Swiss Joint Master BENEFRI Prototyping and Frabrication in the LearningLab

TIAGO PICASSO

Sebastian Käslin and Aditya Deshpande

GENERAL PURPOSE OF THE PROJECT

- Extension to make to robot paint on the floor
- Use some reference images or hand gestures
- Black marker

INTERFACE

- RaspberryPi to control the motor that controls the marker movement
- Webcam for gesture recognition
- 3D printed mounting point for the marker and motor

TECHNICAL DIFFICULTIES

- Marker movement
- Gesture recognition

THANK YOU

Sebastian Käslin ⋈ sebastian.kaeslin@unifr.ch

Aditya Deshpande 🖾 aditya.deshpande@students.unibe.ch