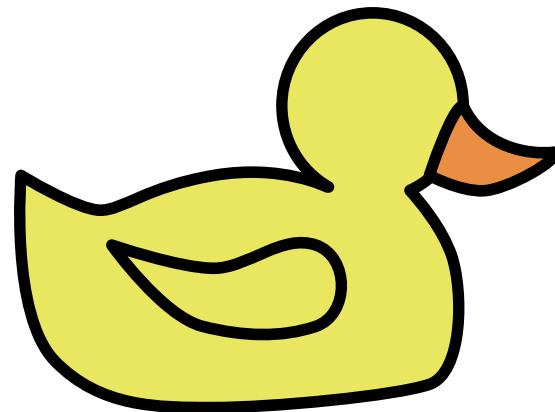


# Duckify

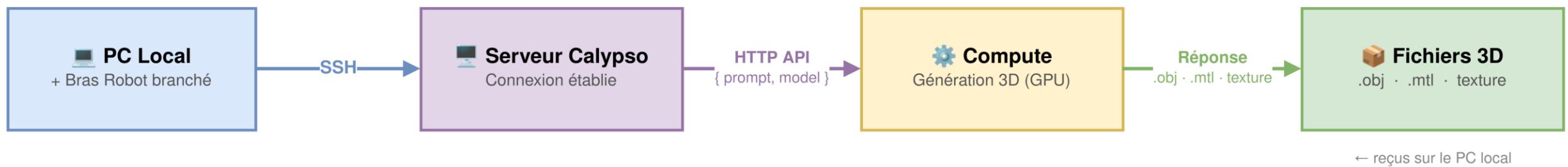
*Second weekly review*



# LLM et Design

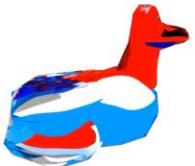
- **Milestones planned for this week 2 :**
  - Assess generative model limits: prompt fidelity, instructions following (output format/shape) 
  - Integrate a working workflow into the general pipeline 

# LLM et Design



# LLM et Design – Text2Texture

«Un canard  
rouge bleu et  
blanc»



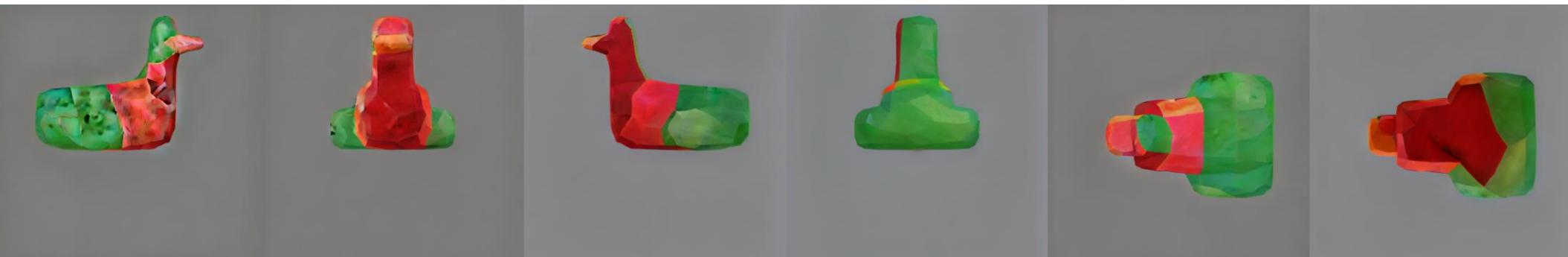
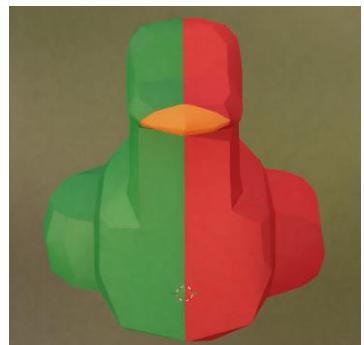
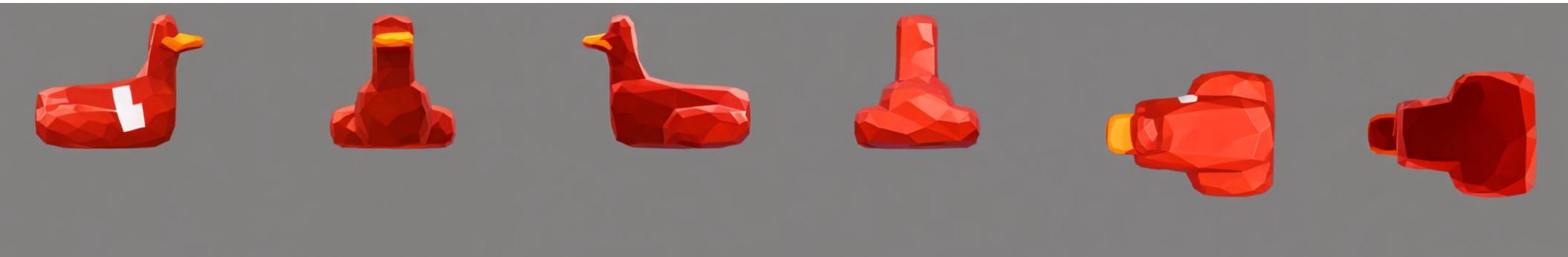
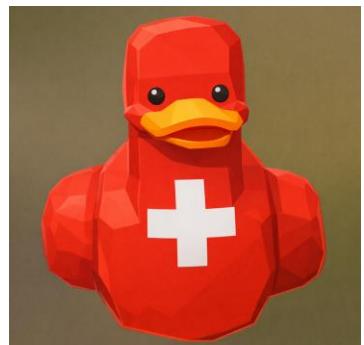
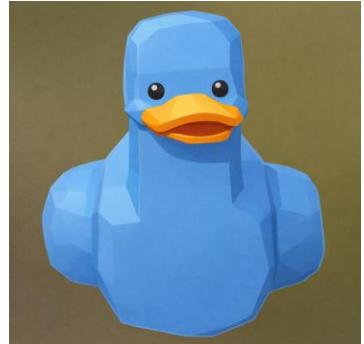
«Un canard  
noir»



«Un canard  
Manga »



# LLM et Design – Image 2 Texture



# LLM et Design

- Conclusion
  - Disco & Chacha : Complexité de temps trop haute + trop cher
  - Beaucoup d'essais d'investigation de solutions -> perte de temps
  - Recherche via google scholar -> peu de solutions probantes
  - Pipeline d'integration globale fonctionnelle

# Tracing

## Milestones planned for this week 2 :

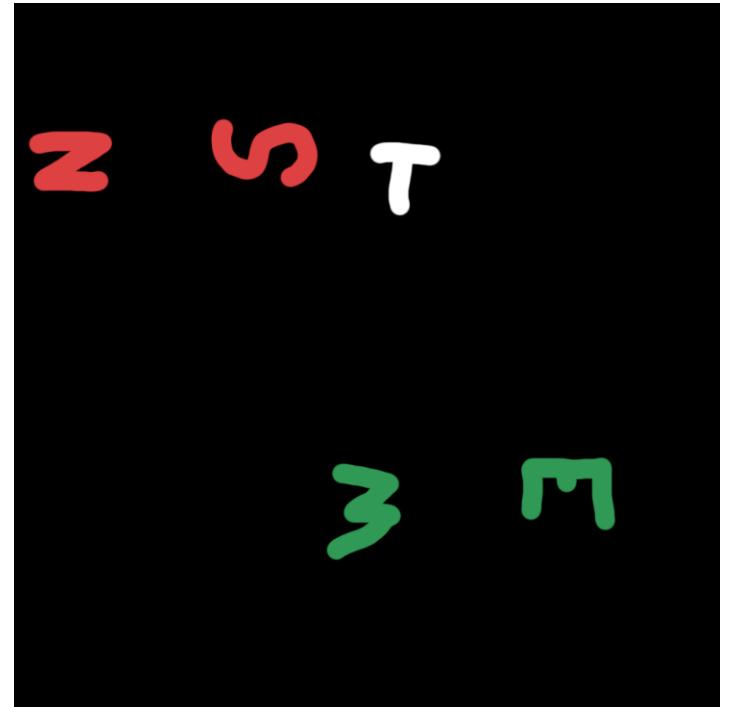
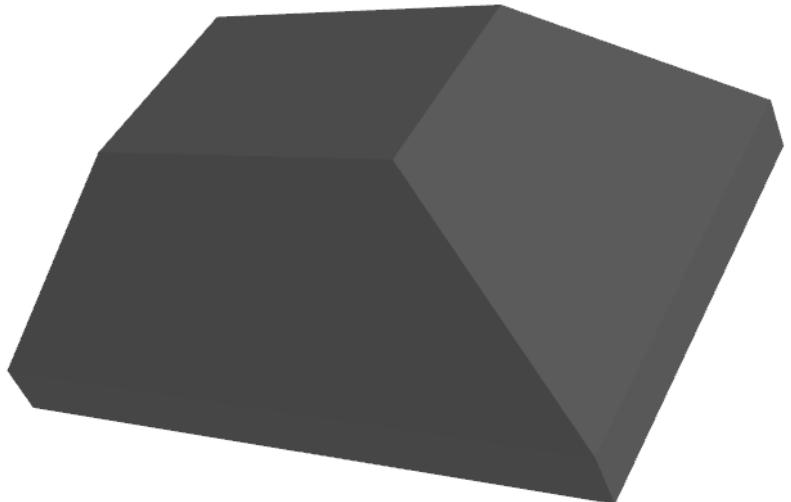
- 1st complete Pipeline (from texture/.obj to 3D drawing segments) 
- Define performance evaluation criteria
  - Blockers:
    - Time
    - Will to finish 1st the pipeline to have insights

# Tracing

About the pipeline...

## Step 1 : load model and texture

Texture & model are received from the GenAI part

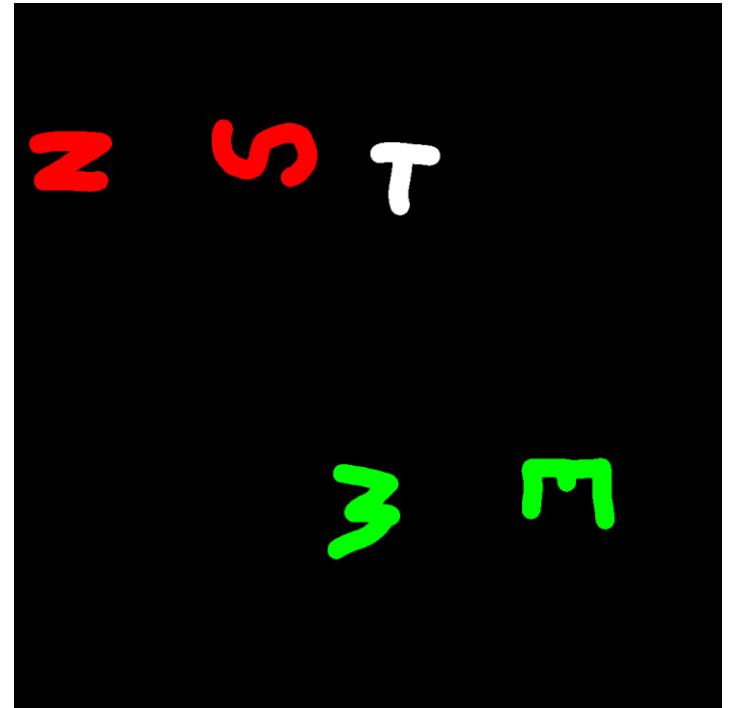


# Tracing

About the pipeline...

## Step 2 : palettize texture

To reduce colors to the one available by the robot



- TODO :
  - improve the visual results

A

$\tau$

$z \ s$

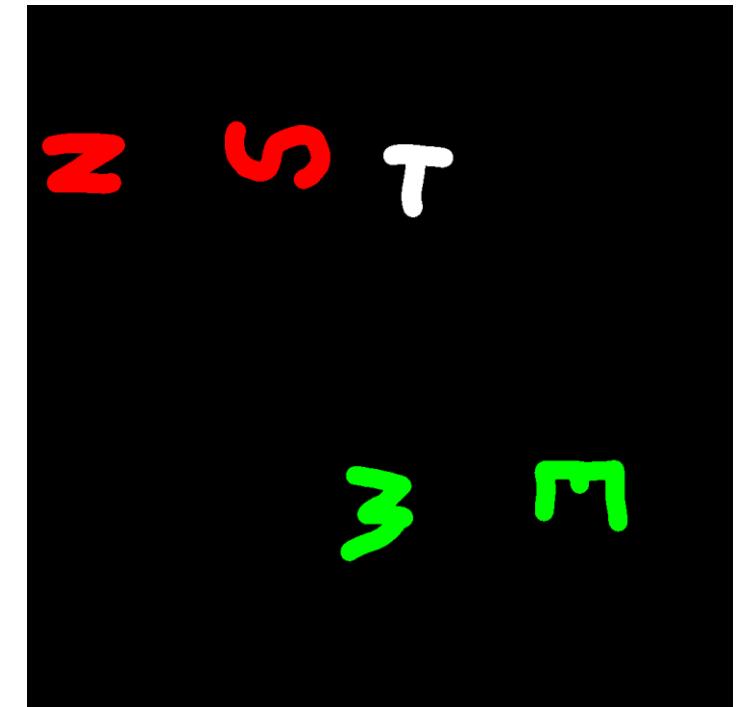
xtur

e on

- TODO :

- improve the

$z \ m$

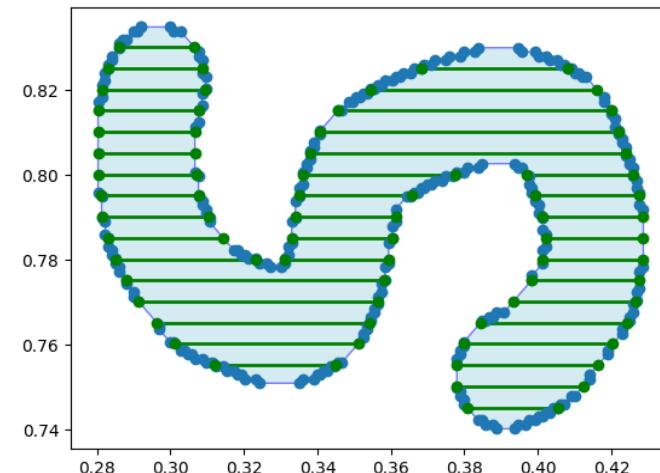
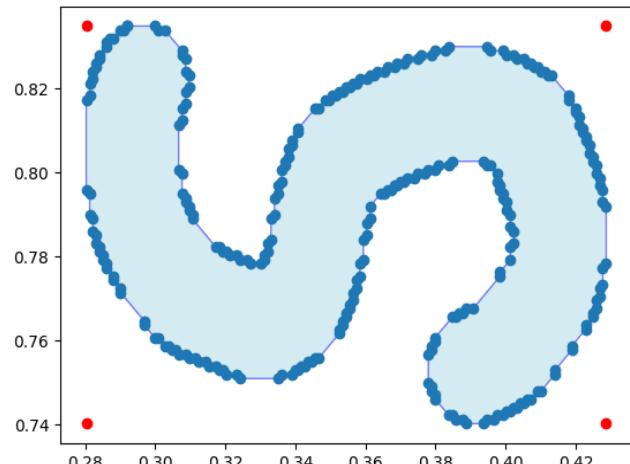


# Tracing

About the pipeline...

## Step 3 : from island to border and fill coordinates

Getting the segments corresponding to island's border and filling



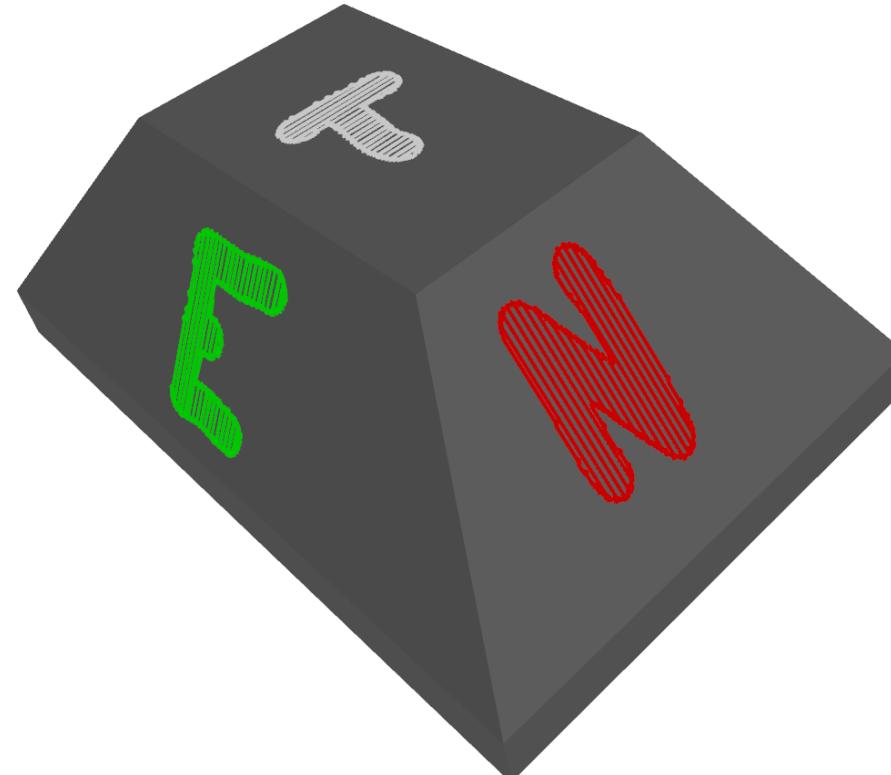
- **TODO :**
  - Improve concentric border of island
  - Improve border resampling
  - Improve fill patterns and resampling

# Tracing

About the pipeline...

## Step 4: 3D projection to get traces

Get the 3D projected coordinates of the paths of lines to draw



- **TODO :**
  - Handle cross-face

# Tracing

About the pipeline...

## **Step 5: export traces**

Outputs to be used by team robot

# Tracing

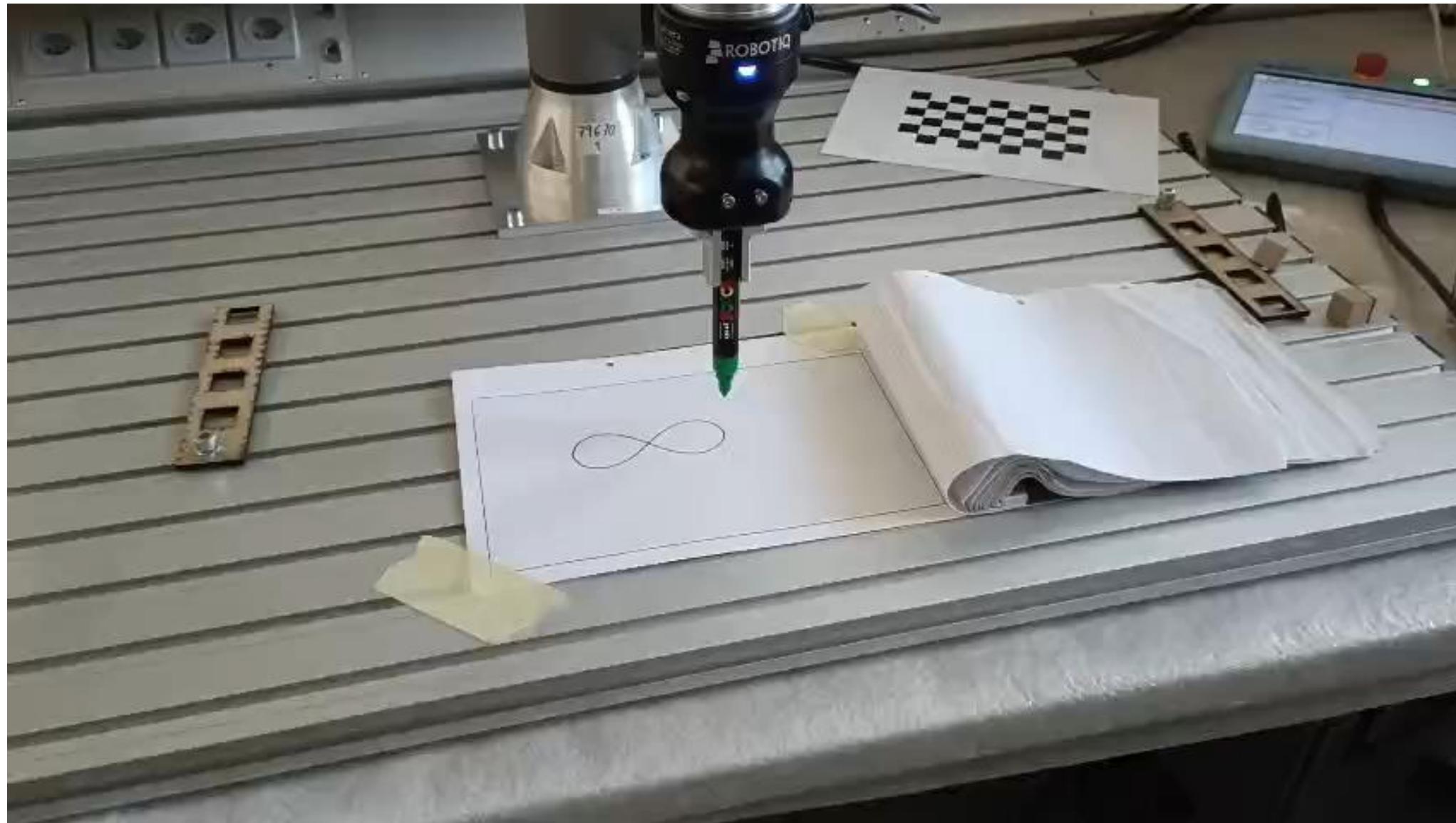
## To conclude this week

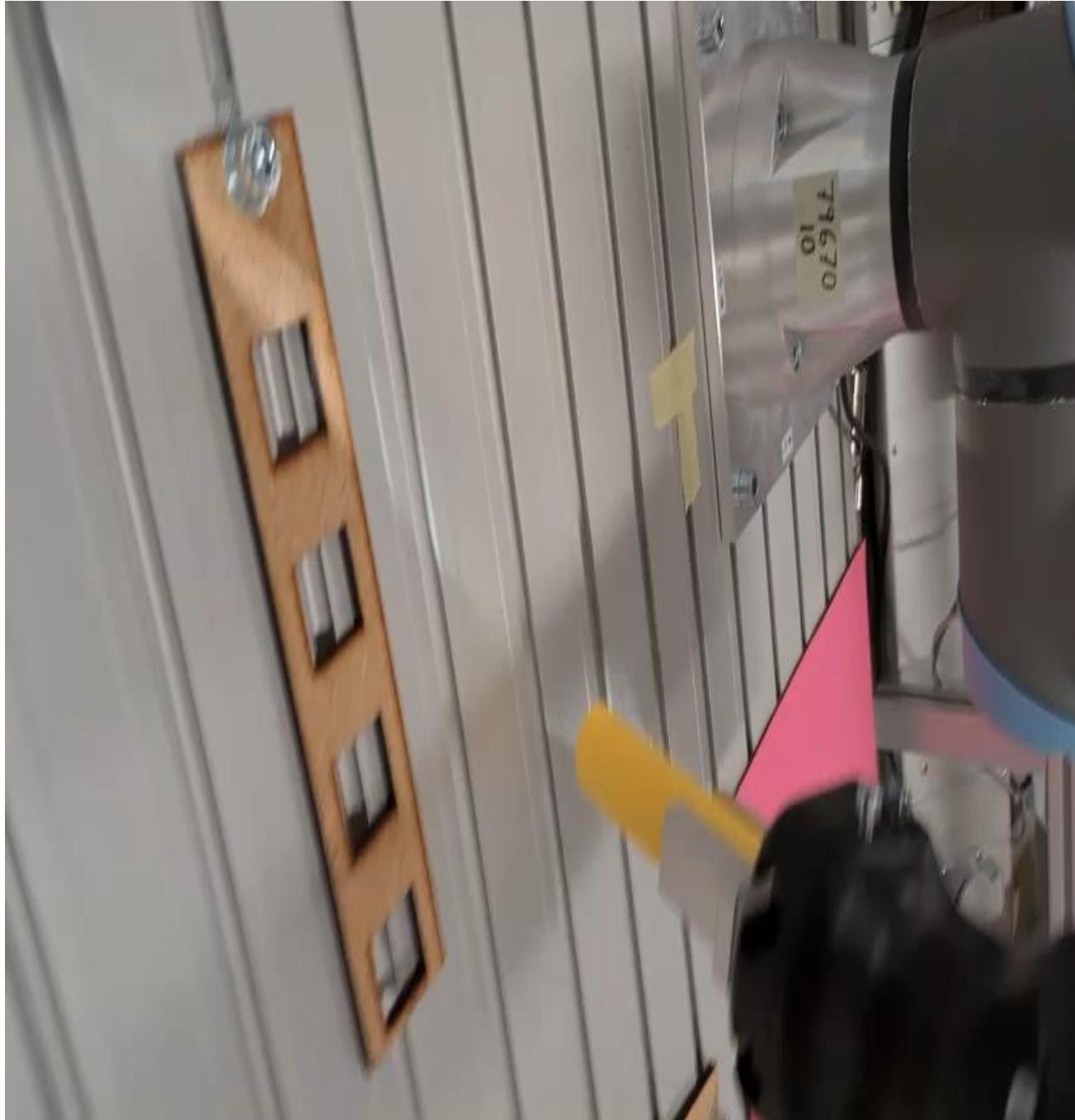
- New challenges have emerged
- Ready to integrate
- On track with general planification

# Robot

- **Milestones planned for week 2 :**

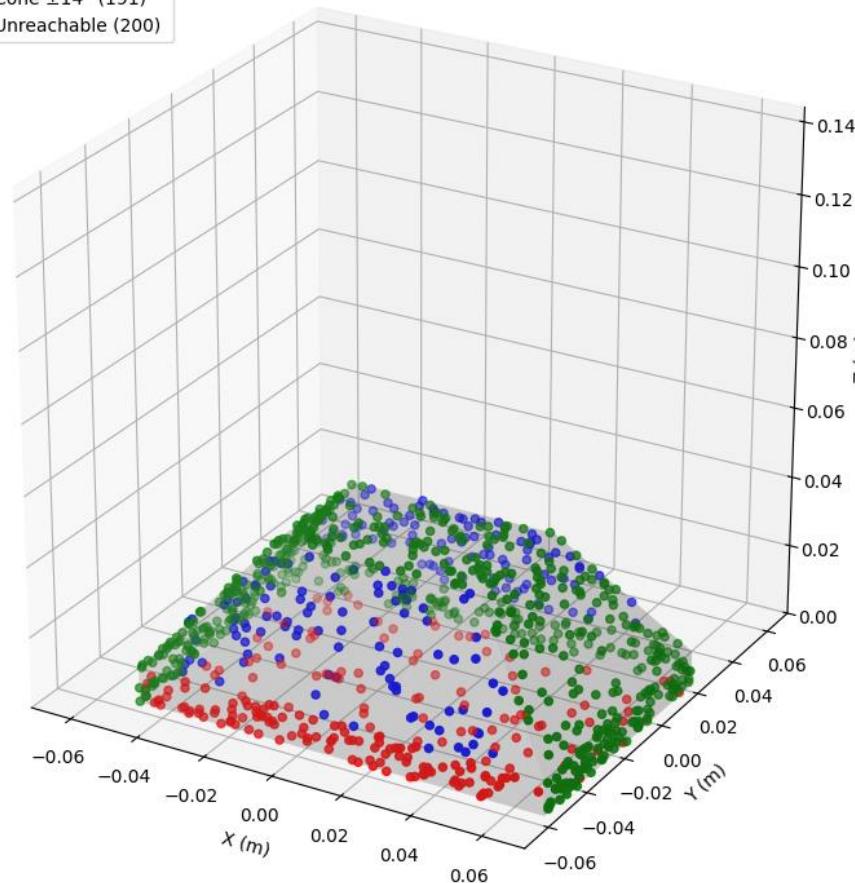
- Assess pen gripping constraint: Pen selected 
  - Draw line on a 2D plane: Draw on a paper
  - Validate TCP calibration: Visual validation
  - Be able to know if a motion of the robot will cause a collision with object
- 
- Conversion from world coordinate to TCP position (relative at the object) 
  - Can catch and manipulate tools (pens)
  - Draw on a 3D surface (plane)





IK Reachability with  $\pm 14^\circ$  cone — 609 exact + 191 cone / 1000 total

- Exact normal (609)
- Cone  $\pm 14^\circ$  (191)
- Unreachable (200)



Azimuth -60

Elevation 25

# Robot

- **Issue week 2 :**
  - Some communication problem intern at the team robot
  - Integration between teams a bit slow
  - Organization time with the robot

# Impression 3D

## Milestones planned for this week 2 :

- Duck supports are printed
  - Blocker
    - No validation from expert yet
- Print base duck model
  - Blocker
    - Model refused by CEO need to wait his feedback to choose one



# Impression 3D

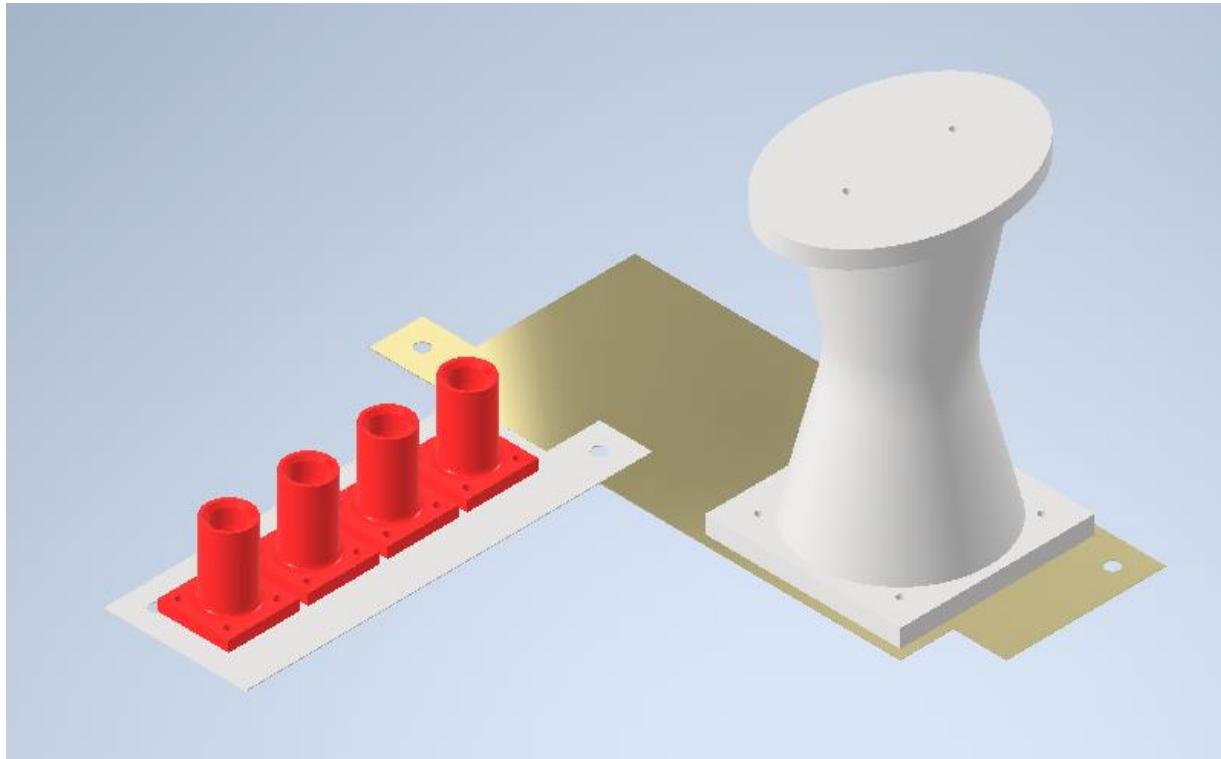
## Milestones planned for this week 2 :

- Evaluation of adequacy of duck + support
  - Blocker
    - No support validated and no duck model chosen
- Sketch a 3D design that can be used fixed configuration of object and tools (eventually the supports) (needed to be verified by expert)
  - Blocker :
    - Not validated yet

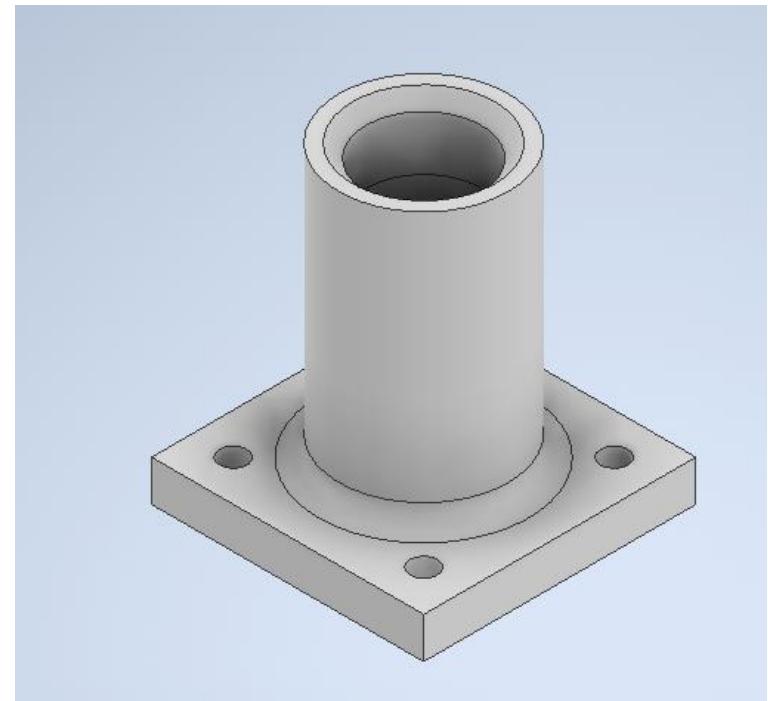


# Impression 3D

## Part of milestones

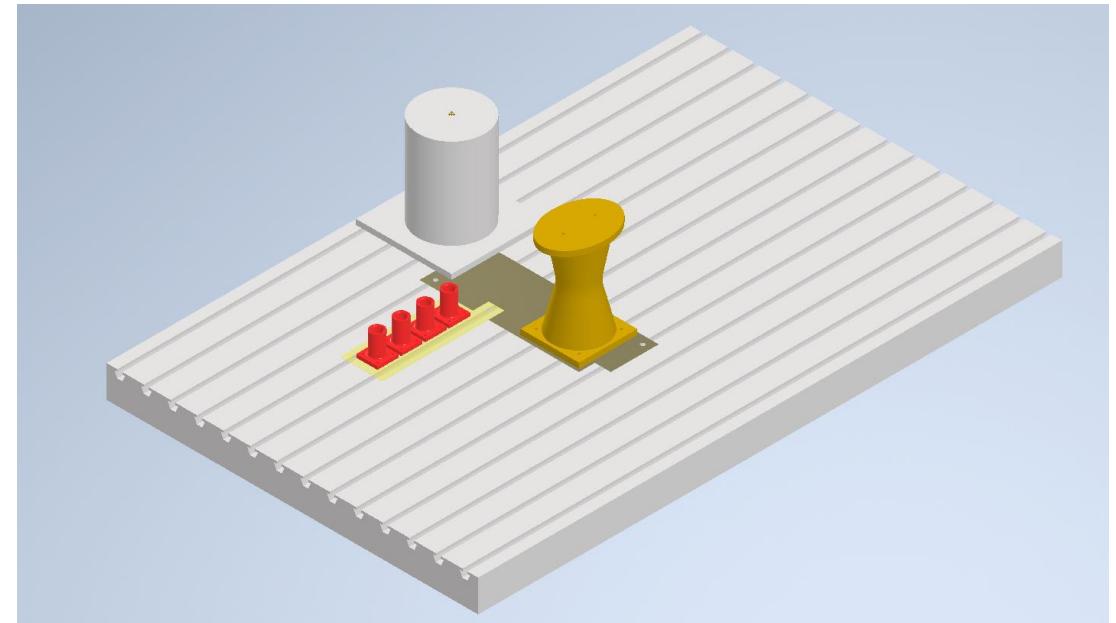
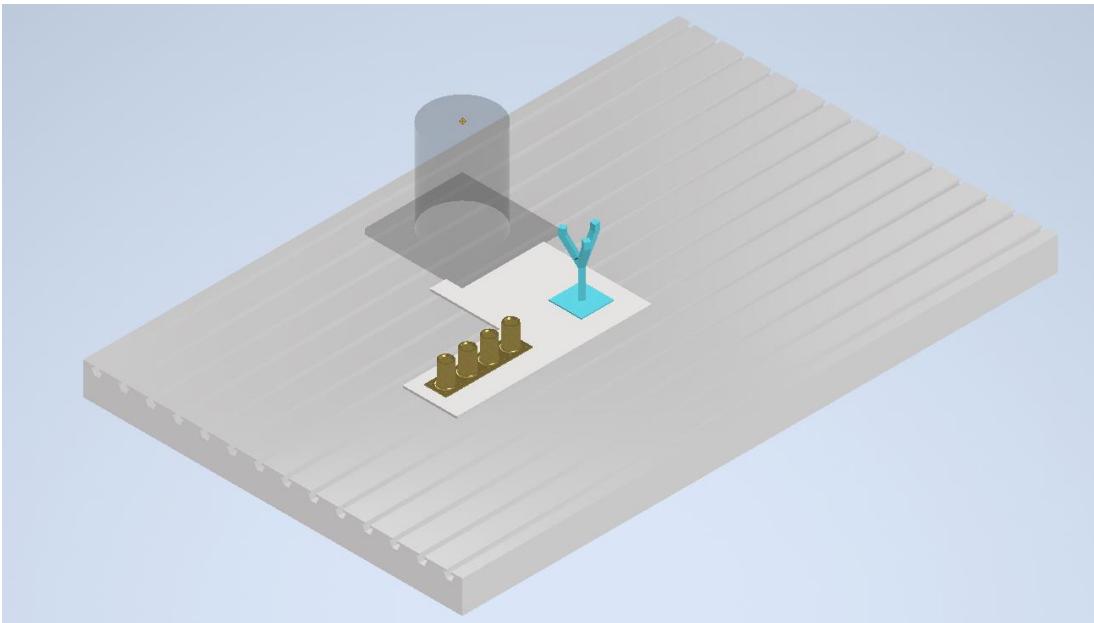


New assembly with pins system



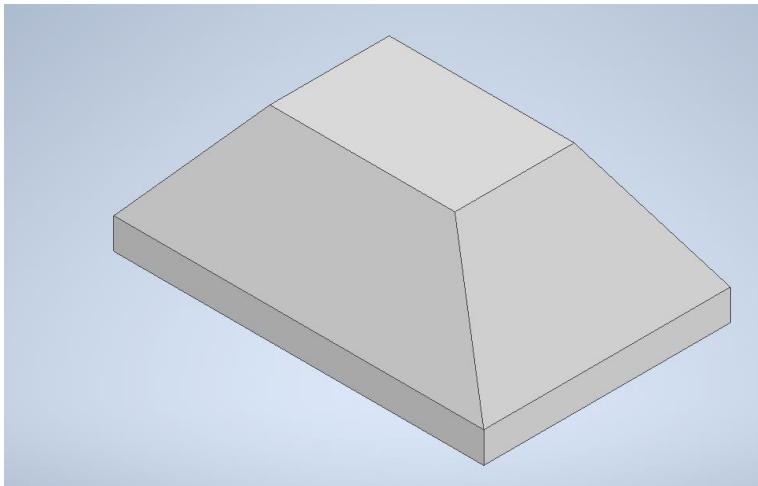
Valid & printed pen support

# Impression 3D



# Impression 3D

**Respond to demand of the team :**



Truncated rectangle  
pyramid for drawing on  
slopes ( $50^\circ$  and  $60^\circ$ )

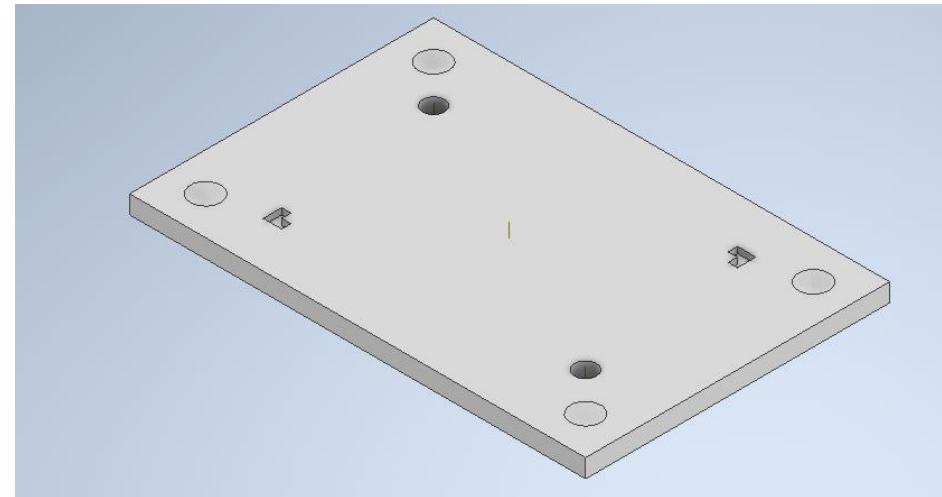


Plate for a full pipeline  
validation

# Impression 3D

## Milestones planned for week 3 :

- Validate, product and get the necessary wooden pieces
- Validate assembly
  - Get a reliable measurement for critical point
    - Distance between support and robot
    - Optimal height of the duck support
    - Optimal size of the duck (more or less given by CEO)
- Validate and print non-printed piece
  - Duck
  - Duck support

# **Week 2 : conclusion**

- Main week milestone wasn't reached
  - Why ? (issues):
    - Communication
    - Planification
    - Autonomy

# **week 3 : milestones**