

skull designing

ideas:

▼ beast mouth

<https://www.youtube.com/watch?v=IY83g531gHk>

<https://www.instructables.com/Simple-Animatronic-Mouth-Using-3D-Printing-Arduino/>

נראה מאוד טוב ומרשים, אם כבר גימיק אולי כדי לשלב את הפה הזה, השילוב של הלשון יכול להקל או לסבך מאוד את הזזת השפתיים והלשון בהתאם לדיבור

▼ new eye mechanism

<https://www.youtube.com/watch?v=ihXxbQefl1c>

<https://www.instructables.com/DIY-Compact-3D-Printed-Animatronic-Eye-Mechanism/>

▼ screen mouth

<https://www.youtube.com/watch?v=bO-DWWFolPw&t=625s>

<https://www.instructables.com/Simplified-3D-Printed-Animatronic-Dual-Eye-Mechani/>

עיצוב נראה ממש טוב, דוגמא טובה שאפשר לקחת ממנה הרבה, עיצוב ותכנון לחלקים שצריך להדפסה

החלפת הפה במסך יכול להקל מאוד את תהליך הבנייה.

▼ person sensor

<https://usefulesensors.com/person-sensor/>

contains built in facial recognition

It is designed to be used as an input to a larger system, for example to wake up a kiosk display from sleep mode when somebody approaches, mute a microphone when nobody is present, or orient a fan so it's always pointing at the nearest person.

Information is returned over a standard I2C interface, so it can be quickly and easily integrated into any embedded system.

materials

1. jumpers cable for the servos.
2. bigger matrix
3. Arduino nano.
4. if using the same skull: new parts for eye movements.
5. person sensor?
6. micro processor

questions

1. how to set the face movements?(metal parts looks broken).
2. which is better(Arduino only moves the servos and micro processor gets the face recognition parts or face recognition on the Arduino also.
3. how to use the potentiometer? where do i place the transistors.
4. where the Arduino should be placed on the skull.
5. why there are to eyes mechanism.

6. what the deference between my Arduino uno to Arduino uno r3.
7. can we take the beast mouth or the screen mouth with the new eyes mechanism or does it better to fix and restructure the current skull