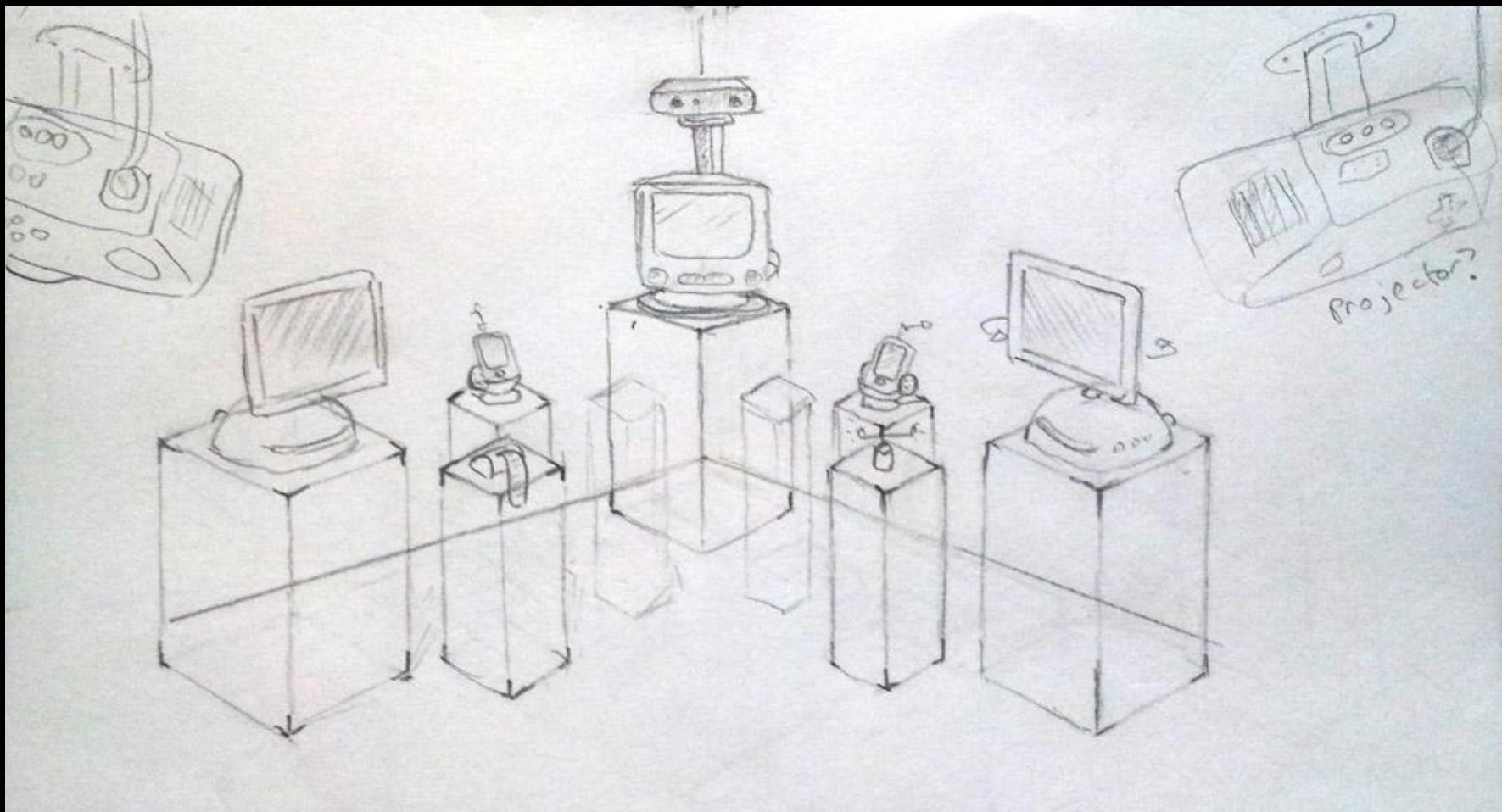


WELL DONE ALL!!

The Secret Lives of Computer Systems

by Dale, Dave, Adam, Matt, Tom, Mark,
Hanley

Pitch



inspiration -Theme



Plastikman Live @ Paris, Vilette Sonique by CPU
by CPUI
vimeo.com



TAMATAR
missioneternity.org



Image_slide
thecreatorsproject.com



Энди Уорхол
художник современности
Rhizome | Superstitious Appliances
rhizome.org



CYLAND MediaLab - contemporary art in St.Petersburg, Russia
cyland.ru



Robotic Claw
littlebirdelectronics.com



Tim Gruchy's 'SCOUT': putting the art into artificial intelligence
by BrittomartNZ
youtube.com



Bruce Nauman, 'MAPPING THE STUDIO II with color shift, flip, flop, & flip/flop (Fat Chance John Cage)' 2001
tate.org.uk



Kinect Self-Awareness Hack
by collegehumor
youtube.com



AI vs. AI. Two chatbots talking to each other
by CornellCOSL
youtube.com



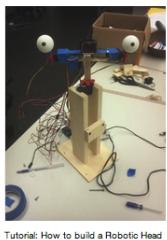
UNCONTAINABLE: Signs of life: robot incubator | ISEA2011 Istanbul
isea2011.sabanciu.edu



Technological Dream Series: No. 1, Robots by dunne & raby
by dunne & raby
vimeo.com



Centre for Social Robotics - Fish-Bird
cer.acfr.usyd.edu.au



Tutorial: How to build a Robotic Head
benfarahmand.com



transparent-toilet
vondy.wordpress.com



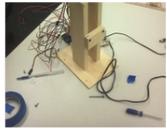
[photo] Seiko Mikami "Desire of Codes"
doc.ycam.jp



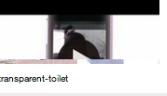
[photo] Compound Eye Detector Screen
doc.ycam.jp



QPG
creativeapplications.net



Tutorial: How to build a Robotic Head that Follows People's Faces | Ben Farahmand
benfarahmand.com



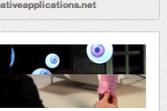
transparent-toilet
vondy.wordpress.com



Introducing Chirp by chirp. Chirp is a new way to share stuff - using sound.
by chirp
vimeo.com



standards_double_basel_0009
lozano-hemmer.com



insecurity camera
vitagrrl.com



iPhone app: PhotoSpeak
by MotionPortraitPark
youtube.com



Silence is golden: This diagram from researchers shows that when fired the gun muddles the brain
dailymail.co.uk



GLaDOS replica - test firmware (WIP)
by Maxim Devseev
youtube.com



hal
docs.google.com



All Eyes On You by Britzpetermann.
First edition of Britzpetermanns shop window installation project.
by Britzpetermann
vimeo.com

inspiration -Theme



Roberto (Psycho Stabbing Robot) - Futurama



Terminators / Skynet

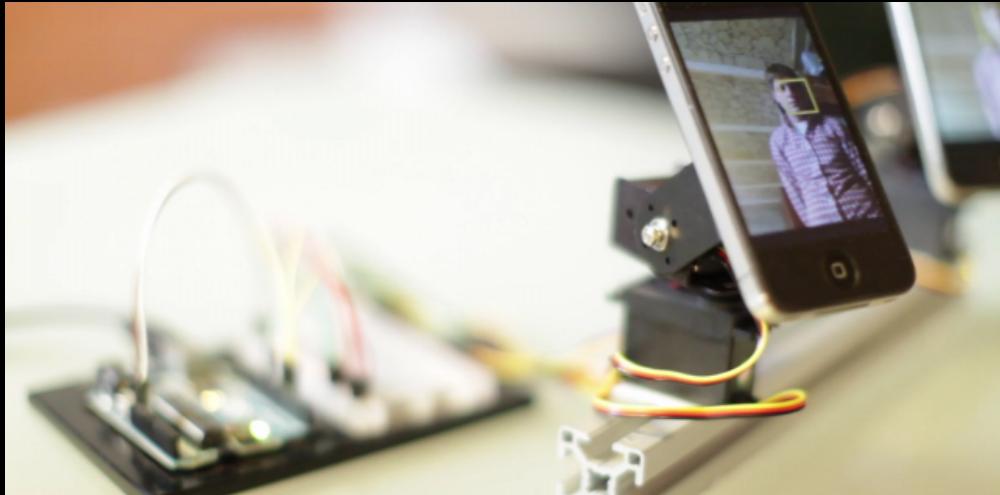


GLaDOS - Portal



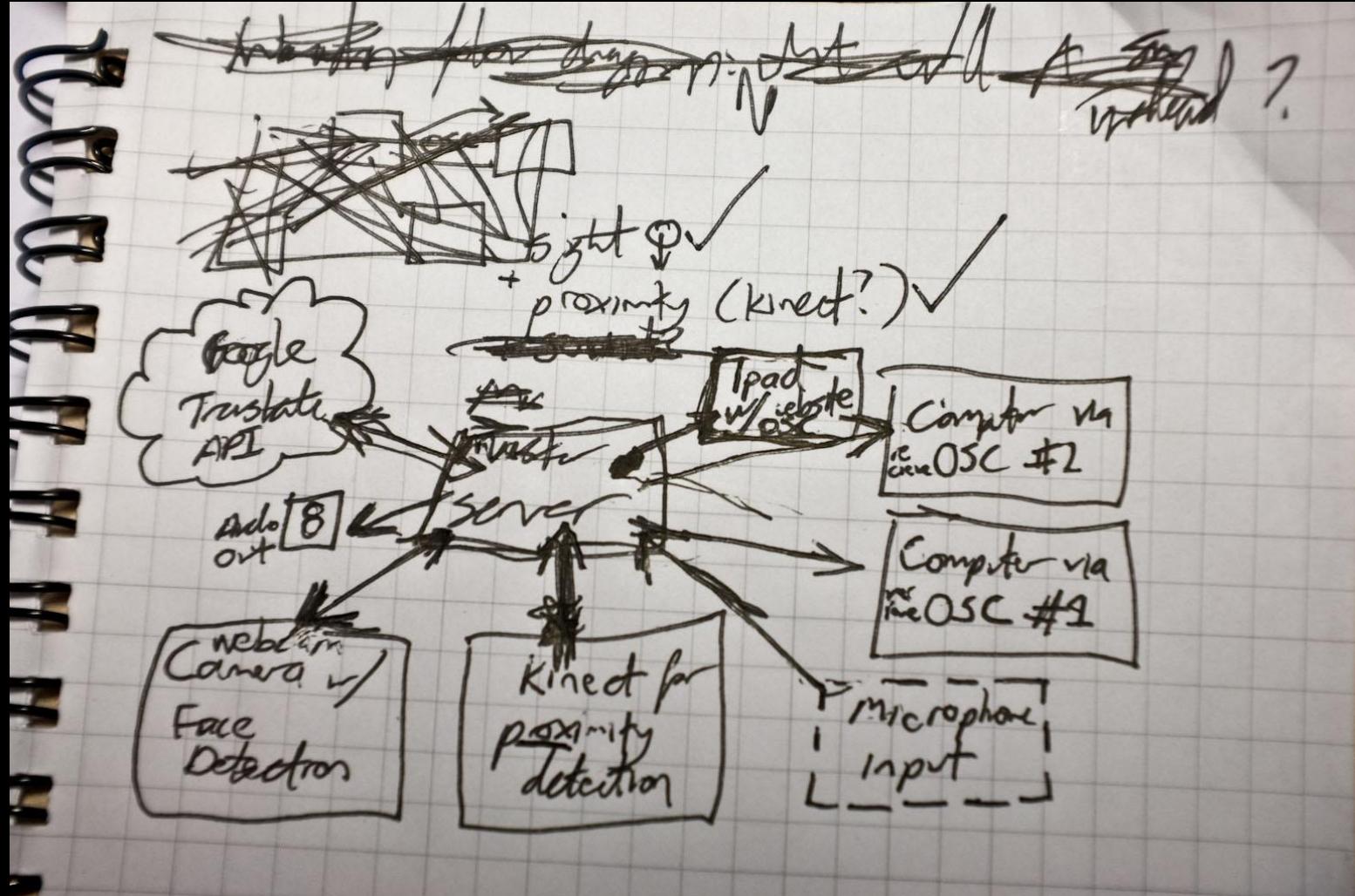
HAL - 2001: A Space Odyssey

inspiration -Physical

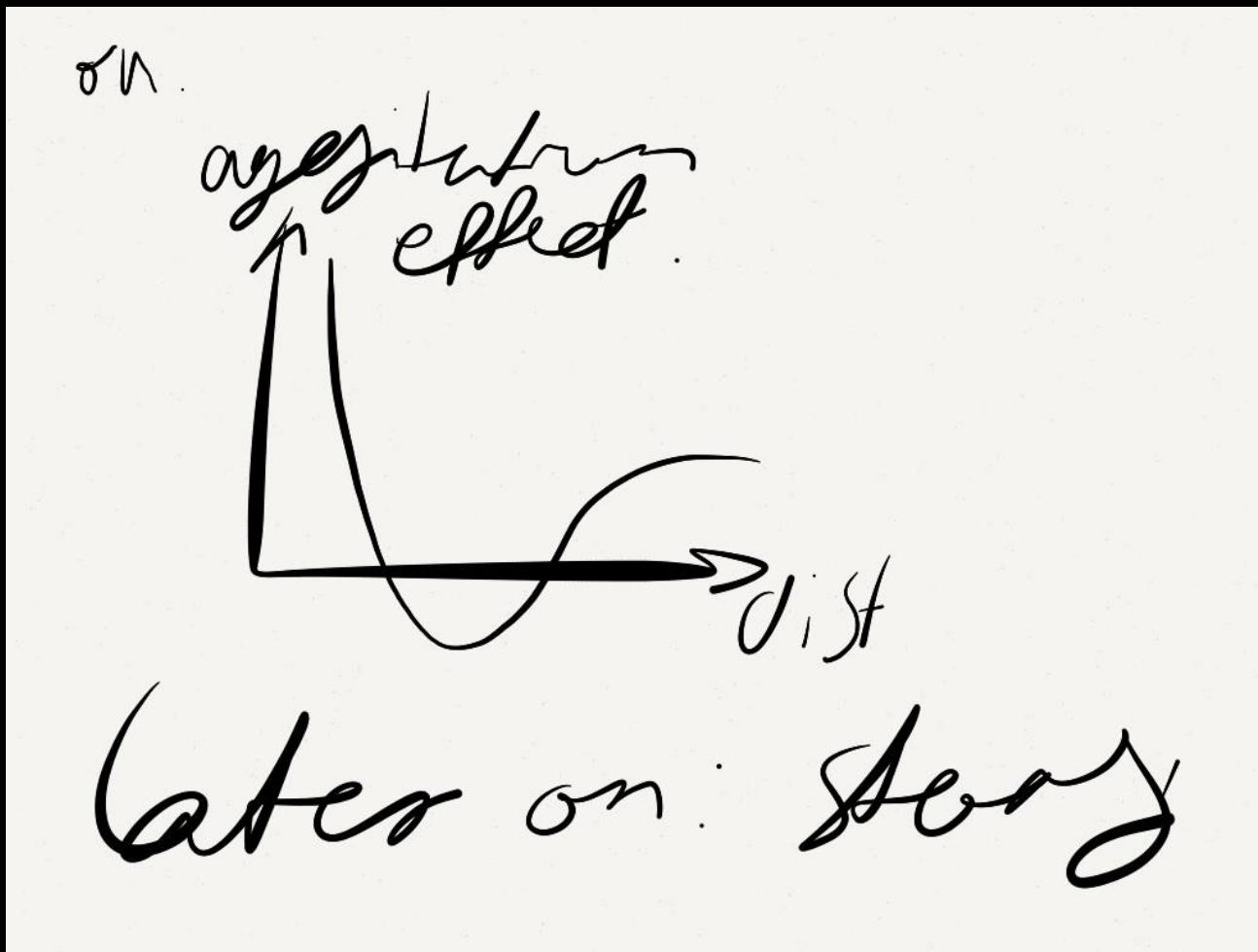


design -The Big Picture

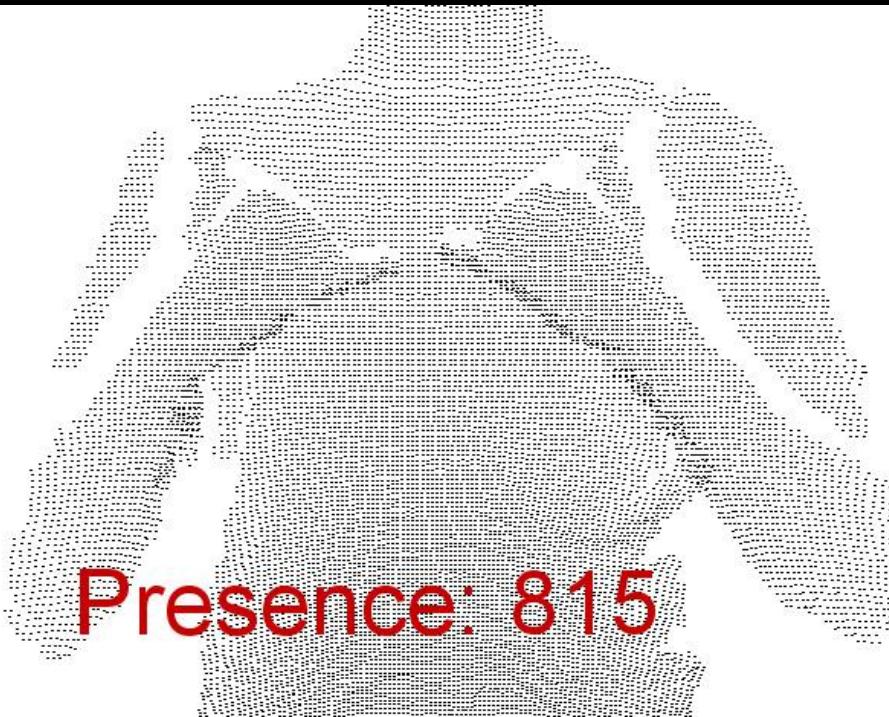
Perhaps introduce an rough concept sketch here and break it down in the design process.



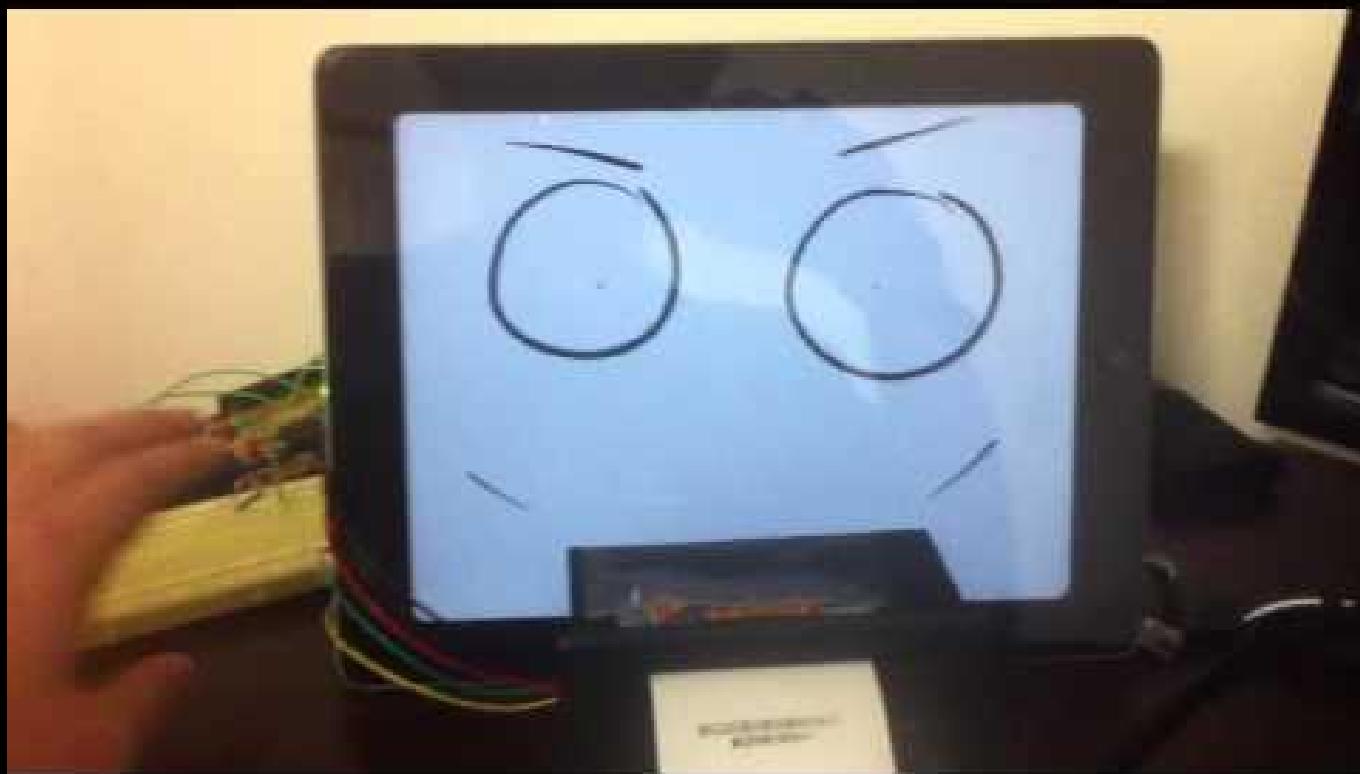
design process -Narrative



design process -Presence Detection



design process -Printer



design process -Robot



Notes

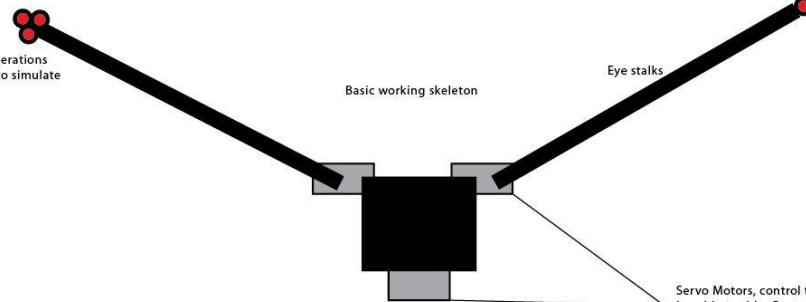
- include lots of wiring, maybe old circuit boards etc so it looks born out of computers
- three modes, 1-scouting, when no one is around, general slow movements to seem like its just looking around. 2-hiding, when people approach it tries to squat down and hide, closing eyes. 3- anger, flares up raising its stalks high, moves around at high speeds possibly screeching trying to ward off the invaders presence.
- needs to be fairly light weight but have an industrial look
- maybe put small speaker on it
- require uno board, battery pack, assorted wires, 3 servo motors and 2-6 LEDs
- Input required to tell it what mood it is in from kinect or otehr devices

Rev LED eyes(different configurations possible, switch on and off to simulate eyes)

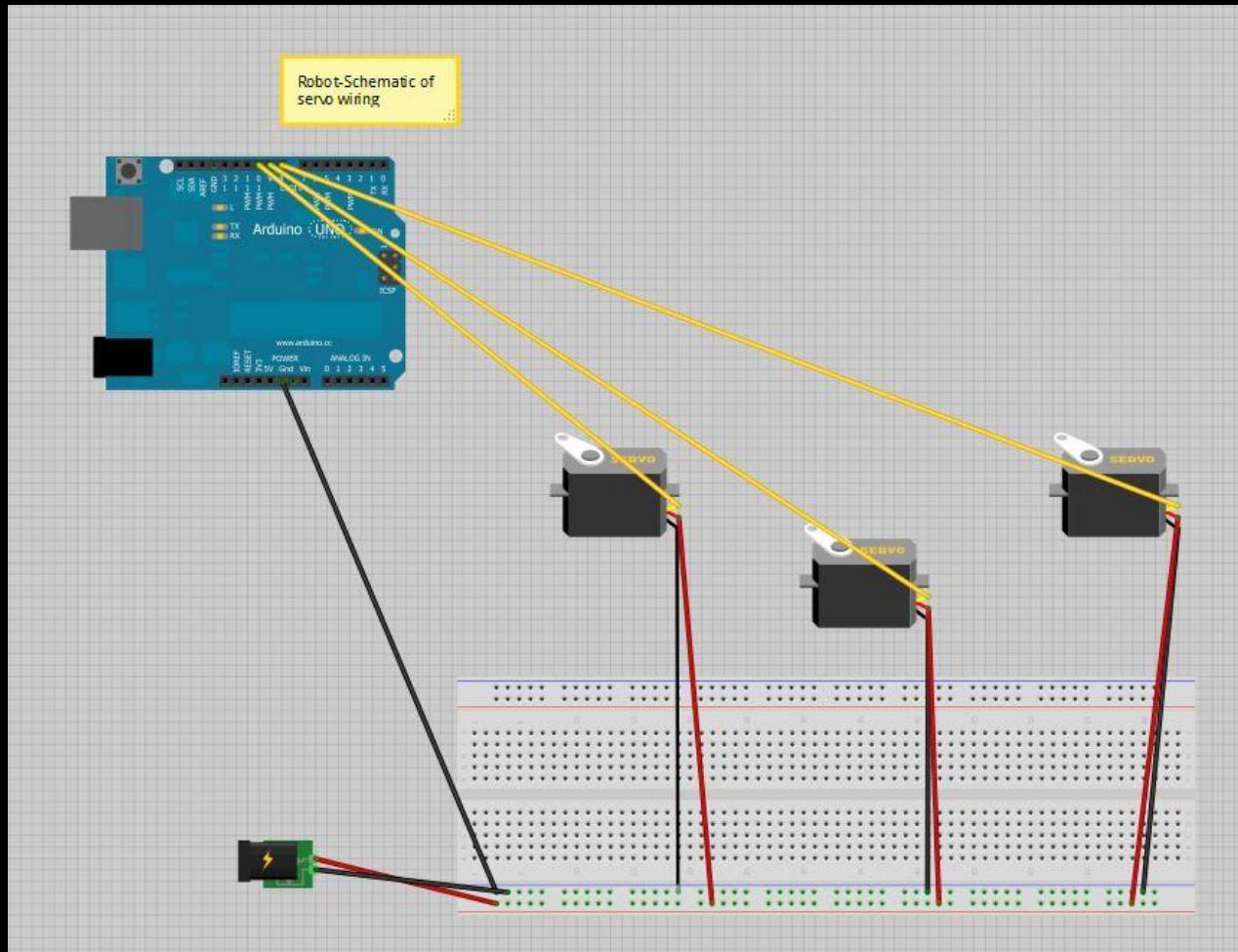
Basic working skeleton

Eye stalks

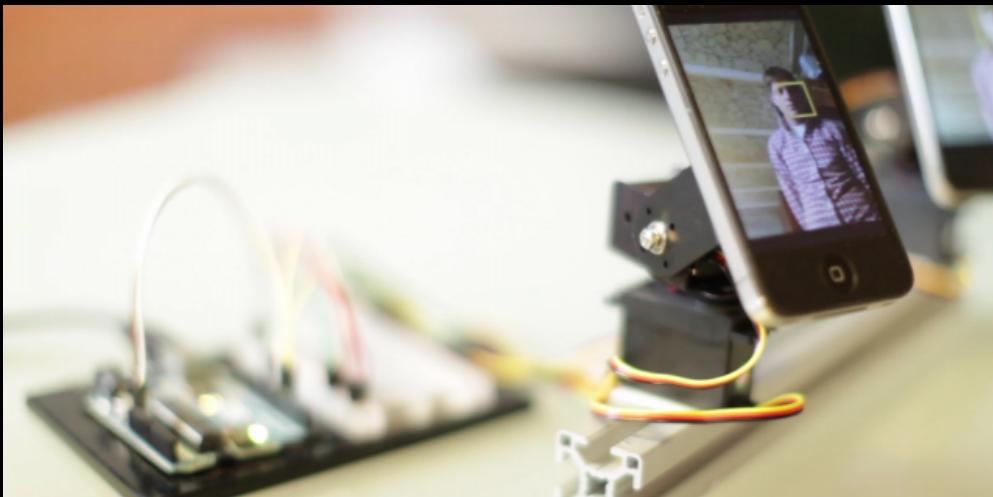
Servo Motors, control the body swinging side to side. Control the eyes going up and down on their stalks



design process -Robot



design process -Faces (openCV)



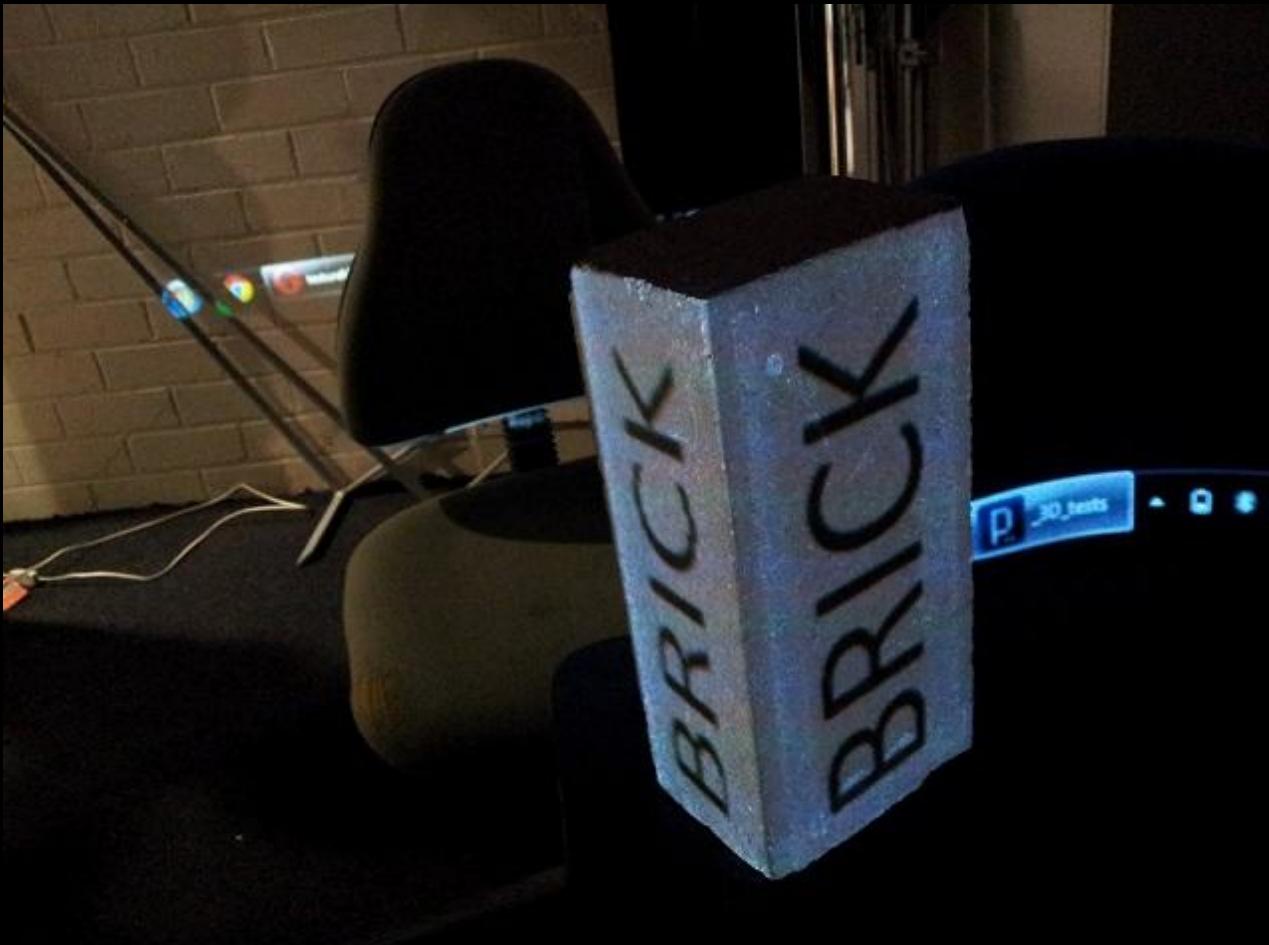
from littlebird electronics



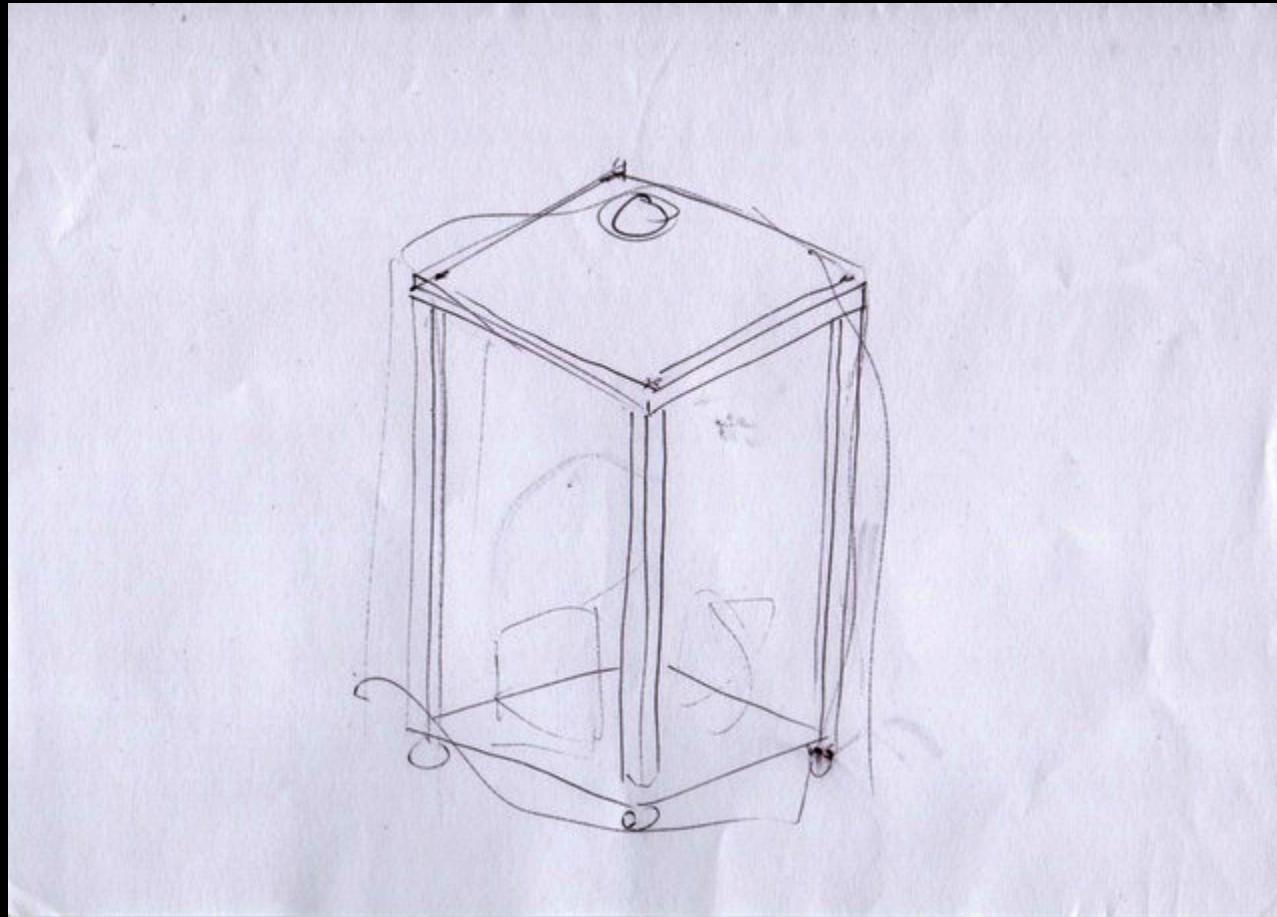
moves closer



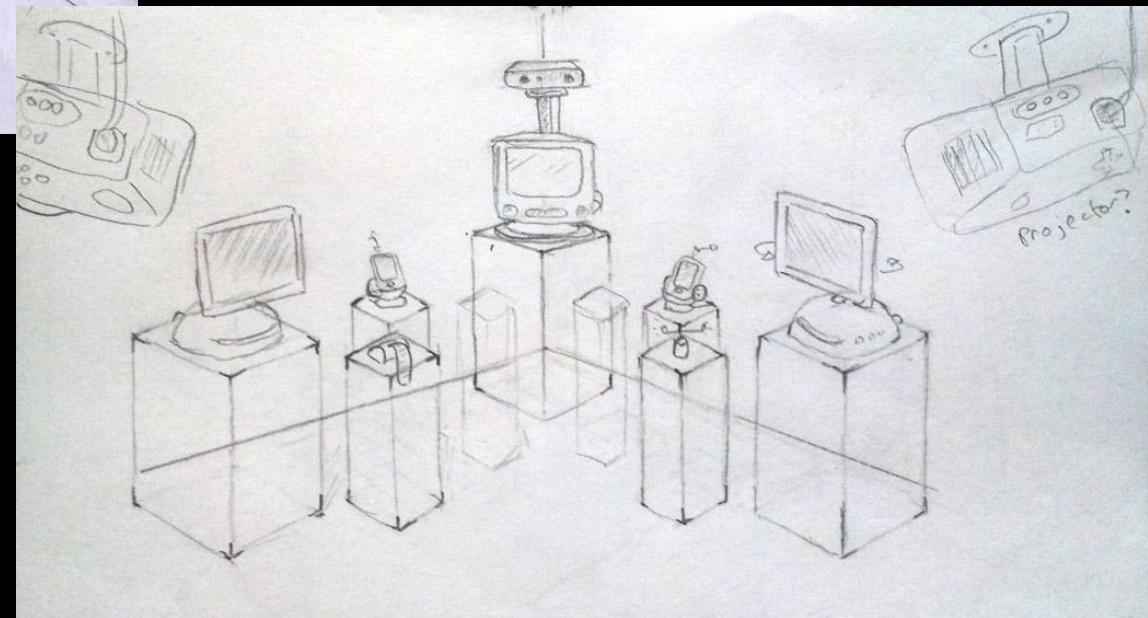
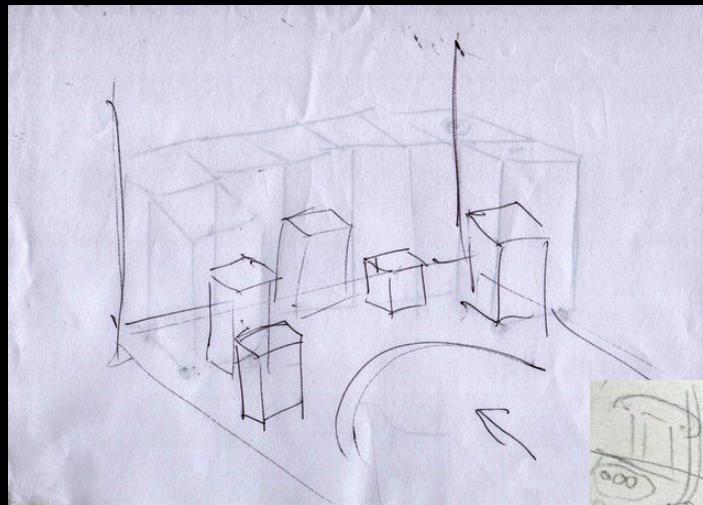
design process -Projection Mapping



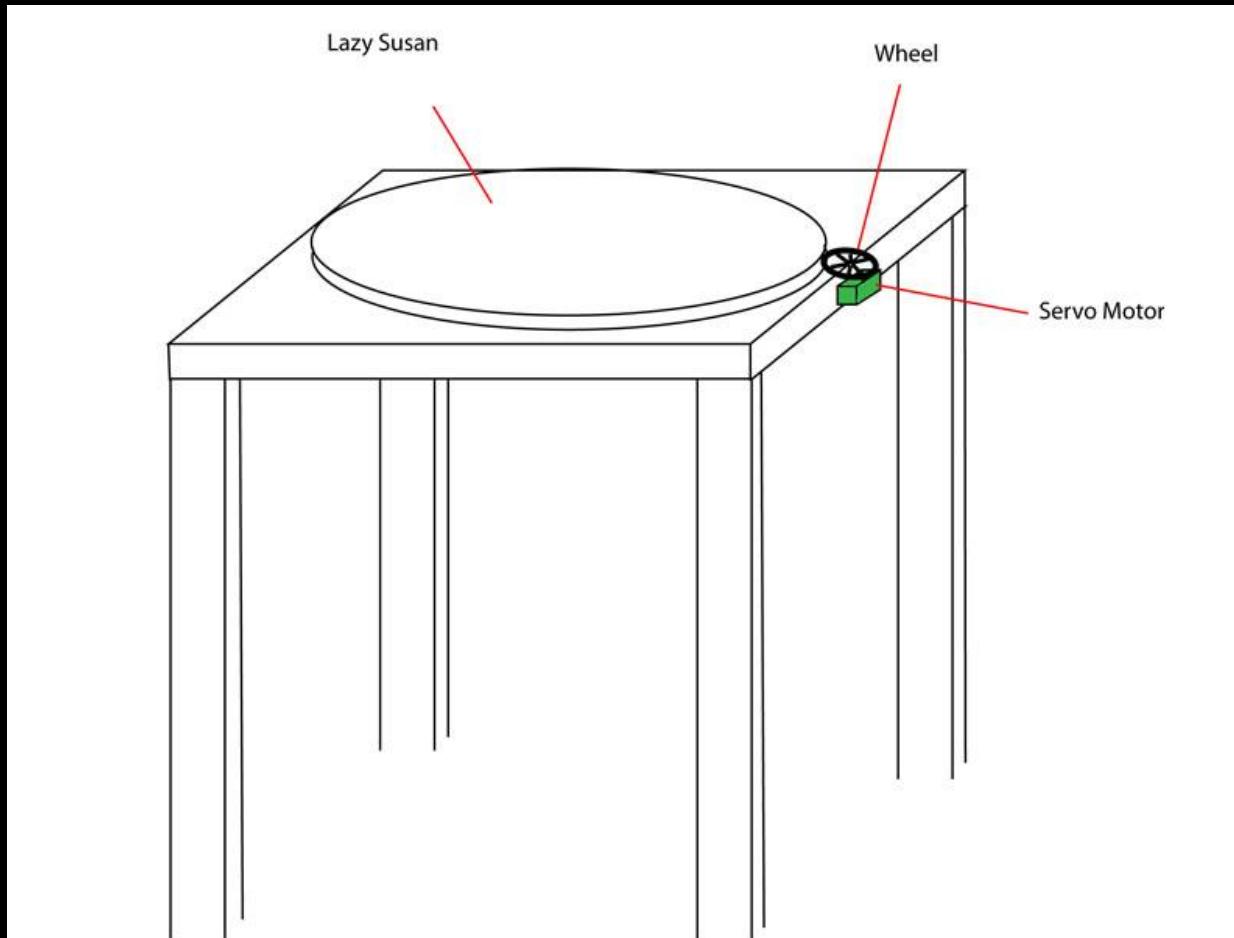
design process -Plinths / Layout



design process -Plinths / Layout



design process -Plinths / Layout



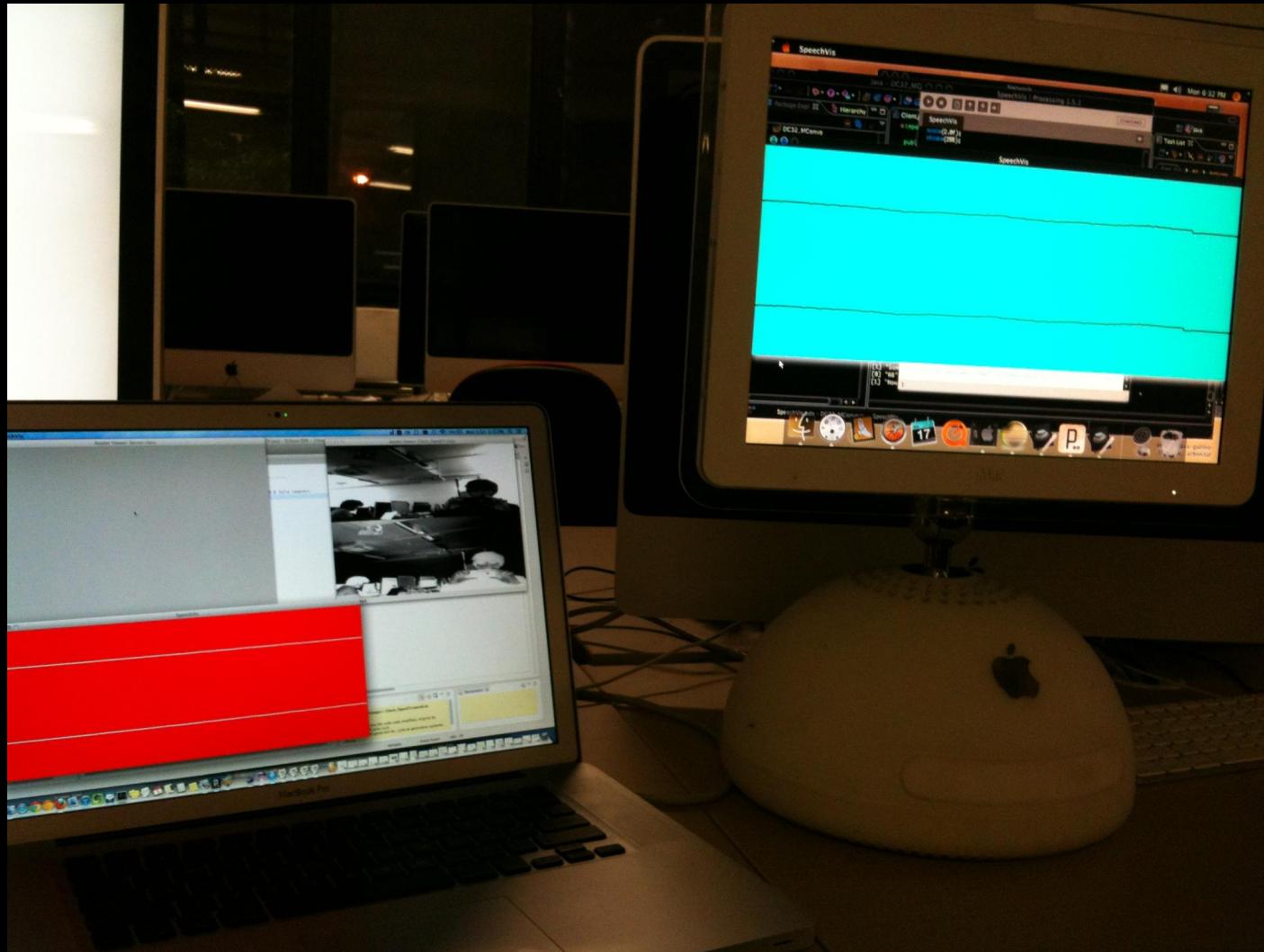
design process -Plinths / Layout



design process -Plinths / Layout



design process -Talkative Network



THE TRAVELER'S
VADE MECUM;
OR
INSTANTANEOUS LETTER WRITER,
BY
MAIL OR TELEGRAPH,
FOR THE CONVENIENCE OF PERSONS TRAVELING ON
BUSINESS OR FOR PLEASURE,
AND FOR OTHERS,
WHEREBY A VAST AMOUNT
OF
TIME, LABOR, AND TROUBLE IS SAVED.

fin.