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SCUTTLE ROBOTICS LLC
REVISION: 2022.10.24

SCUTTLE Contributor Guide [DRAFT]



Part 1: Vision

VISION, VALUES, MISSION, PRINCIPALS

VISION: SCUTTLE Project



The what:

The vision is to create a multidisciplinary technology space that enables users at all areas (education, research, industry) to create new robotics outcomes more effectively than ever before.

To leverage the open-source revolution for more rapid exchange of new ideas.

To exclusively reside in digital manufacturing space for easier iterations, and higher quality prototyping, and lower-effort development.

Allow hardware development to become more Agile, as software has become. Give access to more spaces, (for example all languages) by digitizing, more time-zones by sharing on self-service platforms.

The how:

Mechanical

Make mechanical more like software:

- Parameters are self evident.
- Digital designs – drive down post-processing by solving problems in the design stage.
- Unify design and manufacturing

Source OTS components that are affordable, accessible, and conform to popular standards

Use DFM strategies and create accessible models: parametric, modular, easy to modify.

Software

Write functional modules with less interdependency on other elements; allow developers to work on pieces without breaking the system.

High fidelity nodes: designers take ownership of these nodes and keep them maintained: org makes it worthwhile for the designer.

Beginner nodes: simpler software, detailed documents, examples provided.

Electronics

OTS: conform to popular standards, affordable, and compliant with common tools.

Hi-fi: make designs using industry-standard design tools.

Educational fidelity: make designs using education-ware. Share designs on established platforms.

Quality

Quality becomes parametric by absorbing quality into designs.

Quality becomes automated by pushing design features into machine functions.

Quality improvement becomes self-implementing by tying performance ceiling to standard-quality machines.

VISION: SCUTTLE PROJECT



We Believe:

Everyone is a learner. Now that technology is evolving at unprecedented rates, the only creators who are relevant are the creators who are learning in parallel with building.

We cannot create technology in a silo, and the disciplines which were once segregated are not interdependent.

Larger value returns will express from creating content that serves the other disciplines than content that is refined only in one space.

Therefore, everyone is a manufacturer. Designers have peak responsibility for manufacturing. Sometimes the manufacturer is just a machine.

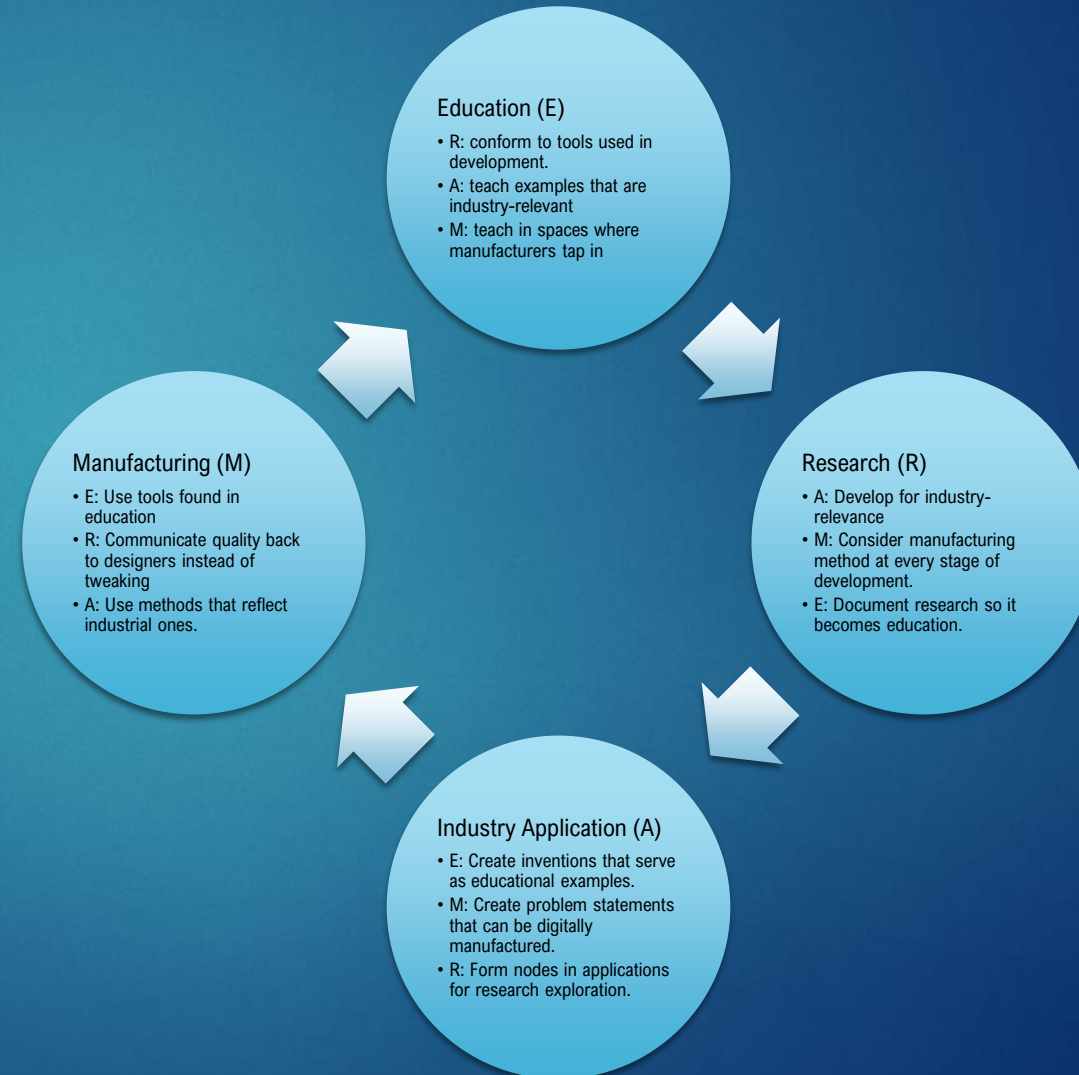
Everyone is a researcher. The least-experienced are becoming the first adopters of latest technologies; they have the most to gain by trial-and-error and they have the least to lose by testing new methods. This means each person with inexperience becomes a researcher.

Open source will ultimately become the only source.

The mission cannot be achieved in one organization; community is necessary.

Application, in time, will be only a byproduct. Within our lifetimes, the needs of consumers and industry will change so frequently that companies will become horizontally integrated across industries. NASA/agriculture will be unified. Healthcare/art will be unified. Construction/software will be unified.

How each facet serves the others:



VISION: Open Source



"Open Source is a secret sauce that repels zero-sum thinkers."

-SCUTTLE Robotics LLC

VISION: Open Source



Challenges of Open Source

Community

- Must have retention
- Must have engagement

Contribution

- The community must feedback into the project
- Contributions to other projects may be converted into SCUTTLE contributions

Communication

- New information must be organized to perfectly meet needs of the audience
- The framing of the offering is everything.

VISION: Open **HARDWARE**



The Backstory

It started with Software

- Open engineering design started with “source code” when it became free to duplicate designs
- Copy/Paste of software duplicates value and costs nothing.
- It also allowed for broader teams to collaborate.

Stuff became free

- Professionally-made software platforms became free because adoption in high volumes is more beneficial than sales in small volumes.
- Offering a freeware allowed the “little guy” publisher to make software capabilities available freely to other “little guys” – think about freelance designers who don’t have the resources of a full-scale business, but want to create value in the world.

Community adoption

- The overhead of running a company includes technical support; but publishers realized there’s no better support than having a huge number of experts/users helping other users.
- So, forums and channels for sharing and peer-to-peer discussion replaces the overhead of large tech support in organizations.

It stalled after software

- Hardware is less digitized, less free to copy, and is less easy to standardize given that global materials and methods don’t always match up.
- So, the first offerings of open hardware were limited (and still mostly are limited) to simply designs of Printed Circuit Boards (PCBs) which, when industrialized, immediately took a path of fully-digital designs.
- All other products in the world have

The Actions

Digitize all designs:

- Make Hardware just like software: Freely copied, freely distributed, open for modification
- Make manufacturing Digital: Guarantee that the end product is a function of the design, not of unique methods

Robust Methodologies

- Variance in hardware reproduction still contains vastly more variables than software.
- Teach methods of design which reduce inputs such as machining skillset.
- Design that which can be reproduced on the lowest performance equipment and thus builds properly on all equipment.

Standardize communication

- We wish for nonexperts to have access to try their own hacks.
- For a software expert, we must present hardware descriptions with simplicity and accuracy.
- Use templates for designs, posts, and documentation to eliminate variables that complicate communication.

VISION: Educating Others



The inspiration:

How did arrive at standards of producing designs, content, and selected platforms for sharing?

How do characterize our designs and create a culture that supports the mission?

How will folks know "This module was created in the SCUTTLE community?"

How will we keep pace with an evolving industry instead of getting left behind?

Anything worth doing is worth doing well

- designs
- software
- demos

Well-done creations are worth sharing.

- Share CAD
- Share software
- Share demos

Shared creations are worth documenting.

- Models: Parametric
- Code: commented
- Videos: with explanations, links

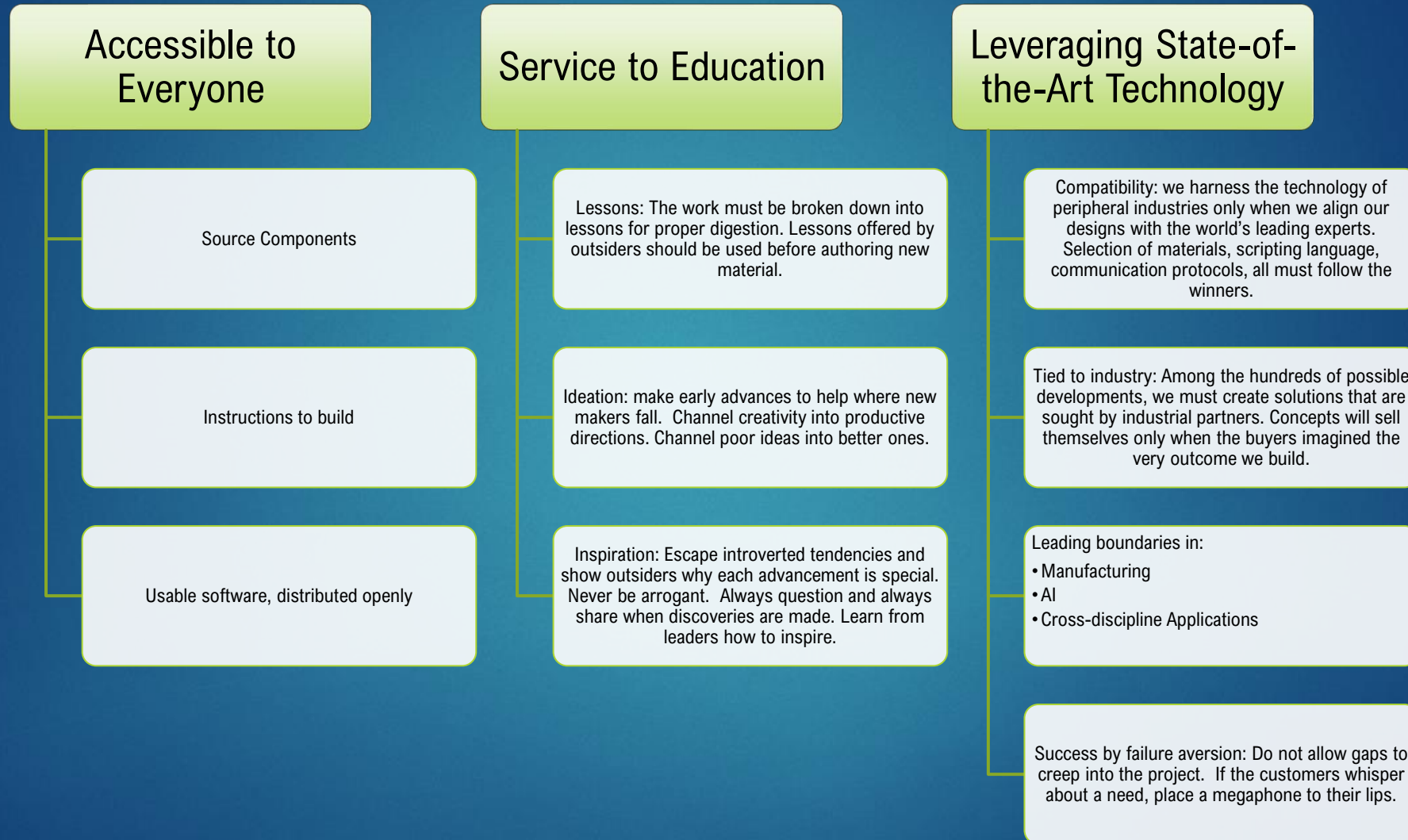
Documented creations deserve explanation.

- Create entry-points for education
- Describe the design goals, weaknesses, strengths

Good explanations reach the audience.

- short videos to tell how it's done.
- back-links to design docs included in videos.
- authors take ownership, answer questions

VISION: SCUTTLE Project Priorities



VISION: SCUTTLE Project



1. SCUTTLE isn't a device – it's a vehicle for advancing people and projects.
 1. We cross-pollinate useful technologies that are siloed
 2. We treat with preference components that are refined, supported, and mass-adopted
 3. As we learn, we teach
 4. As we teach, we listen for inputs from more experienced teams

VALUES: Community Core Values



Learning & discoveries

- 1. are fed back to the community.

Quality

- above quantity.

Robustness

- above features.

Discovery of value in every step.

- Avoid wastefulness when things don't go as planned.
- Integrity = capturing the value of mistakes

Standardization

- is a means to greater leaps.

Search

- far and wide for the wheel before reinventing.
- It's out there. Look harder.
- If it isn't out there, the most evolved step preceding the wheel is out there. Study it, then proceed.

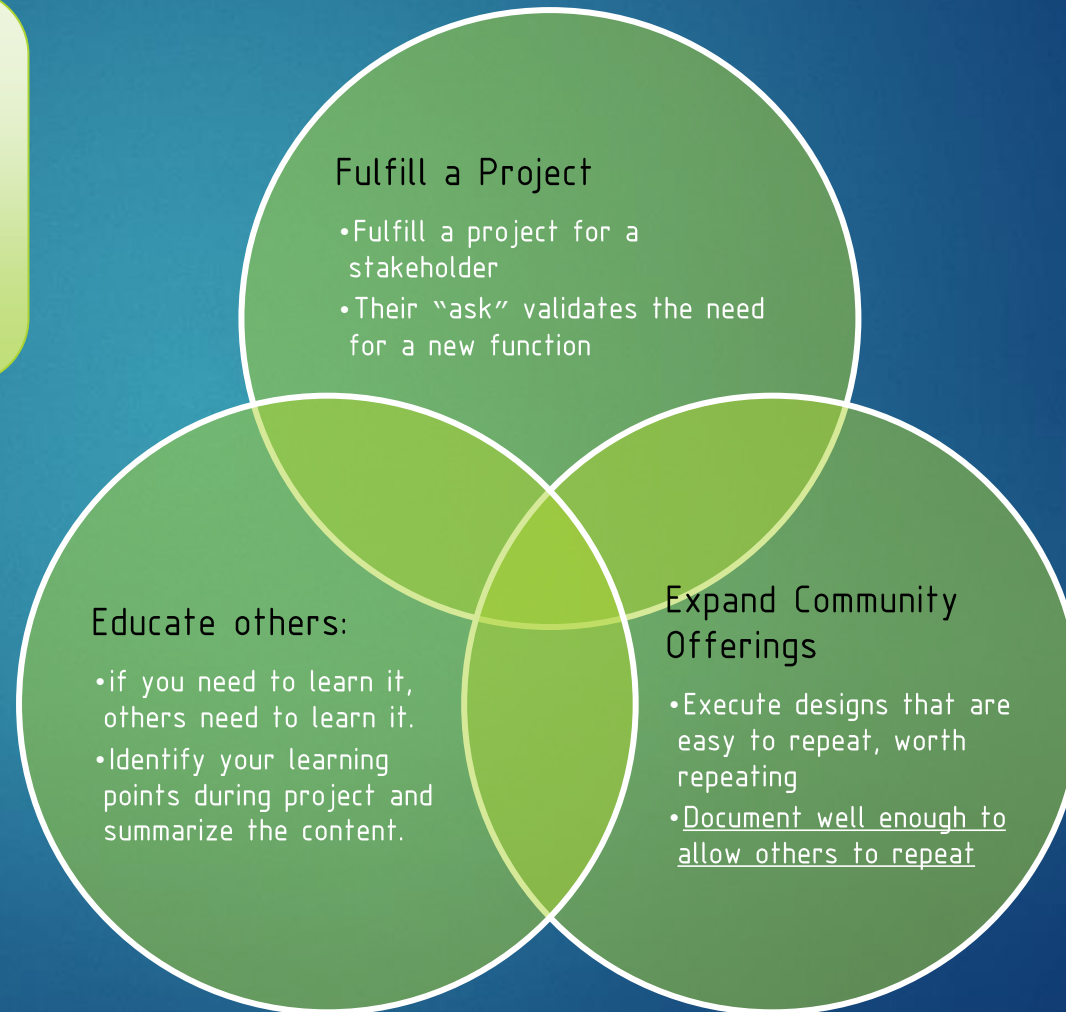
Stay out of zero-sum territory.

- If the value output from an action cannot be duplicated ► red flag.
- If an exchange is made which does not build/create ► red flag

PRINCIPAL: Synergize projects by overlapping goals



- ▶ How do I select a new project to build?
 - ▶ When you select a project and generate ideas, consider how your outcomes can benefit more than one objective simultaneously.



VALUES ► Adopted: Open Source Strategy



Three Pillars of Open Source



Project-Community Fit

Persona: Developers
Measure: GitHub Stars



Product-Market Fit

Persona: Users
Measure: Downloads



Value-Market Fit

Persona: Buyers
Measure: Revenue

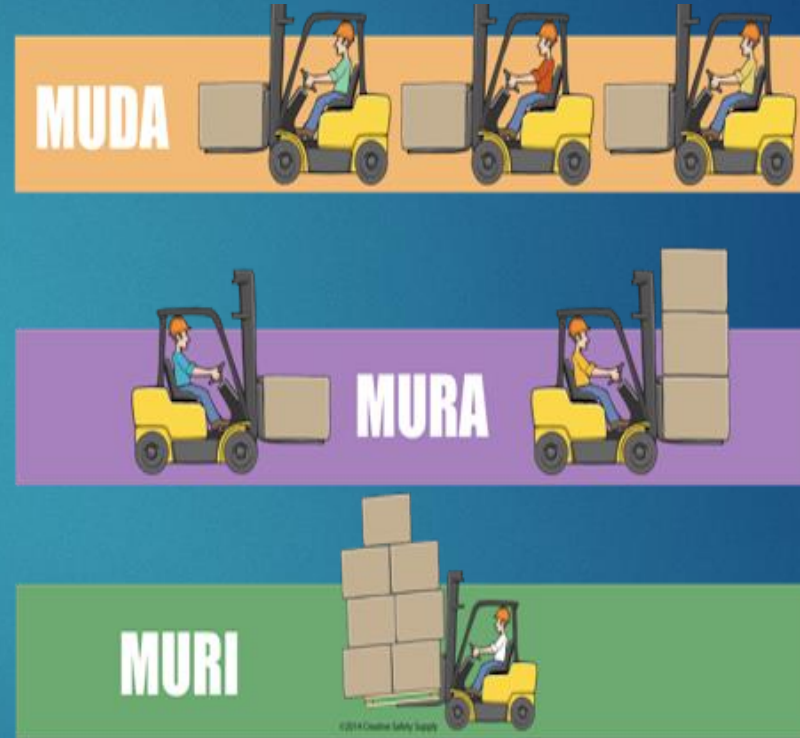


ADOPTED VALUES: Eliminate Muda

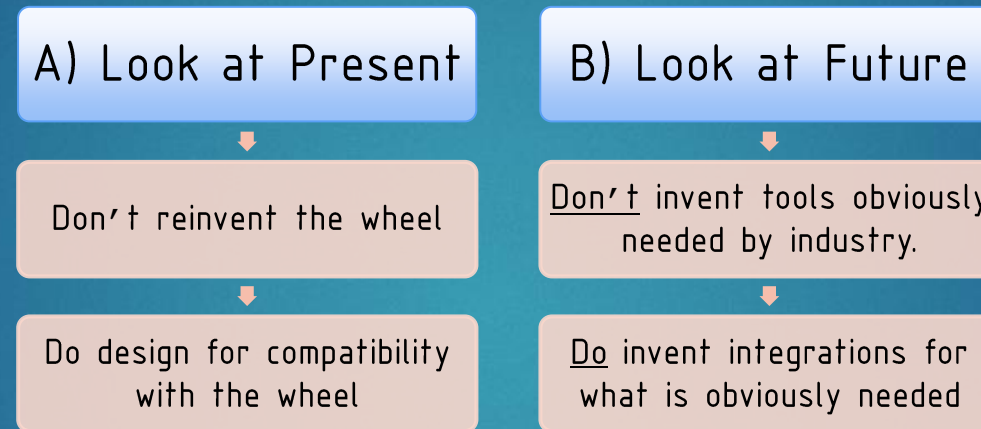


3 Kinds of Waste: From Toyota Production System

- ▶ Muda: waste
- ▶ Mura: imbalance
- ▶ Muri: overload

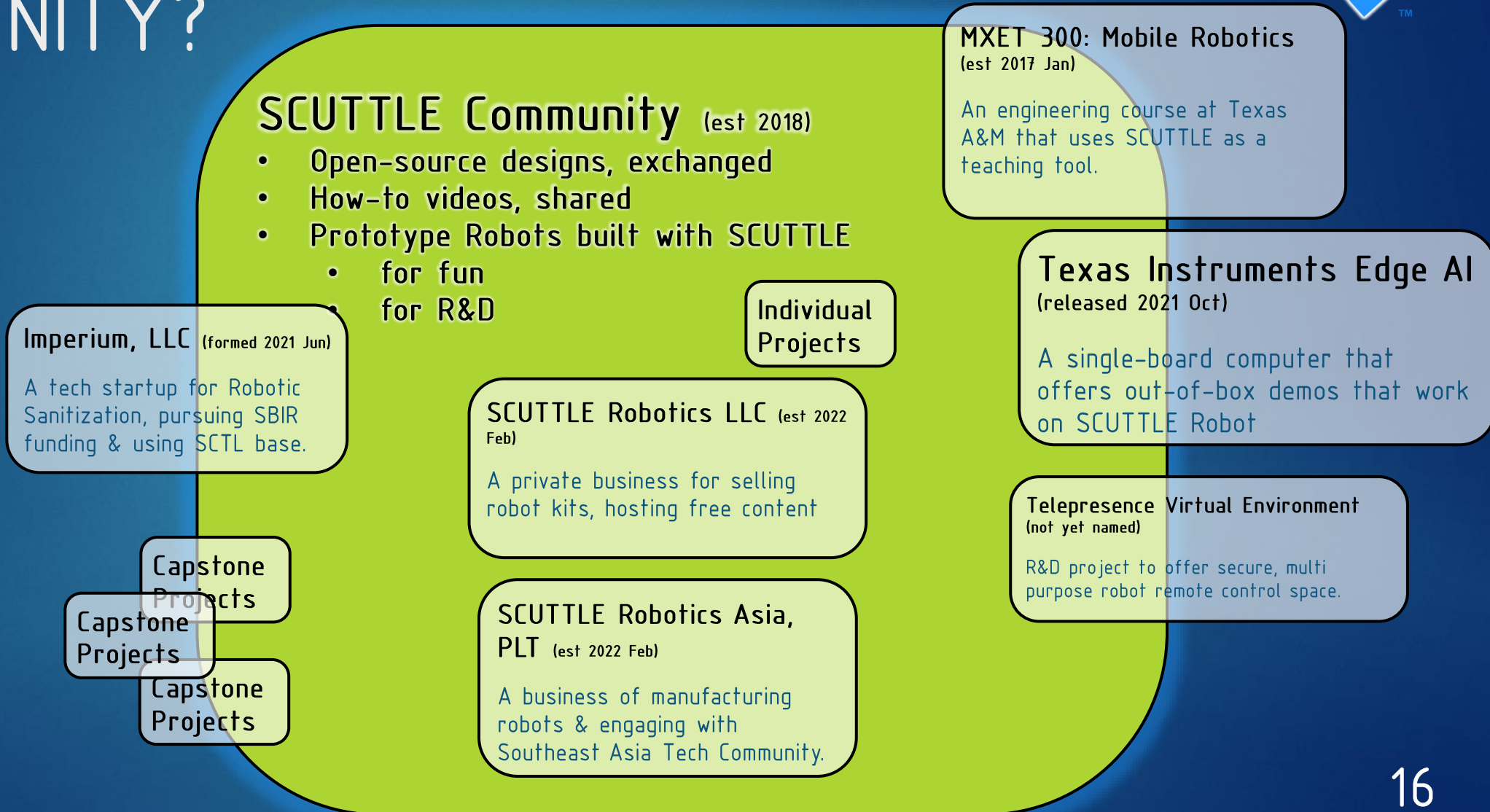


PRINCIPAL: Don't Reinvent the Wheel



- ▶ Explanation: we create the most value by building:
 - ▶ content that is (and will be) unaddressed by other parties
 - ▶ Designs that “fills the gaps” between disconnected technologies
 - ▶ That leverages more than its own weight, using refined tech

VISION: WHAT MAKES THE SCUTTLE COMMUNITY?



Part 2: Standards

STANDARDS, PROCESSES, HOW-TO

STANDARDS: Licensing

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Creative Commons

- We will begin to use a creative commons "attribution" license in 2021.
- [Attribution 4.0 International](#)

Copyrights:

- SCUTTLE Robotics LLC to register copyrights as advised.

Software Hosting

- What are the implications of hosting CAD models on grabCAD?
- See [grabCAD Terms](#)

Publishing Explanations:

- Background on Creative Commons found in Youtube Video (link on thumbnail) ▶



Attribution-ShareAlike 4.0 International
(CC BY-SA 4.0)



STANDARDS: For Publication

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- ▶ Font for titling:
 - ▶ DS ISO BOLD
- ▶ Names:
 - ▶ Refer to project: SCUTTLE Robot Project
 - ▶ Refer to the machine: SCUTTLE Robot
- ▶ Brands:
 - ▶ SCUTTLE™ team internally-published items include "TM" (use ALT-0153 short key)
- ▶ Hashtags:
 - ▶ #SCUTTLErobot, #SCUTTLEproject
- ▶ Colors:
 - ▶ SCUTTLE Blue color: #0A6ECC
 - ▶ Background Color: #064074

Color: #0A6ECC

Color: #064074

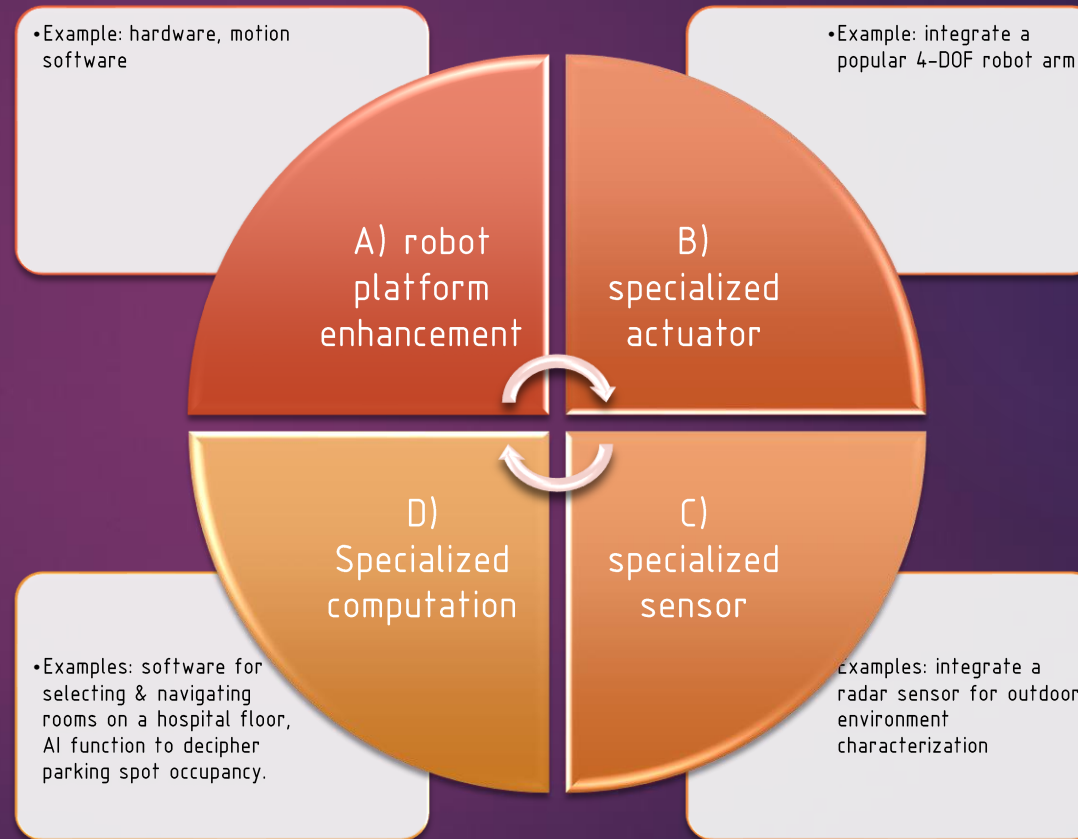
HOW TO: Generate Robotics Idea

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How to choose a design to build?
Where does my creation fit into
the SCUTTLE community?

Categories of Potential Designs



More Resources: ASQ.org

HOW TO: Build a Student Video Contribution

(updated 2021.12.09)

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REQUIRED

- ▶ The video shows one added element such as:
 - ▶ New actuator
 - ▶ New sensor
 - ▶ New function
 - ▶ (new means not documented so far)
- ▶ Audio is clear and coherent
- ▶ Video is posted properly on youtube:
 - ▶ 1080P or 4K resolution
 - ▶ Listed on youtube (not "unlisted")
 - ▶ Title clearly describes what's unique
 - ▶ Bad: "Our Final Project for MXET 300"
 - ▶ Good: "Scanning Bar Codes with a Mobile Robot"
 - ▶ Description tells what's in the video.
 - ▶ Do not select "made for kids" as this prohibits adding to playlists
- ▶ Video footage clearly shows sensor/actuator/function in action
 - ▶ (not just footage of ppt slides)

DESIRED

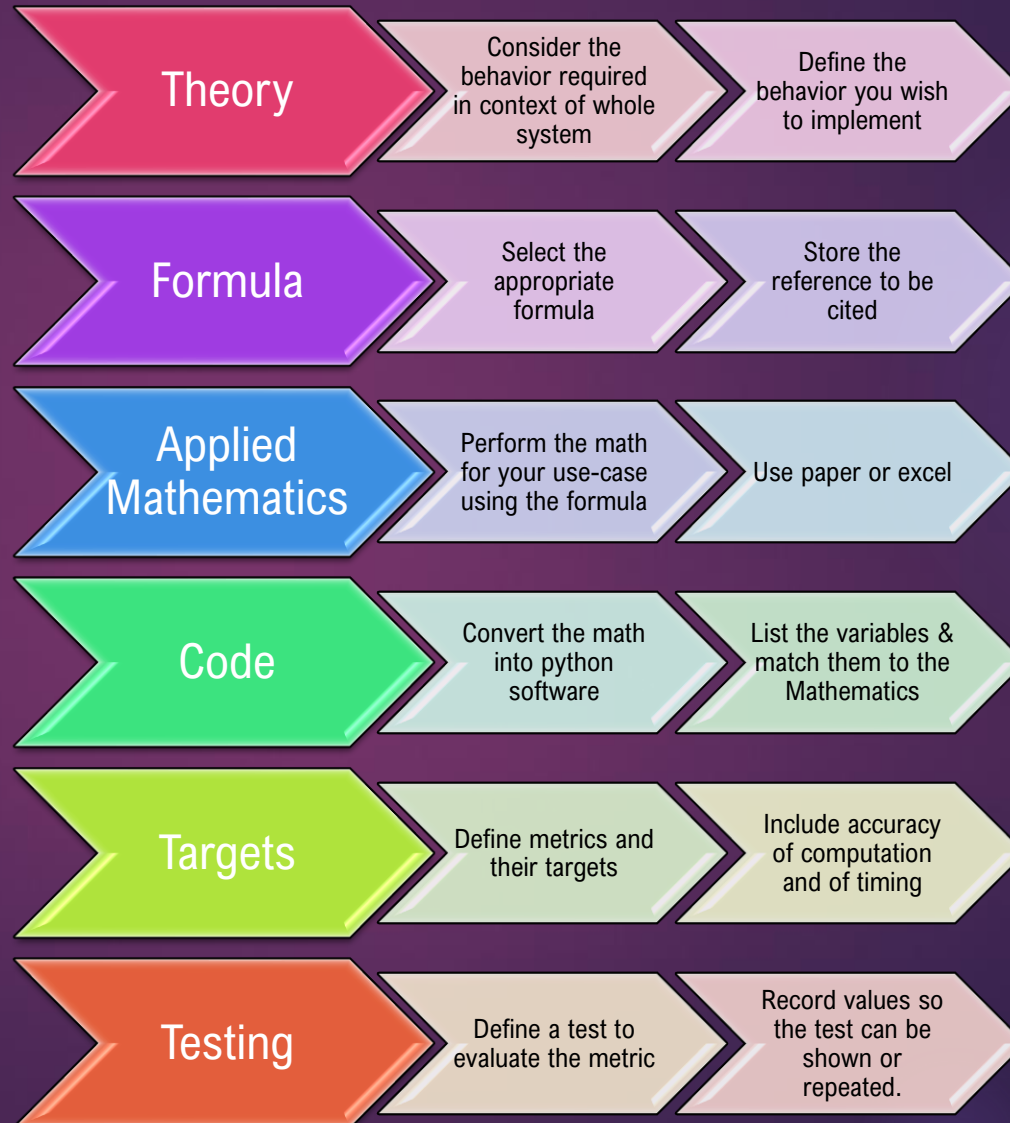
- ▶ Length less than 6 minutes
- ▶ Include links to software
- ▶ Tell where you got your parts
- ▶ Include links to components
- ▶ Describe what external library was used
- ▶ Confine the video to just 1 unique topic (don't explain everything about the project)
- ▶ Use a script to make your audio recording
- ▶ Include as much close-up footage of your sensor/actuator/functions as possible

PROCESS: Software Development

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How can I (contributor) develop software that meets the desired quality of the SCUTTLE brand?



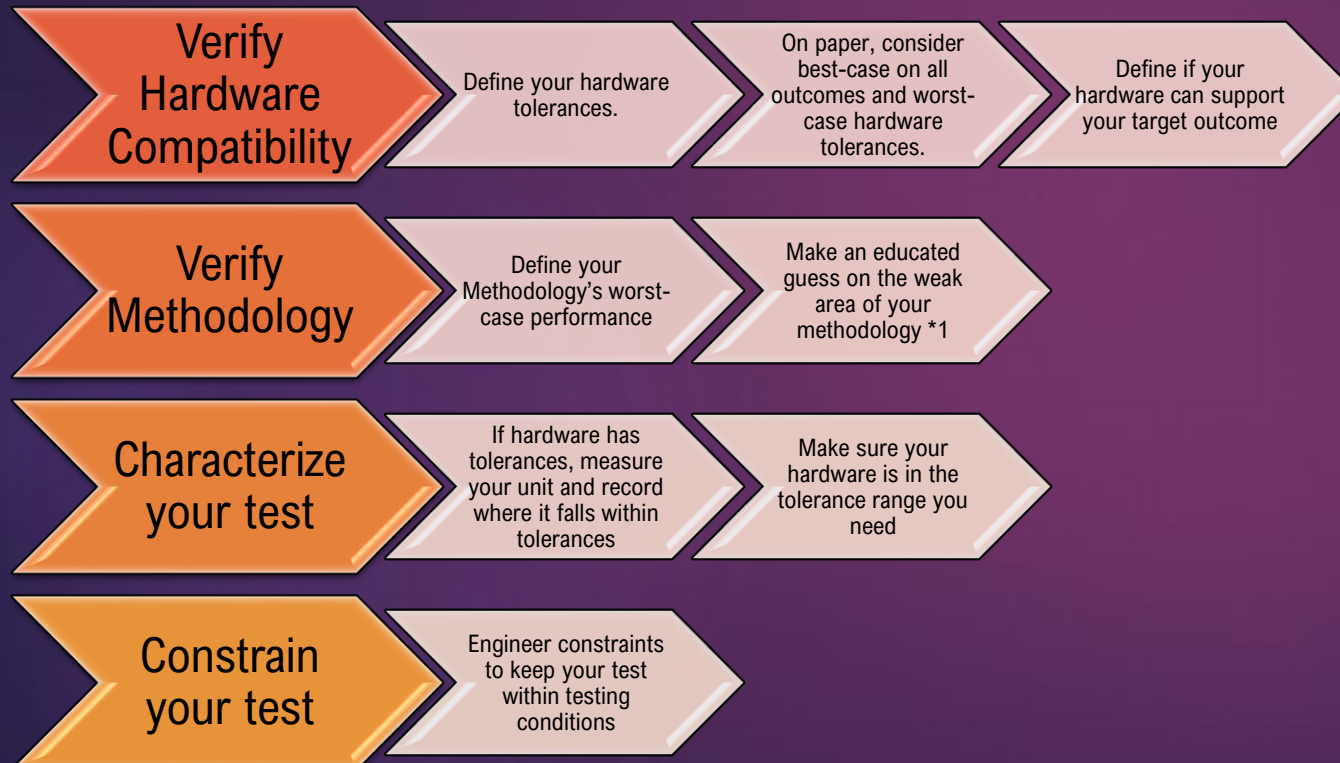
PROCESS: Calibration

Calibration is the task (as a verb) and the data (as a noun) that lies between the sensor and the clean information that a robot can act on. It is the main task required in integrating a new sensor. It is the main task required to refine existing sensor data for a new application.

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Design of Experiments Part 1 [validate your experiment plan]



If you are a scientist, you can run a trial that fails. A developer is the same a scientist who is only successful if the hypothesis proves true.

Story:

A bird dies. Scientist query "can I resuscitate a bird using electromagnetism?"

Outcome: no, you cannot.

Scientists boss: Great work! You generated data!

*1) example: the wheel odometry stacks up errors

HOW TO: Get Questions Answered



Authors should:

Manuals

- Include appropriate email at the bottom of each PDF page

CAD Models

- For Native CAD, post online using your user login so you're notified when people comment.
- For STL files, post on gitHub so you (the designer) can be discovered.

Wiring

- Include your email at the bottom of a drawing page.

Users should:

User Manual

- inquire with email listed at the bottom of pdf pages

CAD model

- STL files – these are found on github. post an issue on github
- grabCAD files – ask a question in the comments at the bottom of the page

Wiring:

- Refer to Wiring Diagram
- Email the contact email listed on the PDF

Projects:

- Reach out to the project publisher.

Videos

- Log in and comment on the video – the author will get a notification.

HOW TO: Discover OTS Parts

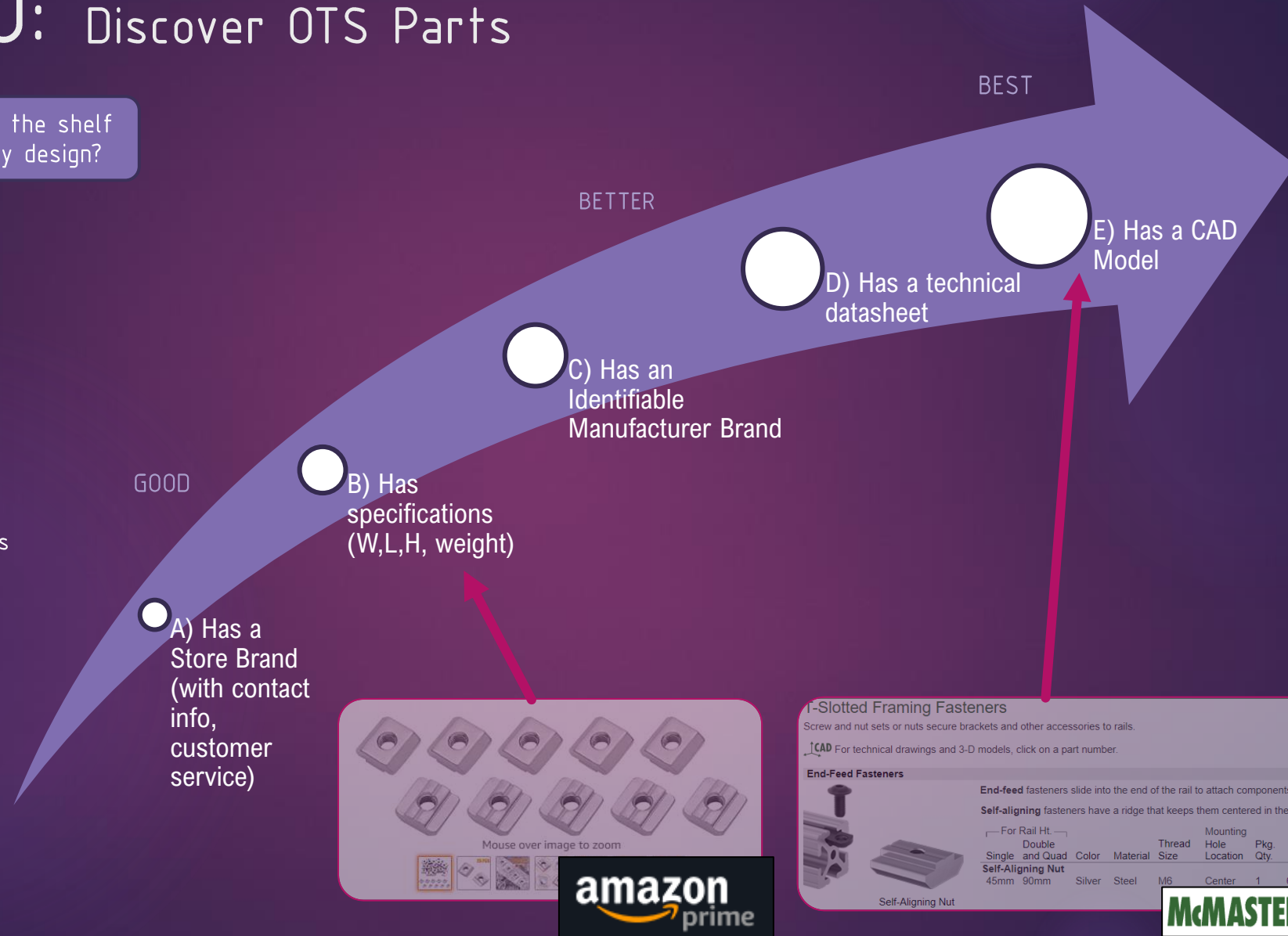
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How can I select the best off the shelf (OTS) parts to integrate in my design?

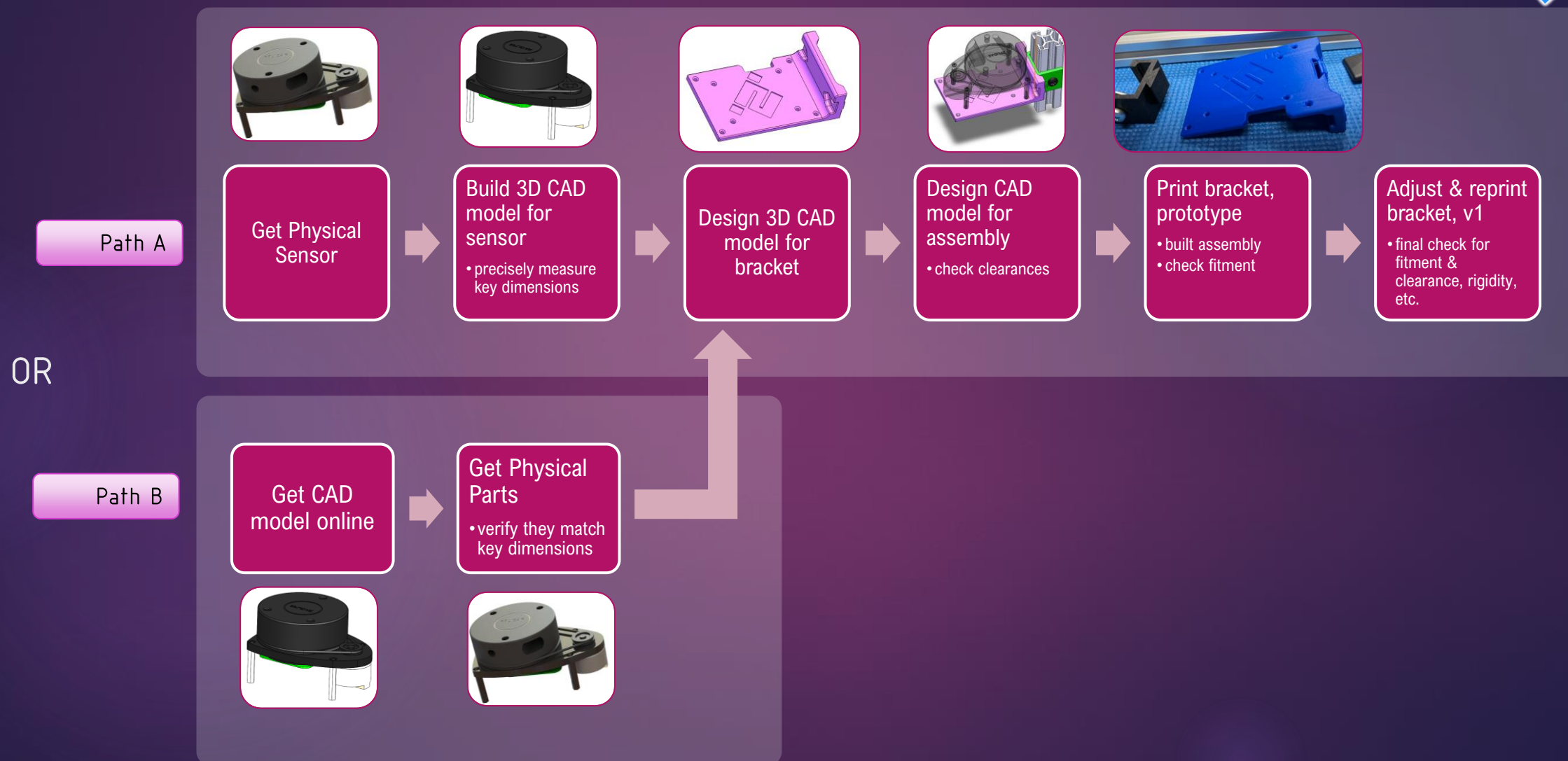
Look for:

- ▶ Better quality of parts. Usually offered for several years, consistent availability, offered in multiple countries. Has a customer service line.
- ▶ Also usually costs higher shipping rates, requires customer login on website,
- ▶ Usually has higher prices for small hardware, requires more bulk quantity of purchase.





HOW TO: Develop a Quality Bracket



HOW TO: Share a Design on GrabCAD

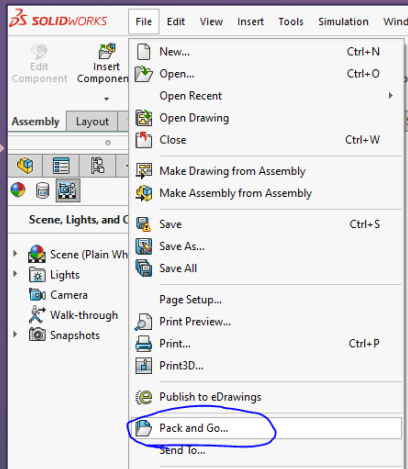
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How can I (contributor) post a CAD design for the best results?

Solidworks

- Use “Pack and Go” to generate simple Solidworks folder.
 - This omits unused files
 - Flattens all files into one folder
- Pack into a folder called SOLIDWORKS or other native CAD.
- Make a simple name: this will become the hyperlink permanently



Export STEP files, images, and original CAD.

For 3D-printed parts, please export STL files.

Put files in unique folders.

Upload Folders on grabCAD

Describe the design (BOM, prints, and links to get parts)

Set your featured image

Link a video of your example

Model name
Realsense Camera Mount

Description
LINK to double-ball mount on amazon:
<https://www.amazon.com/dp/B096Q2FYHV>
Requires these fasteners:
1/4-20 locknut (with nylon insert)
M6x30mm socket screw

Tags (separate with commas)
mobile robot x scuttle robot x camera x joint x pivot x ball mount x 3D Camera x
stereo vision x camera mount x threaded x

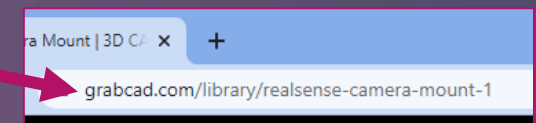
Video URL (from youtube or vimeo)

Files (23)

Realsense Camera Mount /		
SOLIDWORKS	Folder	October 12th, 2022
IMG	Folder	August 2nd, 2022
STEP	Folder	August 2nd, 2022
STL	Folder	August 2nd, 2022

Edit Photos: Place the best photo as the first in queue. This will be the thumbnail. Set the STEP assembly second.

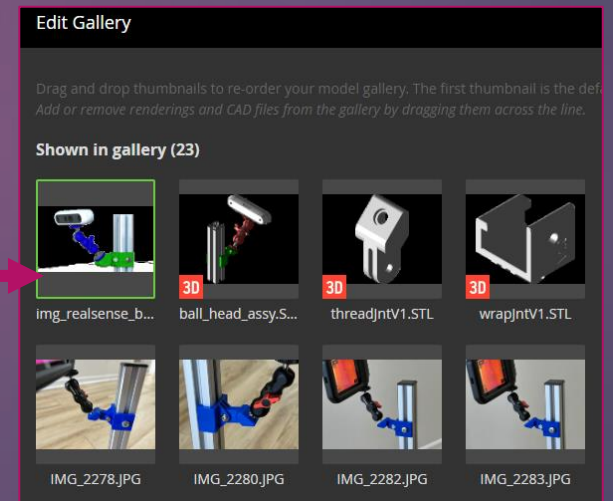
Video: If you have a video showing how to build the design, include the link.



Description:

- Describe the purpose of the design.
- Link parts found at vendor sites
- Describe required fasteners and their quantities.

Tags: please use “scuttle robot” as a tag – grabCAD gives immediate SEO for searches.



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