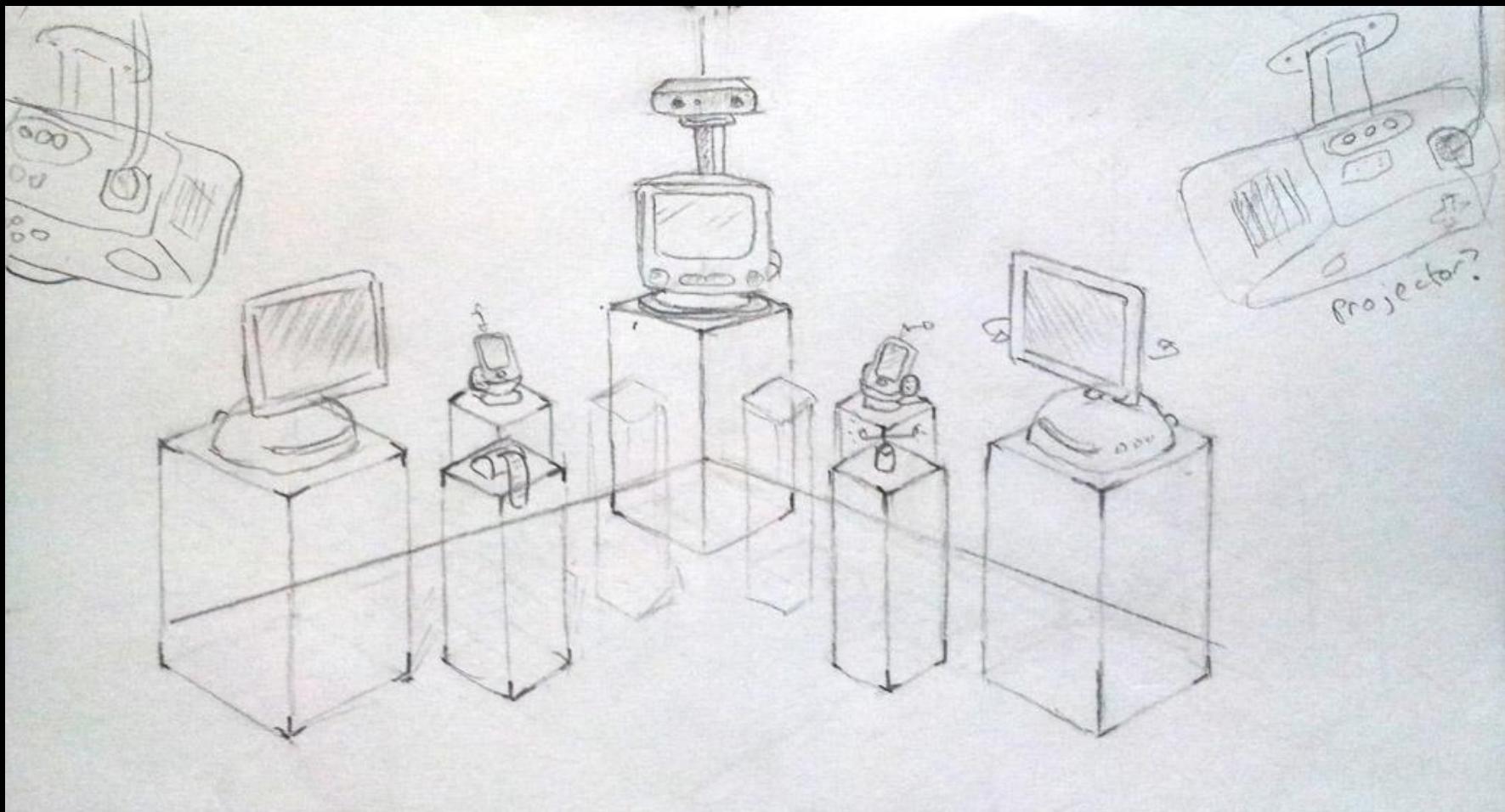


**WELL DONE ALL!!**

# 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



Robotic Claw  
littlebirdelectronics.com



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



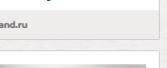
Bruce Nauman, 'MAPPING THE STUDIO II with color shift, flip, flop, & flip/flop (Fat Chance John Cage)' 2001  
tate.org.uk



Kinect Self-Awareness Hack  
by collegahumor  
youtube.com



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



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



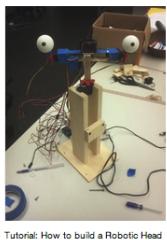
UNCONTAINABLE: Signs of life: robot incubator | ISEA2011 Istanbul  
isea2011.sabanciu.edu



Dunne & Raby  
dunneandraby.co.uk



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



Tutorial: How to build a Robotic Head  
benfarahmand.com



transparent-toilet  
vondy.wordpress.com



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



standards\_double\_basel\_0008  
lozano-hemmer.com



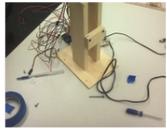
[photo] Compound Eye Detector Screen  
doc.ycam.jp



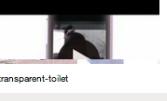
insecurity camera  
vitagrfl.com



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\_0008  
lozano-hemmer.com



terminators  
cleverbot.com



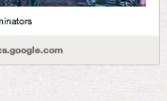
insecurity camera  
vitagrfl.com



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



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



hal  
docs.google.com



QP6  
creativeapplications.net

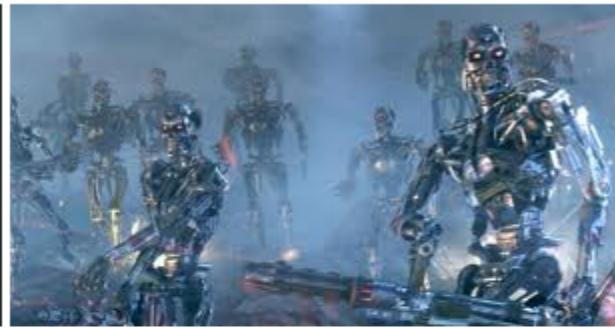


All Eyes On You by Britzpetermann.  
First edition of Britzpetermanns shop window installation project.  
by Britzpetermann  
vimeo.com

# inspiration -Theme



Roberto (Psycho Stabbing Robot) - Futurama



Terminators / Skynet

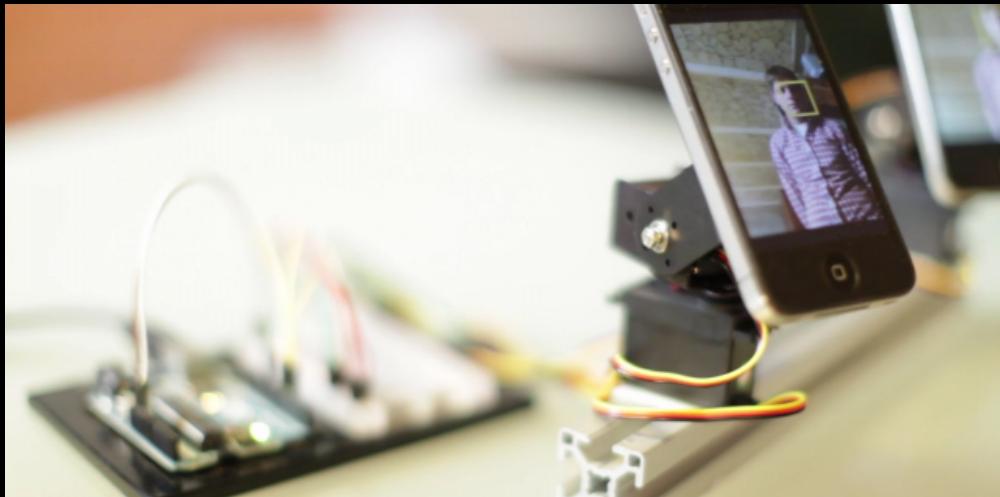


GLaDOS - Portal



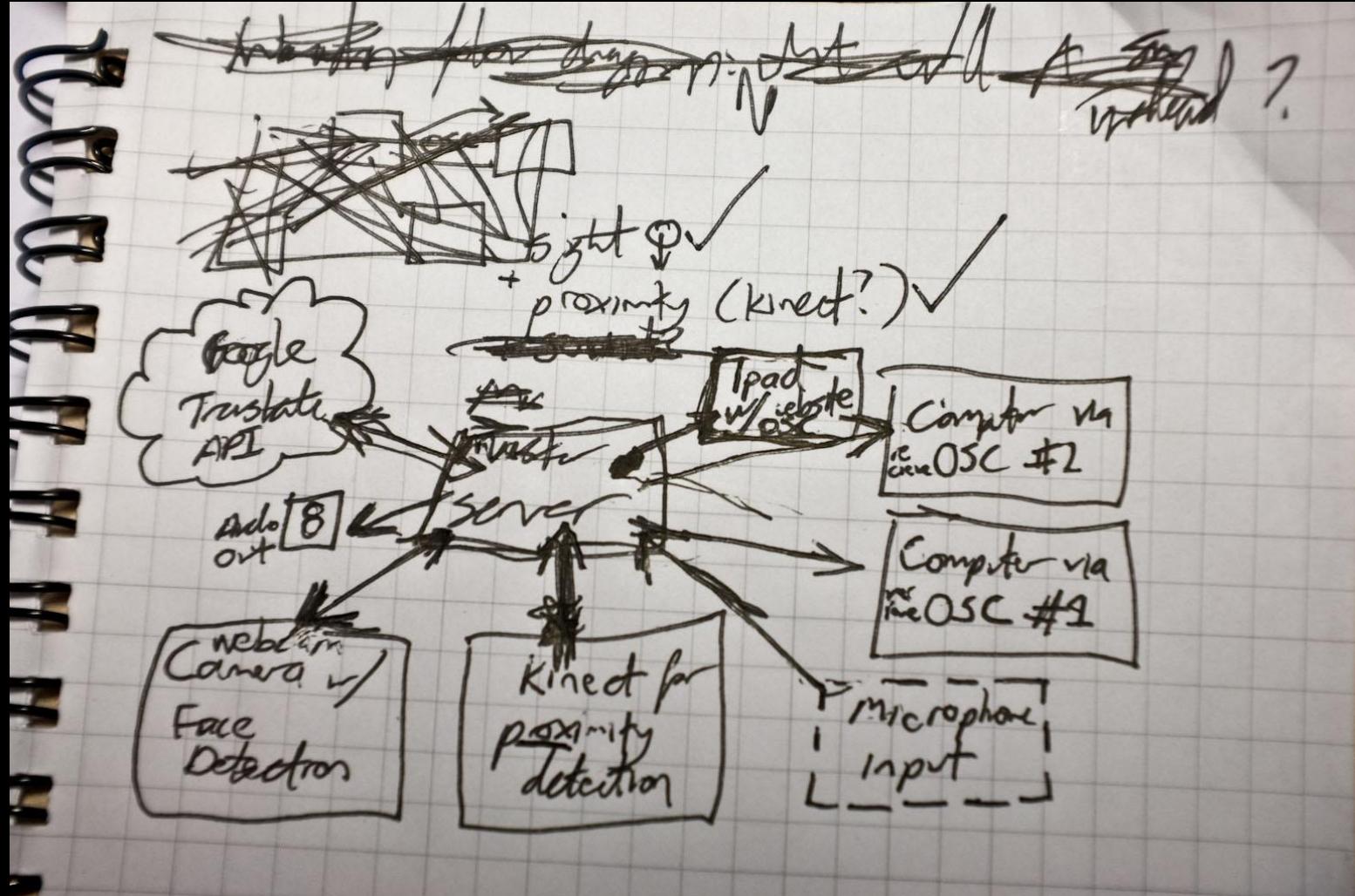
HAL - 2001: A Space Odyssey

# inspiration -Physical

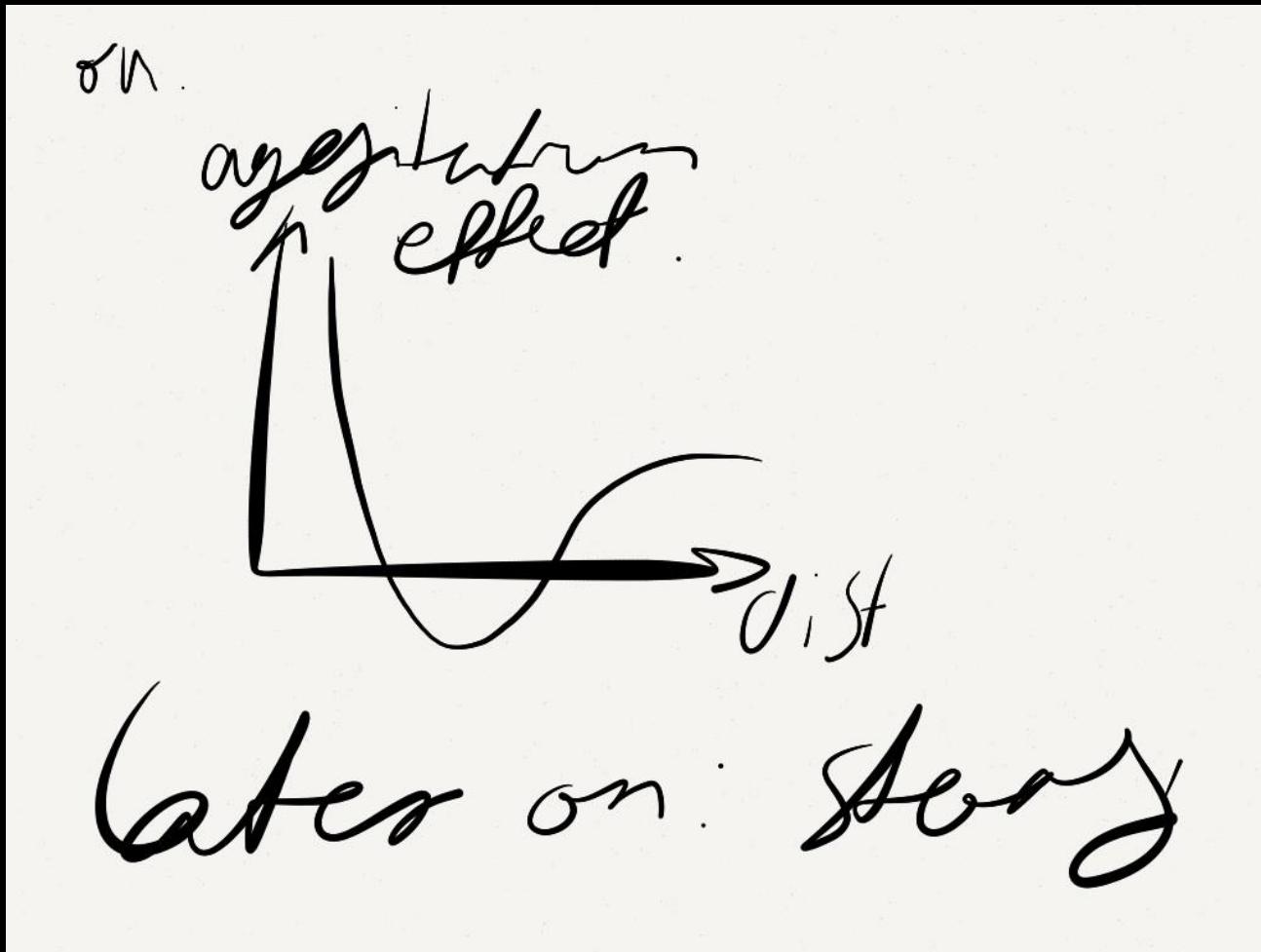


# design -The Big Picture

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



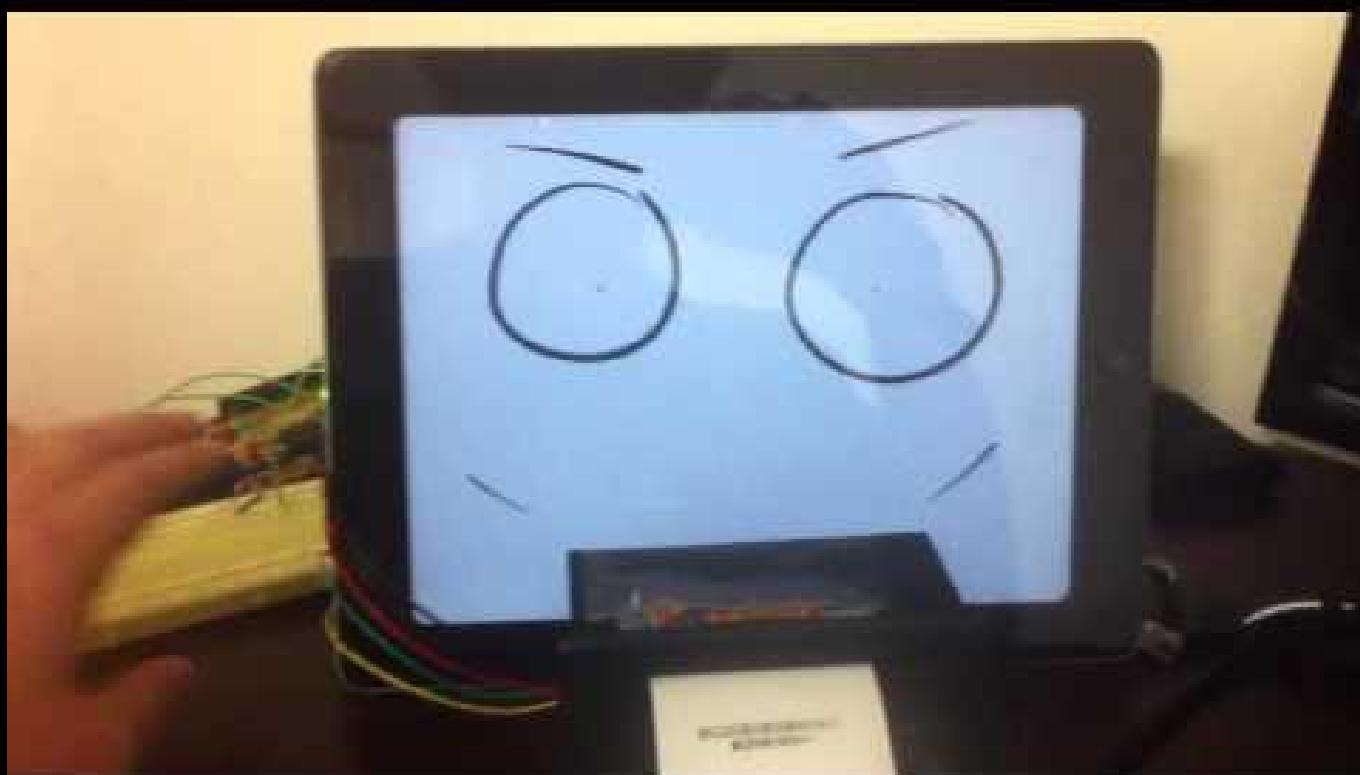
# design process -Narrative



# 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 other devices

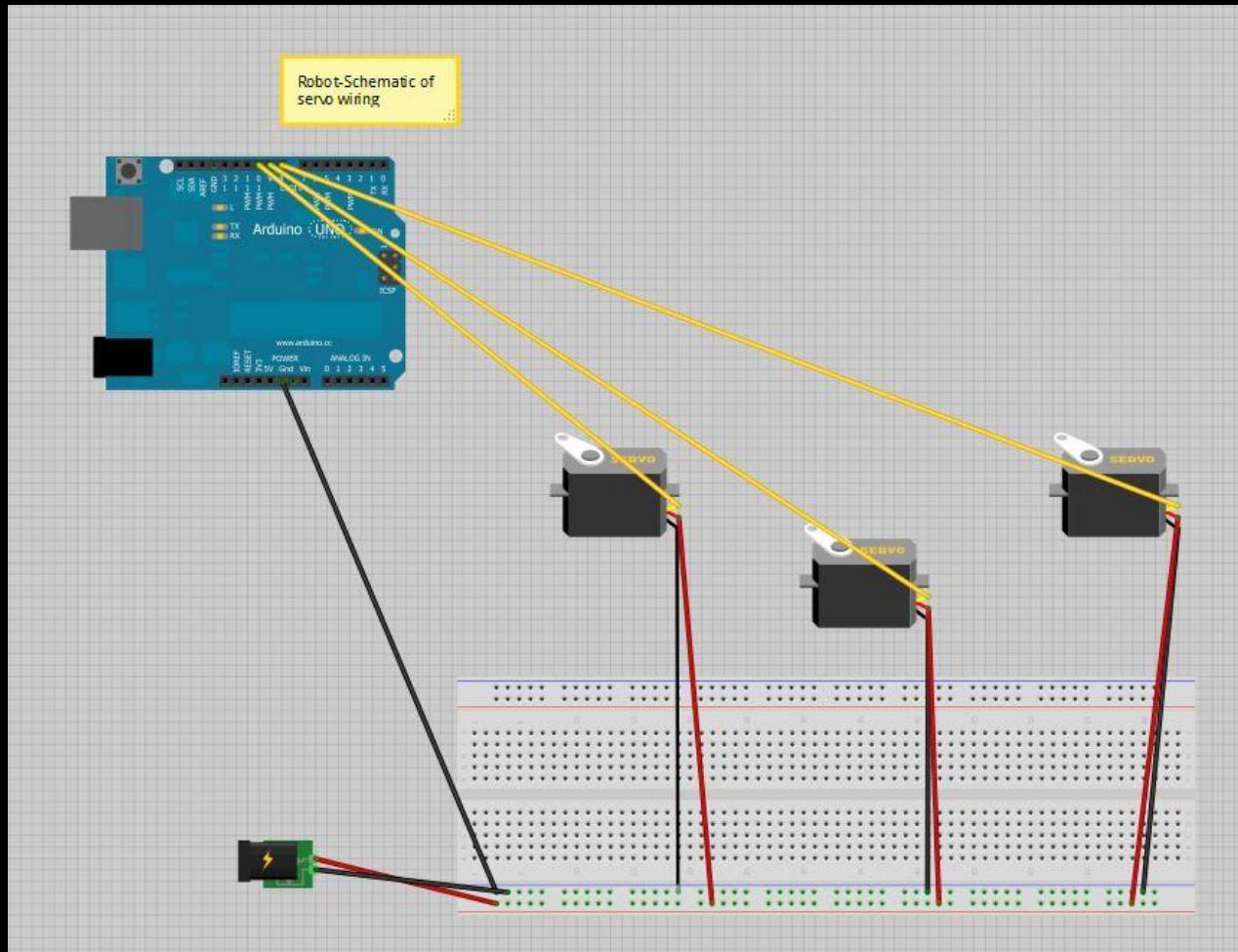
Rev LED eyes(different configurations possible, switch on and off to simulate eyes)

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)



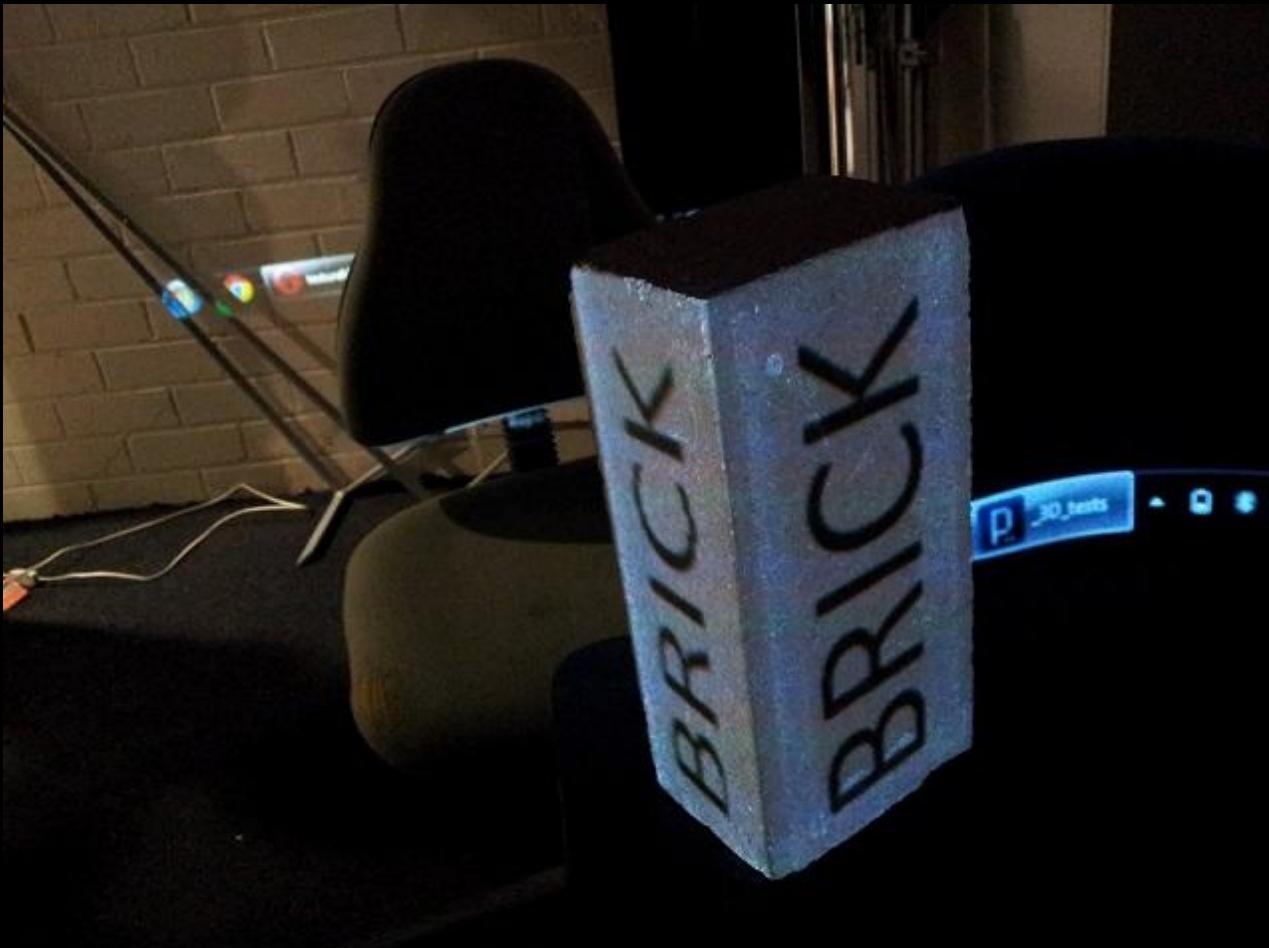
from littlebird electronics



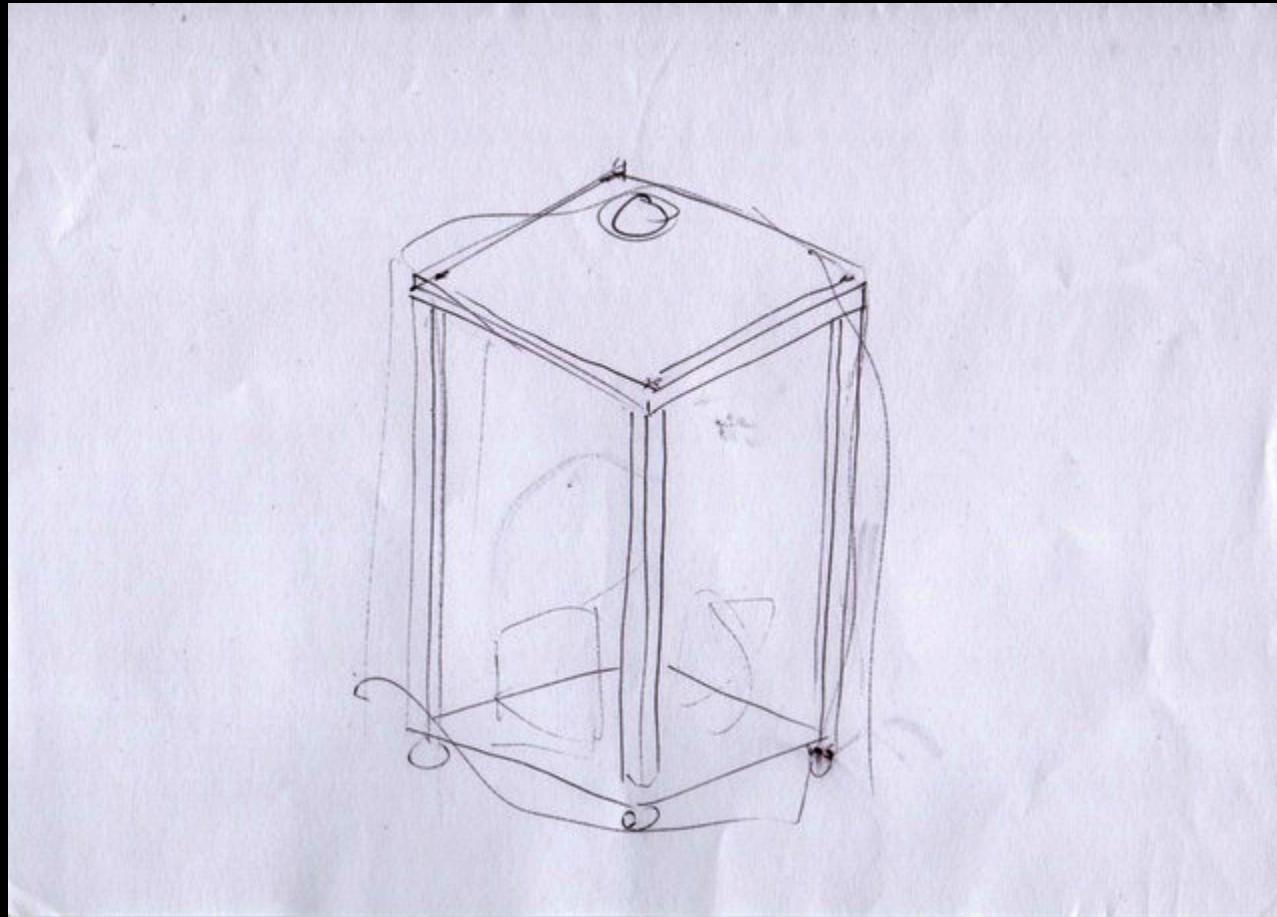
moves closer



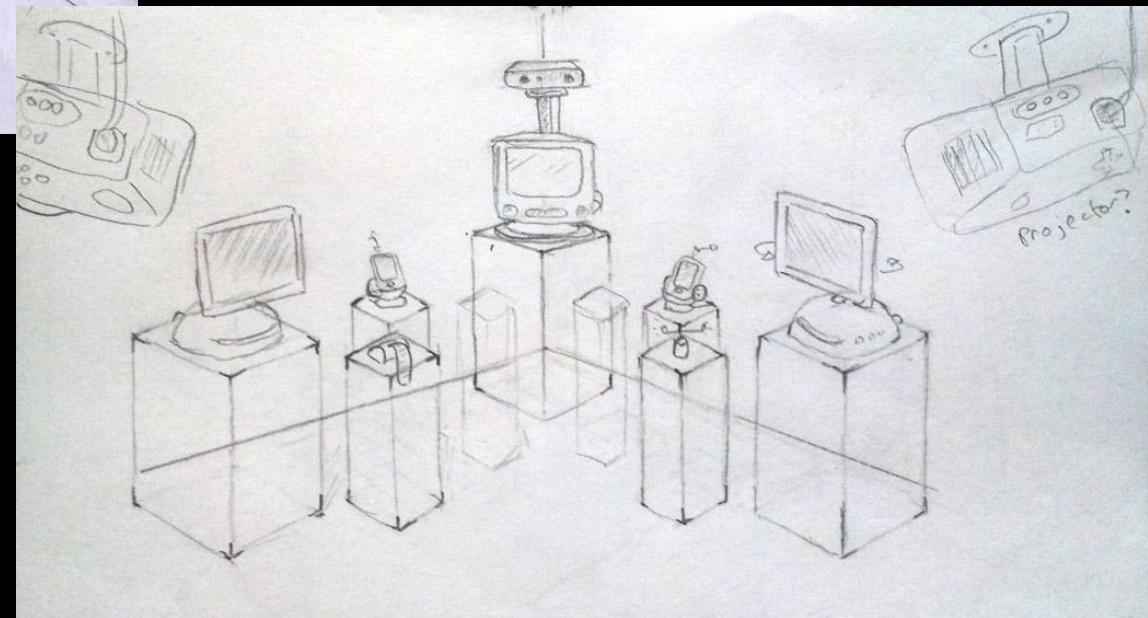
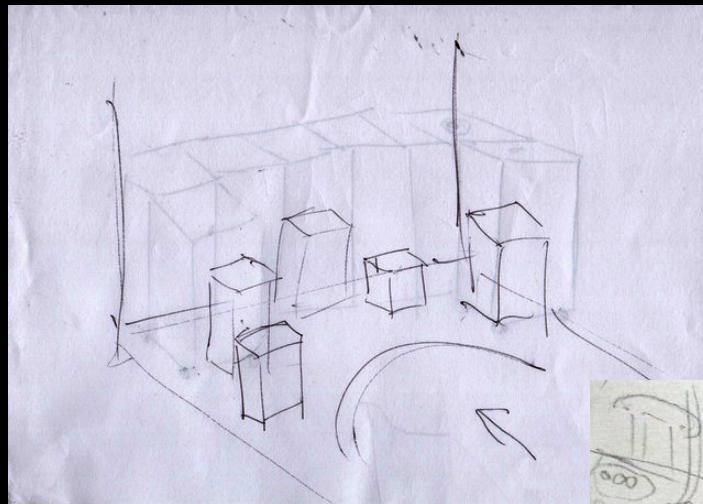
# design process -Projection Mapping



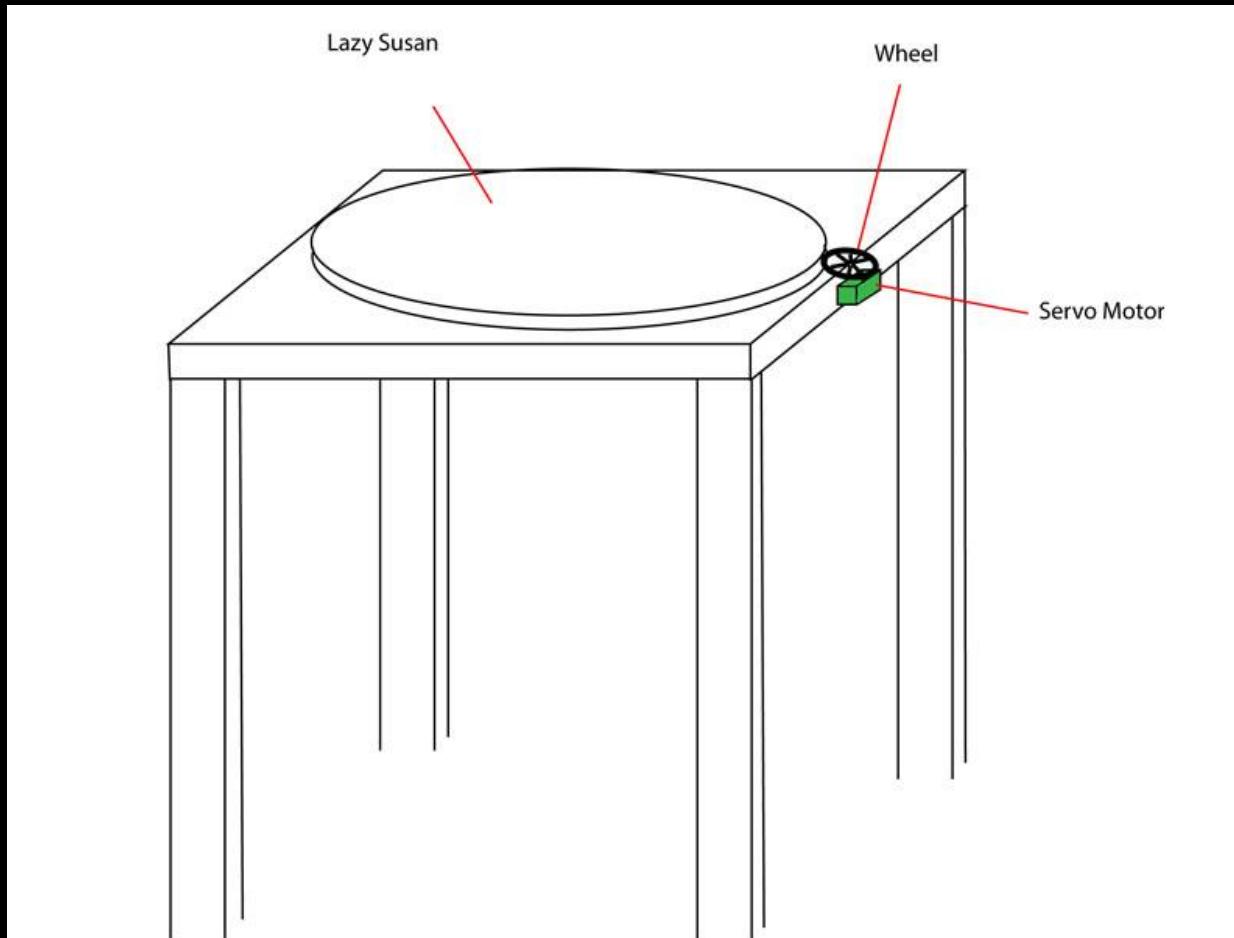
# design process -Plinths / Layout



# design process -Plinths / Layout



# design process -Plinths / Layout



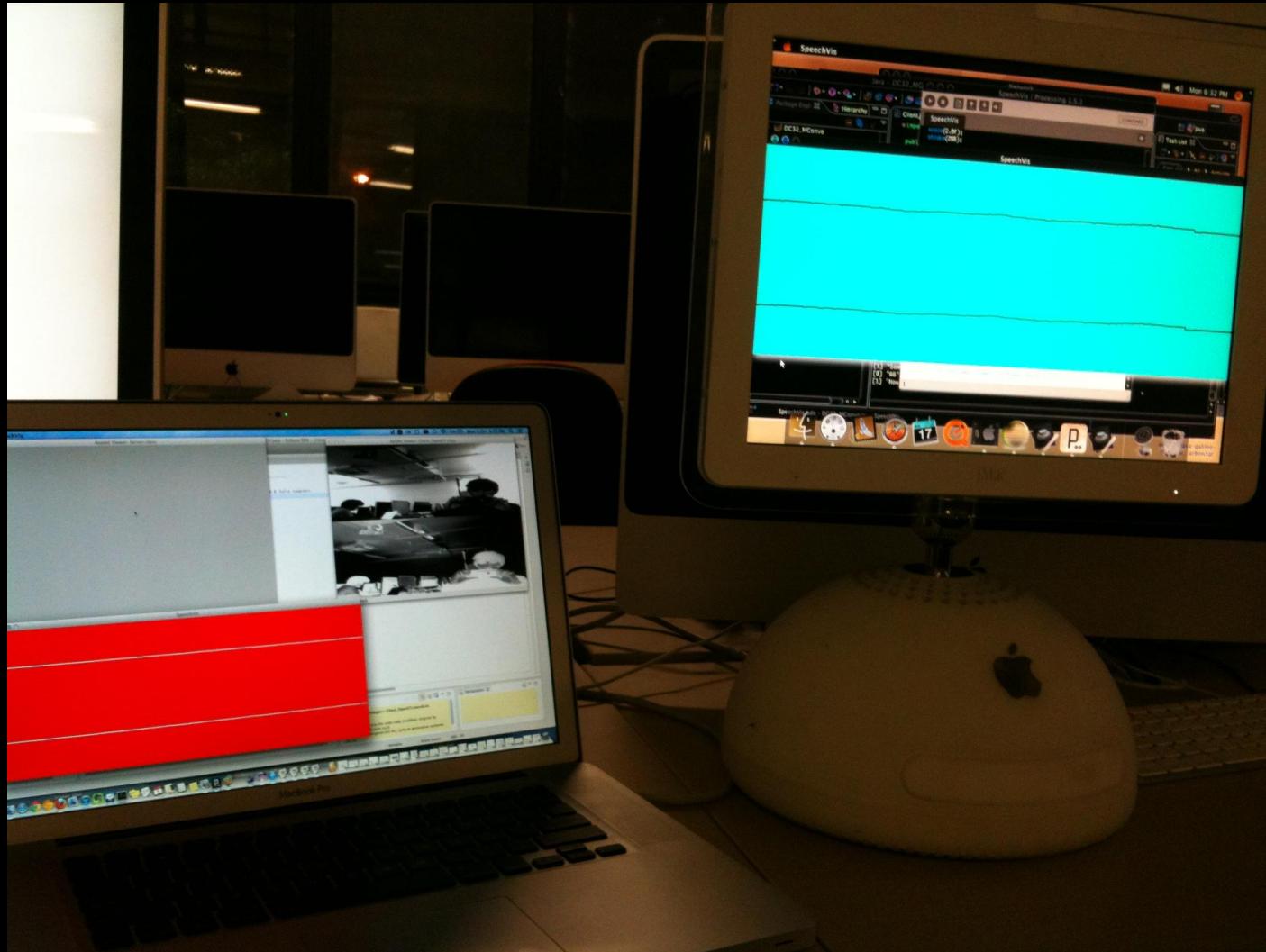
# design process -Plinths / Layout



# 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.*