

# DRAWING BOT

PROJECT MENTOR :

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PRESENTED BY

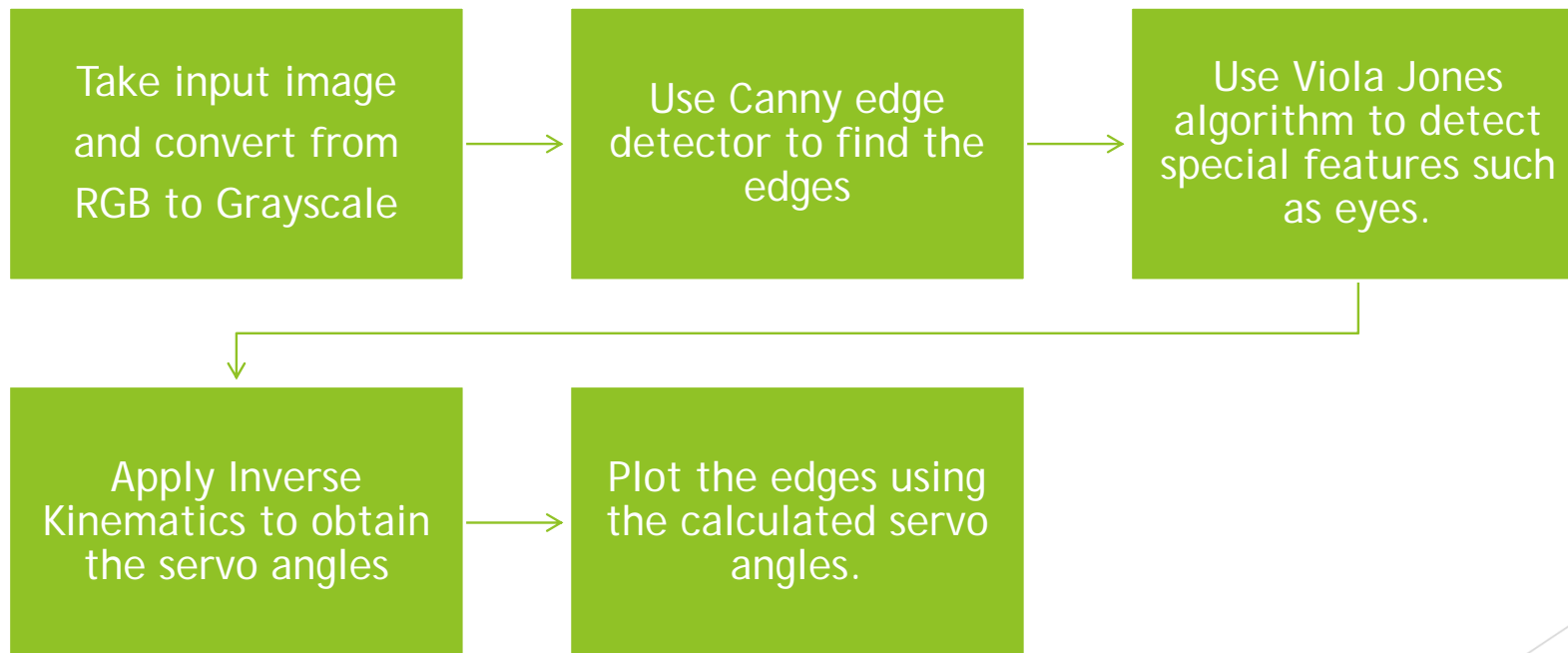
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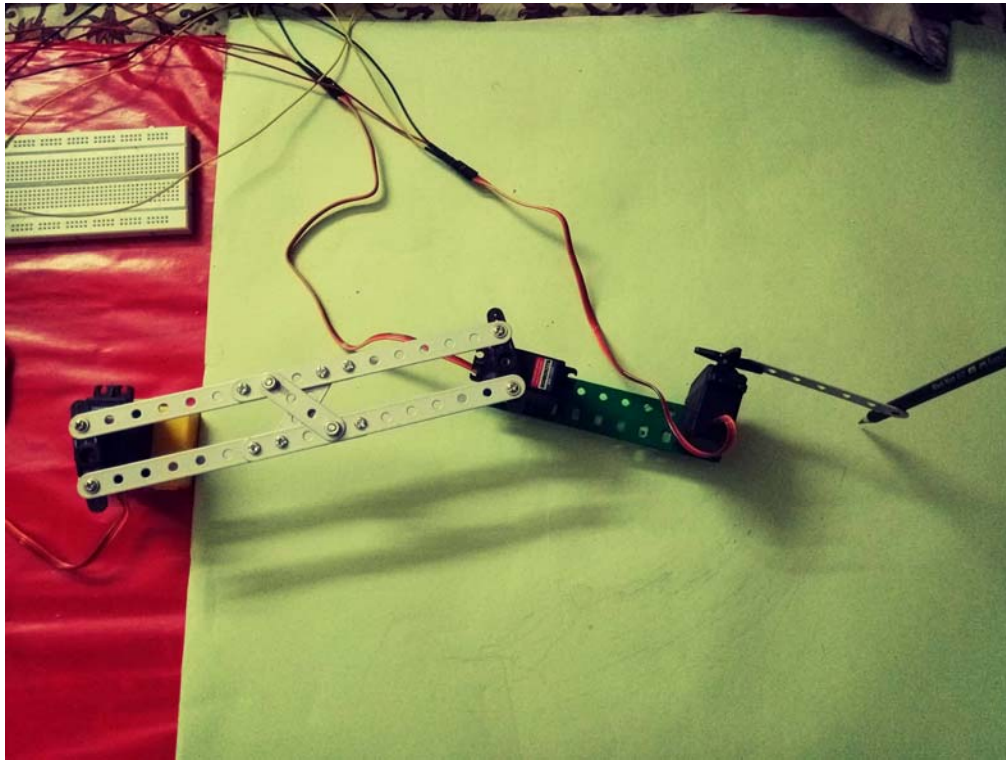
# PROBLEM DEFINITION

- ▶ Our project focuses on constructing a 2-DOF (degrees of freedom) robot that creates a sketch of a given image on paper.
  - ▶ To use image processing to generate a line sketch of an image.
  - ▶ To perform detection of facial features in case image is a portrait of a human or animal.
  - ▶ To mechanically construct a robot that draws the processed sketch on paper.

# FLOWCHART



## ❖ MECHANICAL CONSTRUCTION



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- ▶ Three servos are used: one acts as the rigid end of the two-link manipulator, one acts as the free end, and one servo is used for manipulating the sketching instrument, for example, a pencil.
- ▶ The rigid end servo is fixed on a small platform.
- ▶ Two of the servo horns are drilled with two holes each spaced at equal distances from their centre of mass.
- ▶ The rigid end servo and the free end servo are linked together at 20 cm apart, using mechanix kit tools and through the holes drilled in the servo horns.

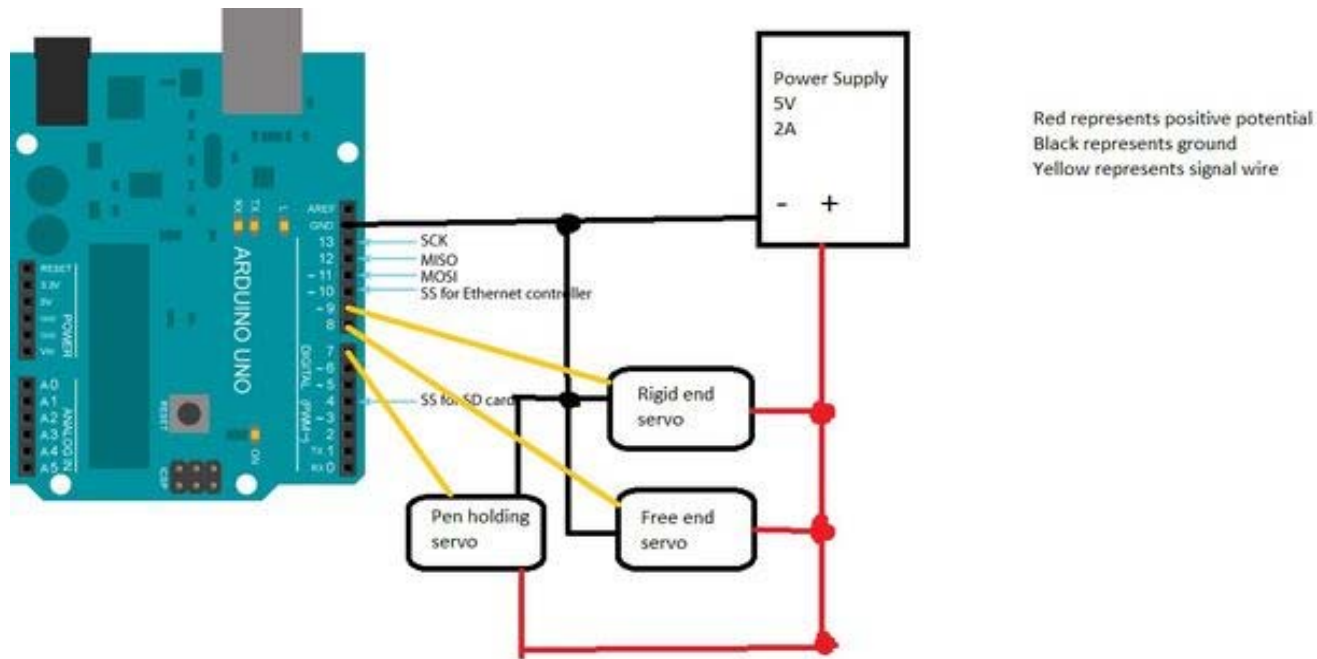
## ❖ MECHANICAL CONSTRUCTION

- ▶ The free end servo and the sketching instrument manipulating servo are connected using mechanix kit tools.
- ▶ A sketching tool is then attached to the manipulator servo such that the distance between the sketching tool and the free end servo is 20 cm.
- ▶ The bottom of the link between the free end and manipulator servos is attached with caster wheels to support the weight of the servos.

## ❖ Connecting Arduino to the Robot

- ▶ The signal wire (orange) of rigid end servo is connected to pin 9 of the Arduino board.
- ▶ The signal wire (orange) of free end servo is connected to pin 8 of the Arduino board.
- ▶ The signal wire (orange) of sketching tool holding servo is connected to pin 7 of the Arduino board.
- ▶ The power wires (red) of all servos are connected to the 5V pin of the Arduino board.
- ▶ The ground wires (brown) of all servos are connected to the ground pin of the Arduino board.

## ❖ Connecting Arduino to the Robot



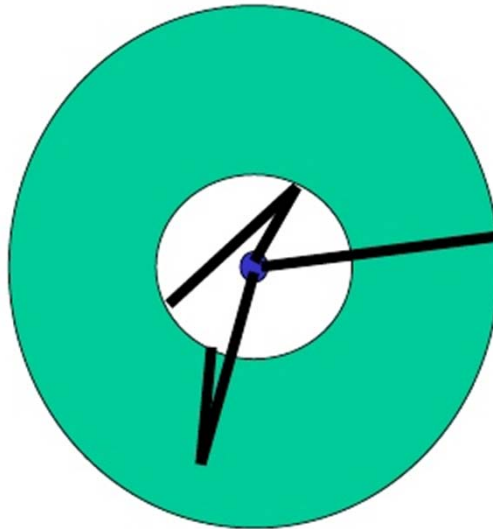


## ❖ CANNY EDGE DETECTION

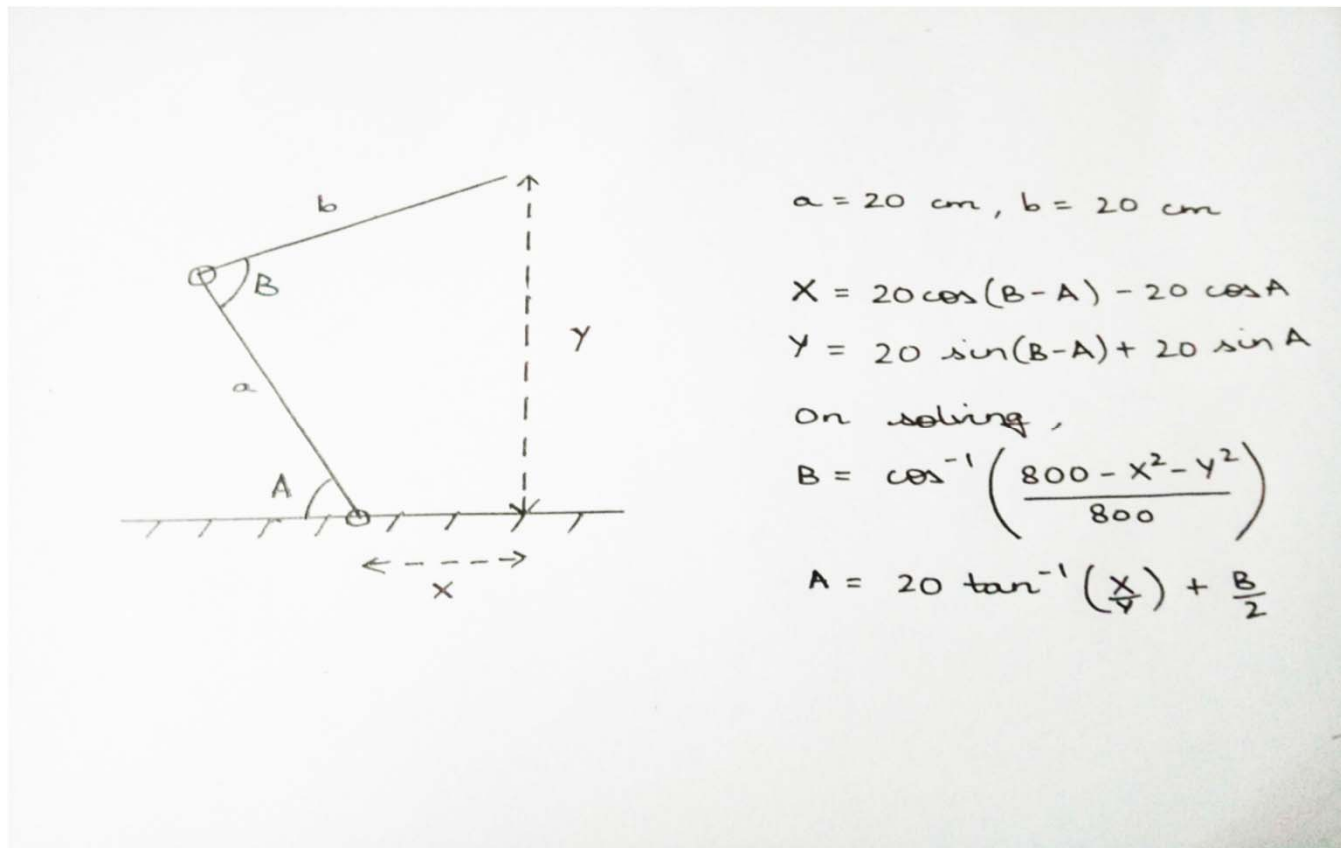
- ▶ The canny edge detection algorithm comprises of the following steps :
  - ▶ Gaussian filter is applied to remove noise by smoothening the image.
  - ▶ Intensity gradients of image are found.
  - ▶ Non-maximum suppression is applied to get rid of spurious response to edge detection.
  - ▶ Double threshold is applied to determine potential edges.
  - ▶ Detection of edges is finalized by suppressing all other weak edges that are not connected to strong edges.
- ✓ Viola-Jones algorithm is used to detect special features like eyes, etc.

## ❖ INVERSE KINEMATICS

- ▶ A two-link planar manipulator has a defined workspace.
- ▶ The defined workspace is due to joint limits and presence of obstacles.



## ❖ Implementation of Inverse Kinematics



THE END

