-02-2016, 06:41 AM[#5](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359296" \l "post359296)

[**theSavvySparrow**](http://astromech.net/forums/member.php?24934-theSavvySparrow)

theSavvySparrow is offline

Join Date

Nov 2015

Location

houston, TX

Posts

47

## Default

Quote Originally Posted by **SMURF** [View Post](http://astromech.net/forums/showthread.php?p=359244#post359244)

I started to work on the base of the head. I found some cheap plastic plates at walmart for about $3. They also had some ridges on them which I thing will help with the look of the base. I'll have to dremel some more details as well as build it up but I think this is a good start.

Looking excellent! I'm excited to see the end result

Crazy people don't know they're crazy. I know I'm crazy, therefore I'm not crazy. Isn't that crazy?  
http://astromech.net/forums/images/smilies/sw/r2d2-lfs.gif

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359296&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359296&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359296)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359296)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359296)**](http://astromech.net/forums/newreply.php?do=newreply&p=359296)

1. 02-02-2016, 08:52 AM[#6](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359338" \l "post359338)

[**cannibal869**](http://astromech.net/forums/member.php?2150-cannibal869)

cannibal869 is offline

Join Date

Mar 2009

Location

91754

Posts

6

## Default

that looks pretty pimpin' so far!

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359338&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359338&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359338)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359338)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359338)**](http://astromech.net/forums/newreply.php?do=newreply&p=359338)

1. Yesterday, 06:38 AM[#7](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359539" \l "post359539)

[](http://astromech.net/forums/member.php?18196-ender9492)

[**ender9492**](http://astromech.net/forums/member.php?18196-ender9492)

ender9492 is offline

Join Date

Apr 2015

Location

Portland, Oregon

Posts

57

## Default

Nice job so far! I'm excited to see where this goes!

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=359539&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=359539&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=359539)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=359539)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=359539)**](http://astromech.net/forums/newreply.php?do=newreply&p=359539)

1. Yesterday, 11:01 AM[#8](http://astromech.net/forums/showthread.php?26900-My-BB-8-on-a-Budget&p=359572" \l "post359572)

[**Laserman**](http://astromech.net/forums/member.php?22613-Laserman)

Laserman is offline

Join Date

Sep 2015

Location

Country NSW

Posts

153

## Default

Your BB-8 looks wonderfully worldly.

## phero autopsy

had nothing to do today,enjoy.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=332481&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=332481&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=332481)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=332481)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=332481)**](http://astromech.net/forums/newreply.php?do=newreply&p=332481)

1. 09-18-2015, 03:15 AM[#2](http://astromech.net/forums/showthread.php?24462-Sphero-autopsy&p=332482" \l "post332482)

[](http://astromech.net/forums/member.php?12887-Rhyno45)

[**Rhyno45**](http://astromech.net/forums/member.php?12887-Rhyno45)

Rhyno45 is offline**Moderator**

Join Date

Nov 2013

Location

Mooresville, NC

Posts

3,616

## Default

That's pretty cool. Explains why it has like no traction inside.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=332482&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=332482&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=332482)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=332482)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=332482)**](http://astromech.net/forums/newreply.php?do=newreply&p=332482)

1. 09-24-2015, 10:56 AM[#3](http://astromech.net/forums/showthread.php?24462-Sphero-autopsy&p=333728" \l "post333728)

[**tangert**](http://astromech.net/forums/member.php?22419-tangert)

tangert is offline

Join Date

Sep 2015

Posts

2

## Default

Are the motors a two wire connection? I have been wondering about using the SPRK board and use larger motors and speed controllers to control it. Do you think it would be possible?

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=333728&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=333728&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=333728)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=333728)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=333728)**](http://astromech.net/forums/newreply.php?do=newreply&p=333728)

1. 09-24-2015, 03:45 PM[#4](http://astromech.net/forums/showthread.php?24462-Sphero-autopsy&p=333786" \l "post333786)

[](http://astromech.net/forums/member.php?11839-kresty)

[**kresty**](http://astromech.net/forums/member.php?11839-kresty)

kresty is offline

Join Date

Jun 2013

Location

Seattle, US

Posts

1,545

## Default

Tech Republic has it a little further apart (not that I'd recommend doing this to one's toy) [http://www.techrepublic.com/article/...ar-wars-droid/](http://www.techrepublic.com/article/sphero-bb-8-teardown-reveals-robot-tech-inside-this-rolling-star-wars-droid/)

Blogging my build at [http://L3-G0.blogspot.com](http://l3-g0.blogspot.com/)  
 

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=333786&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=333786&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=333786)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=333786)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=333786)**](http://astromech.net/forums/newreply.php?do=newreply&p=333786)

1. 09-25-2015, 07:32 AM[#5](http://astromech.net/forums/showthread.php?24462-Sphero-autopsy&p=333931" \l "post333931)

[**Xeek**](http://astromech.net/forums/member.php?20177-Xeek)

Xeek is offline

Join Date

Jun 2015

Location

Central Mississippi

Posts

188

## Default

Quote Originally Posted by **tangert** [View Post](http://astromech.net/forums/showthread.php?p=333728#post333728)

Are the motors a two wire connection? I have been wondering about using the SPRK board and use larger motors and speed controllers to control it. Do you think it would be possible?

Keep in mind, strong enough motors for a full scale replica is likely going to be in the 12V and 500mA - 5A (Stall) range which is very likely way too far out of spec compared to the SPRK.

## BB-8 Sphero TOY DISCUSSION

[http://www.imore.com/bb-8-sphero-eve...ns-dream-robot](http://www.imore.com/bb-8-sphero-every-star-wars-fans-dream-robot)  
  
<http://www.sphero.com/starwars>

*Last edited by Ripcode; 09-04-2015 at 01:59 PM.*

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329823&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329823&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329823)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329823)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329823)**](http://astromech.net/forums/newreply.php?do=newreply&p=329823)

1. 09-04-2015, 12:04 AM[#2](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329829" \l "post329829)

[](http://astromech.net/forums/member.php?10247-MisterFubar)

[**MisterFubar**](http://astromech.net/forums/member.php?10247-MisterFubar)

MisterFubar is offline

Join Date

Oct 2012

Location

Gardner, KS

Posts

312

## Default

Will be trying to find one of these tonight. Forget that it's even SW related, that's just a cool little toy.

<https://www.facebook.com/kcr2k3>

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329829&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329829&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329829)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329829)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329829)**](http://astromech.net/forums/newreply.php?do=newreply&p=329829)

1. 09-04-2015, 12:09 AM[#3](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329831" \l "post329831)

[](http://astromech.net/forums/member.php?17917-mkelly)

[**mkelly**](http://astromech.net/forums/member.php?17917-mkelly)

mkelly is offline

Join Date

Apr 2015

Location

San Diego, CA

Posts

556

## Default

Sphere website says Target is a retail partner. Changed my midnight madness plans from toys r us to target (owing to Cole Horton doing a book signing across the street). Fingers crossed they have it. Wish me luck!  
  
  
Sent from my iPhone using Tapatalk

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329831&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329831&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329831)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329831)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329831)**](http://astromech.net/forums/newreply.php?do=newreply&p=329831)

1. 09-04-2015, 12:10 AM[#4](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329832" \l "post329832)

[](http://astromech.net/forums/member.php?9503-DarkAcid)

[**DarkAcid**](http://astromech.net/forums/member.php?9503-DarkAcid)

DarkAcid is offline

Join Date

Aug 2012

Location

Leavenworth, KS

Posts

606

## Default

I agree!

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329832&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329832&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329832)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329832)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329832)**](http://astromech.net/forums/newreply.php?do=newreply&p=329832)

1. 09-04-2015, 12:10 AM[#5](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329833" \l "post329833)

[](http://astromech.net/forums/member.php?18788-Youngjedi)

[**Youngjedi**](http://astromech.net/forums/member.php?18788-Youngjedi)

Youngjedi is offline

Join Date

May 2015

Location

Arlington Heights, Il

Posts

139

## Default

The first person to get one....cut it open and try to re-engineer it full size.

Youngjedi

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329833&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329833&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329833)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329833)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329833)**](http://astromech.net/forums/newreply.php?do=newreply&p=329833)

1. 09-04-2015, 01:14 AM[#6](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329848" \l "post329848)

[Samurai's Avatar](http://astromech.net/forums/member.php?141-Samurai)

[**Samurai**](http://astromech.net/forums/member.php?141-Samurai)

Samurai is offline

[Send a message via MSN to Samurai](javascript://) [Send a message via Yahoo to Samurai](javascript://)

Join Date

Apr 2008

Location

Marietta, Ga

Posts

4,282

## Default

Quote Originally Posted by **Youngjedi** [View Post](http://astromech.net/forums/showthread.php?p=329833#post329833)

The first person to get one....cut it open and try to re-engineer it full size.

Not sure you really want that toy as a full size BB-8. It is much better than the Hasbro one but it still does a face plant when stopping. The internal droid seems to be a 2 wheeled bot like a regular Sphero, unlike the stage droid. You can see the whole ball pivot when changing direction instead of just rolling in the new direction. The size, price, and the current requirements from what I have seen of needing iOS 8 or higher makes this thing a pass. Maybe if it was nearer to the Hasbro price. $150... save your money for a 1:! scale as the lower ball is going to cost some money.

Dan  
  
There are 10 types of people in the world. Those who understand binary and those who don't...  
from that subset there are two types: those who can extrapolate from incomplete data.  
  
[gotastromech.com](http://www.gotastromech.com/Blog)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329848&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329848&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329848)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329848)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329848)**](http://astromech.net/forums/newreply.php?do=newreply&p=329848)

1. 09-04-2015, 01:35 AM[#7](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329852" \l "post329852)

[](http://astromech.net/forums/member.php?9503-DarkAcid)

[**DarkAcid**](http://astromech.net/forums/member.php?9503-DarkAcid)

DarkAcid is offline

Join Date

Aug 2012

Location

Leavenworth, KS

Posts

606

## Default

Quote Originally Posted by **Samurai** [View Post](http://astromech.net/forums/showthread.php?p=329848#post329848)

Not sure you really want that toy as a full size BB-8. It is much better than the Hasbro one but it still does a face plant when stopping. The internal droid seems to be a 2 wheeled bot like a regular Sphero, unlike the stage droid. You can see the whole ball pivot when changing direction instead of just rolling in the new direction. The size, price, and the current requirements from what I have seen of needing iOS 8 or higher makes this thing a pass. Maybe if it was nearer to the Hasbro price. $150... save your money for a 1:! scale as the lower ball is going to cost some money.

After reading more on it and watching videos, I will also pass on this. It's a cool novelty item, but I can't see myself spending $150 for it.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329852&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329852&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329852)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329852)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329852)**](http://astromech.net/forums/newreply.php?do=newreply&p=329852)

1. 09-04-2015, 04:05 AM[#8](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329880" \l "post329880)

[](http://astromech.net/forums/member.php?2276-gschumsky)

[**gschumsky**](http://astromech.net/forums/member.php?2276-gschumsky)

gschumsky is offline

[Send a message via AIM to gschumsky](javascript://)

Join Date

Mar 2009

Location

San Diego, CA

Posts

1,851

## Default What, no Star Wars unboxing comments?

I'm shocked that I didn't see any Star Wars toys unboxing threads yet.. if I did miss it then you can ignore this.   
If not, the CHECK THIS OUT:  
[http://mashable.com/2015/09/03/bb-8-...\_cid=hp-hh-pri](http://mashable.com/2015/09/03/bb-8-sphero-toy/?utm_cid=hp-hh-pri)  
  
Yep, there he is, the BB-8 toy from Sphero.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=329880&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=329880&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=329880)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=329880)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=329880)**](http://astromech.net/forums/newreply.php?do=newreply&p=329880)

1. 09-04-2015, 04:14 AM[#9](http://astromech.net/forums/showthread.php?24240-BB-8-Sphero-TOY-DISCUSSION&p=329882" \l "post329882)

[](http://astromech.net/forums/member.php?2276-gschumsky)

[**gschumsky**](http://astromech.net/forums/member.php?2276-gschumsky)

gschumsky is offline

[Send a message via AIM to gschumsky](javascript://)

Join Date

Mar 2009

Location

San Diego, CA

Posts

1,851

## Default BB-8: The toy

Looks like you can get yours tonight at midnight.  
  
[http://mashable.com/2015/09/03/bb-8-...\_cid=hp-hh-pri](http://mashable.com/2015/09/03/bb-8-sphero-toy/?utm_cid=hp-hh-pri)

## Sphero Mechanics Applied to BB-8

This came from Ian Bernstein, one of the co-founders of sphero, on Facebook this morning.

We exchanged an email or two with Neal Scanlan last July when Lucas put us in touch with him but beyond that we hadn't been in contact. The stage version of BB-8 from the celebration was entirely built by Neal and his amazing team. Perhaps Kathleen meant that it was inspired by our tech but it was definitely interpreted by most people as we made the stage version from the celebration.  
  
**If you use the circuit board from a Sphero, large motor drivers like those from Pololu, and measure and scale up the mechanics of a Sphero, it's relatively easy to make a large ball robot but I'm not sure how Neal ended up making theirs.**

The fact that Sphero didn't work on the BB-8 stage version aside, has anyone thought about doing this? I'm almost tempted to buy a sphero version 1 on ebay just to try this out.

*Last edited by Lit. Lothar; 09-05-2015 at 12:18 AM.*

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330031&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330031&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330031)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330031)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330031)**](http://astromech.net/forums/newreply.php?do=newreply&p=330031)

1. 09-05-2015, 01:07 AM[#2](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330042" \l "post330042)

[](http://astromech.net/forums/member.php?152-TinyP)

[**TinyP**](http://astromech.net/forums/member.php?152-TinyP)

TinyP is offline

Join Date

Apr 2008

Location

RP

Posts

766

## Default

That's probably how they made the Peacekeeper Edition of Sphero.  
  
TinyP

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330042&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330042&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330042)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330042)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330042)**](http://astromech.net/forums/newreply.php?do=newreply&p=330042)

1. 09-05-2015, 01:18 AM[#3](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330045" \l "post330045)

[Samurai's Avatar](http://astromech.net/forums/member.php?141-Samurai)

[**Samurai**](http://astromech.net/forums/member.php?141-Samurai)

Samurai is offline

[Send a message via MSN to Samurai](javascript://) [Send a message via Yahoo to Samurai](javascript://)

Join Date

Apr 2008

Location

Marietta, Ga

Posts

4,282

## Default

I am designing a 4 wheeled hamster droid. I think a 3 wheeled one was used, but a 4 wheeled one removes the vector thrusting to move in 4 directions. There are more contact points as well. With always vectoring, I o e wheel looses contact/grip you wont go in the direction you think.

Dan  
  
There are 10 types of people in the world. Those who understand binary and those who don't...  
from that subset there are two types: those who can extrapolate from incomplete data.  
  
[gotastromech.com](http://www.gotastromech.com/Blog)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330045&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330045&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330045)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330045)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330045)**](http://astromech.net/forums/newreply.php?do=newreply&p=330045)

1. 09-05-2015, 07:27 AM[#4](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330116" \l "post330116)

[](http://astromech.net/forums/member.php?18196-ender9492)

[**ender9492**](http://astromech.net/forums/member.php?18196-ender9492)

ender9492 is offline

Join Date

Apr 2015

Location

Portland, Oregon

Posts

57

## Default

Quote Originally Posted by **Lit. Lothar** [View Post](http://astromech.net/forums/showthread.php?p=330031#post330031)

...has anyone thought about doing this? I'm almost tempted to buy a sphero version 1 on ebay just to try this out.

The [team here](http://makezine.com/projects/open-source-full-sized-bb-8-robot/) are basically making a full-size BB-8 from Sphero V1 guts, as you've suggested.  
  
Honestly, looking at how the Sphero BB-8 rolls around, and the movements it makes, and then comparing it to the stage version we've seen, the head definitely seems to have it's own servo controlling it's forward/back movement as well. Assuming this, I think it might be better to try and copy the Hasbro version (which has an independent head-rocking part, as can be seen below).  
  
 ).

*Last edited by ender9492; 09-05-2015 at 07:30 AM.*

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330116&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330116&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330116)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330116)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330116)**](http://astromech.net/forums/newreply.php?do=newreply&p=330116)

1. 09-06-2015, 05:24 AM[#5](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330261" \l "post330261)

[](http://astromech.net/forums/member.php?15402-Halliwax)

[**Halliwax**](http://astromech.net/forums/member.php?15402-Halliwax)

Halliwax is offline

Join Date

Nov 2014

Location

Fairhaven, MA

Posts

1,519

## Default

I was just having this debate a few hours ago with a fellow Star Wars friend. He bought the sphero ball droid yesterday and showed me today. We got to talking about the real one and he started telling me how sphero didn't make the real droid.  
  
This is where we started debating, because at cel 7 we heard them say that they teamed up sphero to make the technology for bb8... He told me he read which I believe he said was on "hackaday" Disney made bb8 and sold the tenchology to sphero to make baby bb8 boys..  
  
can an anyone confirm this? Now reading the above I'm super confused, did sphero make bb8, and Neal only made the stage bb8?

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330261&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330261&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330261)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330261)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330261)**](http://astromech.net/forums/newreply.php?do=newreply&p=330261)

1. 09-06-2015, 05:34 AM[#6](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330264" \l "post330264)

[](http://astromech.net/forums/member.php?18196-ender9492)

[**ender9492**](http://astromech.net/forums/member.php?18196-ender9492)

ender9492 is offline

Join Date

Apr 2015

Location

Portland, Oregon

Posts

57

## Default

It's true. Sphero was only signed on to create the toy version.  
You can read the article about the the screen used props created by [Neil and his team here](http://www.starwars.com/news/droid-dreams-how-neal-scanlan-and-the-star-wars-the-force-awakens-team-brought-bb-8-to-life). The article also mentions how Joshua Lee and Matthew Denton wanted to create a fully functioning version that wasn't a puppet-on-a-rod, and did so, and completed it just in time for Celebration.  
The press has spun the Sphero thing out of control and has attributed them to building the movie version as well, but that's not true. (I too originally believed that Sphero was the brains behind it).  
  
Matt Denton confirmed that a couple times on Facebook, but more specifically in response to my question in the [FB post here](https://www.facebook.com/groups/everythingbb8/permalink/1493725100920417/?comment_id=1493753127584281&offset=0&total_comments=39&comment_tracking=%7B%22tn%22%3A%22R2%22%7D).

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330264&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330264&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330264)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330264)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330264)**](http://astromech.net/forums/newreply.php?do=newreply&p=330264)

1. 09-06-2015, 01:59 PM[#7](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330374" \l "post330374)

[**Lit. Lothar**](http://astromech.net/forums/member.php?8316-Lit-Lothar)

Lit. Lothar is offline

Join Date

Mar 2012

Location

Subspace

Posts

14

## Default

Sphero only worked on the toy version, but I'm convinced that as a starting point the Sphero design is a good enough base line to follow (at least when it comes to the ball).   
  
According to the comment by Ian, I'm convinced at following this method for building.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330374&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330374&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330374)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330374)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330374)**](http://astromech.net/forums/newreply.php?do=newreply&p=330374)

1. 09-06-2015, 10:53 PM[#8](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330411" \l "post330411)

[**Xeek**](http://astromech.net/forums/member.php?20177-Xeek)

Xeek is offline

Join Date

Jun 2015

Location

Central Mississippi

Posts

188

## Default

Quote Originally Posted by **Lit. Lothar** [View Post](http://astromech.net/forums/showthread.php?p=330374#post330374)

Sphero only worked on the toy version, but I'm convinced that as a starting point the Sphero design is a good enough base line to follow (at least when it comes to the ball).   
  
According to the comment by Ian, I'm convinced at following this method for building.

I still prefer the holonomic approach as I want to do much more than the Sphero can do. The stage model also goes beyond the capabilities of a Spheroso I am convinced it's not the same design.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330411&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330411&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330411)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330411)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330411)**](http://astromech.net/forums/newreply.php?do=newreply&p=330411)

1. 09-07-2015, 10:48 AM[#9](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330504" \l "post330504)

[Samurai's Avatar](http://astromech.net/forums/member.php?141-Samurai)

[**Samurai**](http://astromech.net/forums/member.php?141-Samurai)

Samurai is offline

[Send a message via MSN to Samurai](javascript://) [Send a message via Yahoo to Samurai](javascript://)

Join Date

Apr 2008

Location

Marietta, Ga

Posts

4,282

## Default

Quote Originally Posted by **Xeek** [View Post](http://astromech.net/forums/showthread.php?p=330411#post330411)

I still prefer the holonomic approach as I want to do much more than the Sphero can do. The stage model also goes beyond the capabilities of aSphero so I am convinced it's not the same design.

The stage BB-8 is not a sphere, any should be able to tell that by watching the videos of how each one operates. The stage one isn't perfect either and just because that is how they did it on the inside doesn't mean that is how we should do it. If you think differently, than your R2 is probably going to have many issues like the originals. There is a reason why ours work better than the original droids.  
  
The toy is a toy, it may give some ideas, but it isn't going to control a reasonable BB-8. For one, I believe the head is being used as a counter balance to the hamster droid when stopping. You aren't going to get that in a toy, and I suspect that it is going to be unique to each droid in how you position your weight and how heavy your droid is. There is a lot to be learned from the videos of both. The toy ones being how not to do it for the most part.  
  
Sent from my KFTHWI using Tapatalk

Dan  
  
There are 10 types of people in the world. Those who understand binary and those who don't...  
from that subset there are two types: those who can extrapolate from incomplete data.  
  
[gotastromech.com](http://www.gotastromech.com/Blog)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330504&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330504&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330504)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330504)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330504)**](http://astromech.net/forums/newreply.php?do=newreply&p=330504)

1. 09-08-2015, 12:26 AM[#10](http://astromech.net/forums/showthread.php?24259-Sphero-Mechanics-Applied-to-BB-8&p=330546" \l "post330546)

[**Xeek**](http://astromech.net/forums/member.php?20177-Xeek)

Xeek is offline

Join Date

Jun 2015

Location

Central Mississippi

Posts

188

## Default

Quote Originally Posted by **Samurai** [View Post](http://astromech.net/forums/showthread.php?p=330504#post330504)

The stage BB-8 is not a sphere...

It looks pretty round to me. I'm lost?  
  
I'm not designing mine to be like the toy at all - I'm using a holonomic bot inside my sphere. **The Sphero BB-8 does not use a holonomic design**.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=330546&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=330546&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=330546)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=330546)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=330546)**](http://astromech.net/forums/newreply.php?do=newreply&p=330546)

1. THE NEW ROUND ASTROMECH DROID AND  
   SPHERO CONNECTION  
     
     
     
   So I quickly fell in love with this little guy, seen in the Trailer for up and coming new Star Wars Episode VII movie. I'm kicking around the idea of trying to build one when I notice another series of real life robots that you control with your smart phone or tablet called a "Sphero". First I noticed there latest version a cylinder with two wheels...  
     
     
     
     
   Then there first version, a perfectly round sphere, but its mere inches in diameter...  
     
     
     
     
   Then the youtube video links from their videos took me to this....  
     
     
     
     
   But it was more than likely an April Fool's Prank and the sales page still says coming soon.  
   But cleverly hidden in plain sight near the last frame of the video is nothing less than an  
   X-Wing Starfighter!  
     
     
     
     
   Hmmm...an X-Wing and and a 3 foot wide spherical robot rolling by it. I'm gonna go out on the next logical limb here and say that Go Sphero built the round droid working model for Episode VII even if some of it is CG (like the stationary head). Either way, Thanks to Go Sphero for their cool designs and nice prop placement, May the Droids be with you.  
     
   Peacekeeper with X-Wing Video circa April, 2013:  
     
      
     
     
   [http://tatersadventures.blogspot.com...and-shero.html](http://tatersadventures.blogspot.com/2014/12/the-new-round-astromech-droid-and-shero.html)  
     
   -Travis Tate  
   13DEC14

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270047&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270047&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270047)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270047)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270047)**](http://astromech.net/forums/newreply.php?do=newreply&p=270047)

1. 12-15-2014, 04:05 AM[#2](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270052" \l "post270052)

[edwardo's Avatar](http://astromech.net/forums/member.php?3604-edwardo)

[**edwardo**](http://astromech.net/forums/member.php?3604-edwardo)

edwardo is offline**Image Archivist**

Join Date

Jan 2010

Location

Summerville, South Carolina

Posts

9,535

## Default

very cool and very curious... makes me wonder if this company had something to do with the BB-8 construction... notice the detail on the side is similar to the panels on the side of BB8

**Official Inductee of the 501st Carolina Garrison "Friend of the Garrison"**  
If you are going to build R2 then get to *KNOW* R2!  
*Use my knowledge, I beg you! Use the Galleries!*  
[**Main Reference Galleries**](http://astromech.net/gallery2/main.php?g2_itemId=50)UPDATED January 3, 2016  
Also Check out the [Original Behind the Scenes collection](http://astromech.net/gallery2/main.php?g2_itemId=5159)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270052&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270052&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270052)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270052)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270052)**](http://astromech.net/forums/newreply.php?do=newreply&p=270052)

1. 12-15-2014, 05:03 AM[#3](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270060" \l "post270060)

[](http://astromech.net/forums/member.php?937-Arnd2D2)

[**Arnd2D2**](http://astromech.net/forums/member.php?937-Arnd2D2)

Arnd2D2 is offline**Builders Council**

Join Date

Jun 2008

Location

Dortmund, Germany

Posts

1,510

## Default

Well, the hangar is clearly some super-secret air base, most probably Area 51. So this ball-droid and the X-Wing are clearly already part of the U.S. Airforce inventory.   
  
Or it was some April Foll´s day joke, which is highly unlikely..... http://astromech.net/forums/images/smilies/tongue.png

Arnd  
[www.r2-d2.de](http://www.r2-d2.de/) - online since 1998  
  
**Builder Council Rep for:**  
- Universal Hinges by Member 469118 / Continuous  
- R2-D2 Club Spec Skins by Member Mind2Reality

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270060&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270060&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270060)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270060)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270060)**](http://astromech.net/forums/newreply.php?do=newreply&p=270060)

1. 12-15-2014, 05:15 AM[#4](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270062" \l "post270062)

[](http://astromech.net/forums/member.php?126-lynellephi)

[**lynellephi**](http://astromech.net/forums/member.php?126-lynellephi)

lynellephi is offline

Join Date

Apr 2008

Location

Aurora, CO

Posts

1,112

## Default

Sorry to say, the hangar is not so super secret. It's the Wings Over the Rockies Air Museum in Denver where the 3/4 scale X-wing is permanently housed. I'm on the X-wing crew. This ball is definitely a prank since big cats are rolling with it, and there is a seam on it. It's one of those excercise balls. I'm going to have to say it's an April Fool's joke (published on youtube on April 1, 2013). And someone I know had what may (or may not be) an insider tip on the ball droid (I can never call it a BB8, that sounds like a gun. BB gun?). I'm trying to verify the info but at this time unable to. Bally (as I'm calling it) might have two half spheres rotating at high speeds with a rod down the middle for the dome. But I'll need more proof of that (but I might go with that theory to make one anyway).

*Last edited by lynellephi; 12-15-2014 at 05:20 AM.*

lynelle  
aka Jawa Jaka  
<http://r2-al.blogspot.com/>

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270062&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270062&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270062)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270062)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270062)**](http://astromech.net/forums/newreply.php?do=newreply&p=270062)

1. 12-15-2014, 12:15 PM[#5](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270107" \l "post270107)

[](http://astromech.net/forums/member.php?15557-Trate)

[**Trate**](http://astromech.net/forums/member.php?15557-Trate)

Trate is offline

Join Date

Dec 2014

Location

Huntsville, AL

Posts

2

## Default

I guess it may all be some sort of Colorado based Coincidence.

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270107&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270107&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270107)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270107)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270107)**](http://astromech.net/forums/newreply.php?do=newreply&p=270107)

1. 12-15-2014, 06:37 PM[#6](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270141" \l "post270141)

[](http://astromech.net/forums/member.php?937-Arnd2D2)

[**Arnd2D2**](http://astromech.net/forums/member.php?937-Arnd2D2)

Arnd2D2 is offline**Builders Council**

Join Date

Jun 2008

Location

Dortmund, Germany

Posts

1,510

## Default

I´m sorry that my English is not yet good enough so people understand irony in my posts ...... http://astromech.net/forums/images/smilies/wink.png

Arnd  
[www.r2-d2.de](http://www.r2-d2.de/) - online since 1998  
  
**Builder Council Rep for:**  
- Universal Hinges by Member 469118 / Continuous  
- R2-D2 Club Spec Skins by Member Mind2Reality

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270141&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270141&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270141)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270141)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270141)**](http://astromech.net/forums/newreply.php?do=newreply&p=270141)

1. 12-15-2014, 07:19 PM[#7](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270148" \l "post270148)

[](http://astromech.net/forums/member.php?1350-Flixen)

[**Flixen**](http://astromech.net/forums/member.php?1350-Flixen)

Flixen is offline

Join Date

Sep 2008

Location

Munich Bavaria (Germany)

Posts

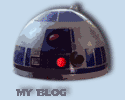
687

## Default

Quote Originally Posted by **Arnd2D2** [View Post](http://astromech.net/forums/showthread.php?p=270141#post270141)

I´m sorry that my English is not yet good enough so people understand irony in my posts ...... http://astromech.net/forums/images/smilies/wink.png

I got it!  
So maybe it the type of (German) humor/irony that's "hard" to get. ;-)

[](http://astromechmunich.blog.com/)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270148&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270148&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270148)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270148)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270148)**](http://astromech.net/forums/newreply.php?do=newreply&p=270148)

1. 12-15-2014, 08:50 PM[#8](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270157" \l "post270157)

[edwardo's Avatar](http://astromech.net/forums/member.php?3604-edwardo)

[**edwardo**](http://astromech.net/forums/member.php?3604-edwardo)

edwardo is offline**Image Archivist**

Join Date

Jan 2010

Location

Summerville, South Carolina

Posts

9,535

## Default

nah, I laughed when I saw it! http://astromech.net/forums/images/smilies/tongue.png I think maybe lynelle wasn't fully awake when she read your post! http://astromech.net/forums/images/smilies/biggrin.png

Quote Originally Posted by **Arnd2D2** [View Post](http://astromech.net/forums/showthread.php?p=270141#post270141)

I´m sorry that my English is not yet good enough so people understand irony in my posts ...... http://astromech.net/forums/images/smilies/wink.png

**Official Inductee of the 501st Carolina Garrison "Friend of the Garrison"**  
If you are going to build R2 then get to *KNOW* R2!  
*Use my knowledge, I beg you! Use the Galleries!*  
[**Main Reference Galleries**](http://astromech.net/gallery2/main.php?g2_itemId=50)UPDATED January 3, 2016  
Also Check out the [Original Behind the Scenes collection](http://astromech.net/gallery2/main.php?g2_itemId=5159)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270157&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270157&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270157)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270157)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270157)**](http://astromech.net/forums/newreply.php?do=newreply&p=270157)

1. 12-18-2014, 11:49 AM[#9](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270600" \l "post270600)

[](http://astromech.net/forums/member.php?126-lynellephi)

[**lynellephi**](http://astromech.net/forums/member.php?126-lynellephi)

lynellephi is offline

Join Date

Apr 2008

Location

Aurora, CO

Posts

1,112

## Default

Quote Originally Posted by **edwardo** [View Post](http://astromech.net/forums/showthread.php?p=270157#post270157)

nah, I laughed when I saw it! http://astromech.net/forums/images/smilies/tongue.png I think maybe lynelle wasn't fully awake when she read your post! http://astromech.net/forums/images/smilies/biggrin.png

Yeah, we'll go with that. I'm half awake half the time anyway. And yeah, I recognized all the places here at home. So, for Arnd: NOW I GET IT! LOL (I'm awake now, really I am!)

lynelle  
aka Jawa Jaka  
<http://r2-al.blogspot.com/>

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270600&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270600&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270600)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270600)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270600)**](http://astromech.net/forums/newreply.php?do=newreply&p=270600)

1. 12-18-2014, 12:32 PM[#10](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270605" \l "post270605)

[](http://astromech.net/forums/member.php?721-CuriousMarc)

[**CuriousMarc**](http://astromech.net/forums/member.php?721-CuriousMarc)

CuriousMarc is offline

Join Date

May 2008

Location

Northern CA

Posts

1,994

## Default

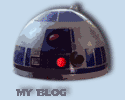
Edwardo and Lynelle, I wouldn't believe anything Arndt says. The whole UK studio operations is just a decoy to fool us. The real filming location for episode 7 is a secret air force base in Germany:  
<http://youtu.be/Snph22qSUMU>  
Arnd wants to look innocent, but I am pretty sure he is behind all this.

Marc  
(build log at: <http://astromech.net/forums/showthread.php?t=2957> )

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270605&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270605&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270605)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270605)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270605)**](http://astromech.net/forums/newreply.php?do=newreply&p=270605)

1. That's not entirely true.   
   Bernd and me where driving the AT-AT!!

*Last edited by Arnd2D2; 12-18-2014 at 09:04 PM.*

[](http://astromechmunich.blog.com/)

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270644&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270644&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270644)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270644)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270644)**](http://astromech.net/forums/newreply.php?do=newreply&p=270644)

1. 12-18-2014, 09:18 PM[#12](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270649" \l "post270649)

[](http://astromech.net/forums/member.php?937-Arnd2D2)

[**Arnd2D2**](http://astromech.net/forums/member.php?937-Arnd2D2)

Arnd2D2 is offline**Builders Council**

Join Date

Jun 2008

Location

Dortmund, Germany

Posts

1,510

## Default

Quote Originally Posted by **CuriousMarc** [View Post](http://astromech.net/forums/showthread.php?p=270605#post270605)

Edwardo and Lynelle, I wouldn't believe anything Arndt says. The whole UK studio operations is just a decoy to fool us. The real filming location for episode 7 is a secret air force base in Germany:  
<http://youtu.be/Snph22qSUMU>  
Arnd wants to look innocent, but I am pretty sure he is behind all this.

Shhh, quiet ! Yes, that is indeed former Rhein-Main Airbase, formerly U.S. Airforce, and now taken over by the adjacent Frankfurt airport. But I have to deny that I have anything to do with the film, and I have to deny that I ever signed an NDA, and I think I better deny everything else.... http://astromech.net/forums/images/smilies/wink.png Also, Area 51 does not exist, by the way. The NSA also doesn´t exist....

Arnd  
[www.r2-d2.de](http://www.r2-d2.de/) - online since 1998  
  
**Builder Council Rep for:**  
- Universal Hinges by Member 469118 / Continuous  
- R2-D2 Club Spec Skins by Member Mind2Reality

[**[Quick reply to this message](http://astromech.net/forums/newreply.php?do=newreply&p=270649&noquote=1)REPLY**](http://astromech.net/forums/newreply.php?do=newreply&p=270649&noquote=1)[**[Reply With Quote](http://astromech.net/forums/newreply.php?do=newreply&p=270649)REPLY WITH QUOTE**](http://astromech.net/forums/newreply.php?do=newreply&p=270649)[**[Multi-Quote This Message](http://astromech.net/forums/newreply.php?do=newreply&p=270649)**](http://astromech.net/forums/newreply.php?do=newreply&p=270649)

1. 12-18-2014, 09:43 PM[#13](http://astromech.net/forums/showthread.php?20494-The-new-round-astromech-droid-and-sphero-connection&p=270651" \l "post270651)

[edwardo's Avatar](http://astromech.net/forums/member.php?3604-edwardo)

[**edwardo**](http://astromech.net/forums/member.php?3604-edwardo)

edwardo is offline**Image Archivist**

Join Date

Jan 2010

Location

Summerville, South Carolina

Posts

9,535

## Default

Quote Originally Posted by **Arnd2D2** [View Post](http://astromech.net/forums/showthread.php?p=270649#post270649)

Shhh, quiet ! Yes, that is indeed former Rhein-Main Airbase, formerly U.S. Airforce, and now taken over by the adjacent Frankfurt airport. But I have to deny that I have anything to do with the film, and I have to deny that I ever signed an NDA, and I think I better deny everything else.... http://astromech.net/forums/images/smilies/wink.png Also, Area 51 does not exist, by the way. The NSA also doesn´t exist....

...you don't exist... and we didn't see *a n y t h i i i i i i n g!* http://astromech.net/forums/images/smilies/biggrin.png

**Official Inductee of the 501st Carolina Garrison "Friend of the Garrison"**  
If you are going to build R2 then get to *KNOW* R2!  
*Use my knowledge, I beg you! Use the Galleries!*  
[**Main Reference Galleries**](http://astromech.net/gallery2/main.php?g2_itemId=50)UPDATED January 3, 2016  
Also Check out the [Original Behind the Scenes collection](http://astromech.net/gallery2/main.php?g2_itemId=5159)