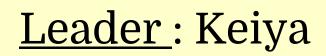
Abstraction Program and Development of PORON (Personal Oriented Robot for ON STAGE)

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Leipzig, Germany



Member of ONIGIRI AGAIN





Programmer: Toshimi

<u>designer and</u> <u>scenario writer</u>: Koto

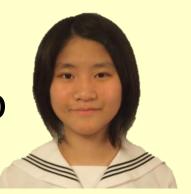




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To realize our ideas



Motivation

Our experience

The rule of ON STAGE

required...

- Better rationality
- More focus on expression



Our robot in the past

An arm was out of order.

It did not sync with music perfectly.



Why we made mistakes

- · Our programs are written in only one program
 - ⇒longer and complex
 - ⇒make human errors



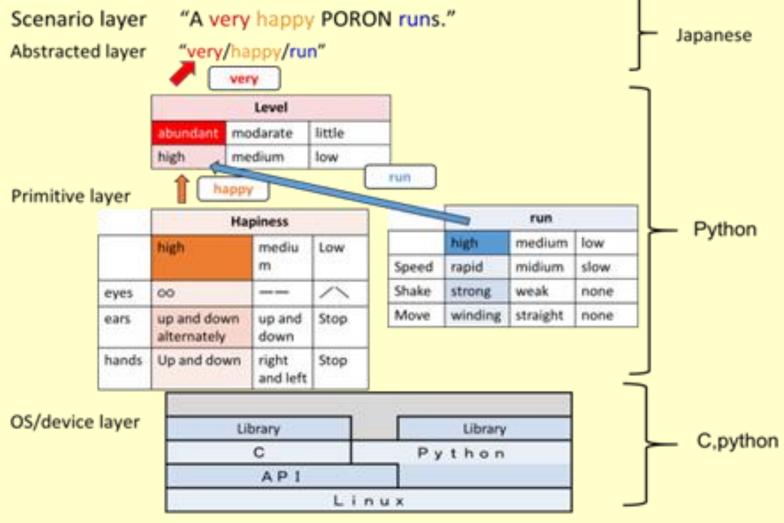
Solution

⇒Using abstraction program

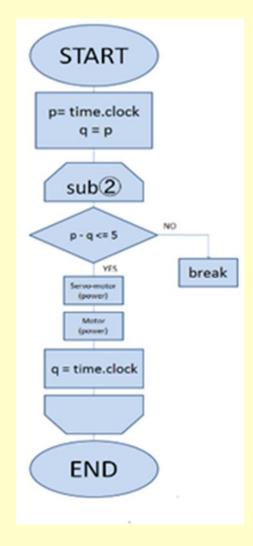
Merit

- make the division of roles that based each member's program knowledges
 - show our personality

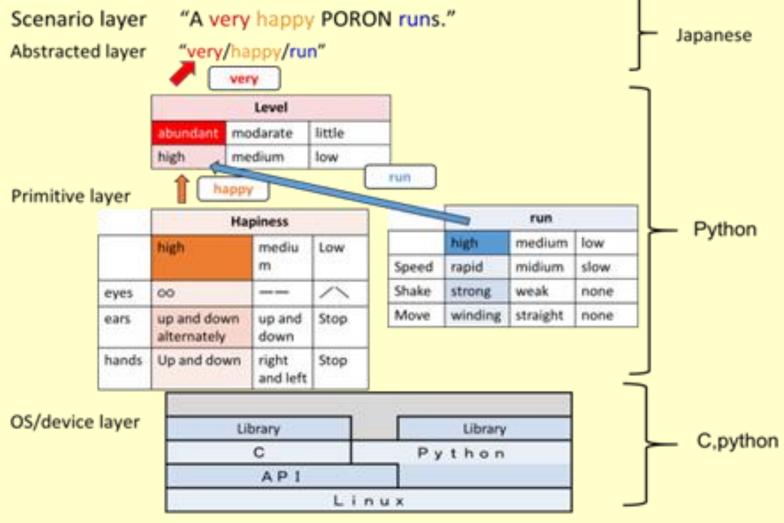




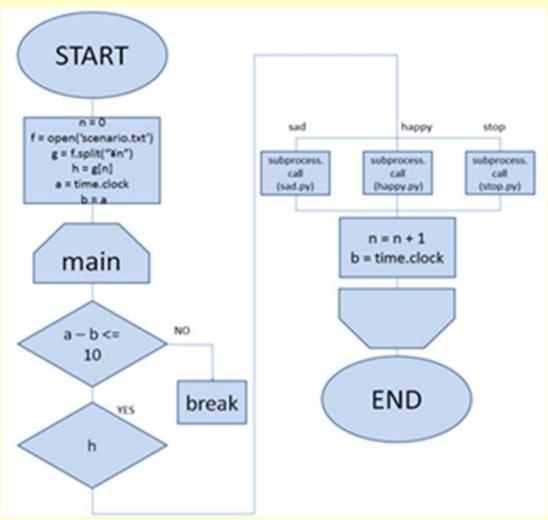




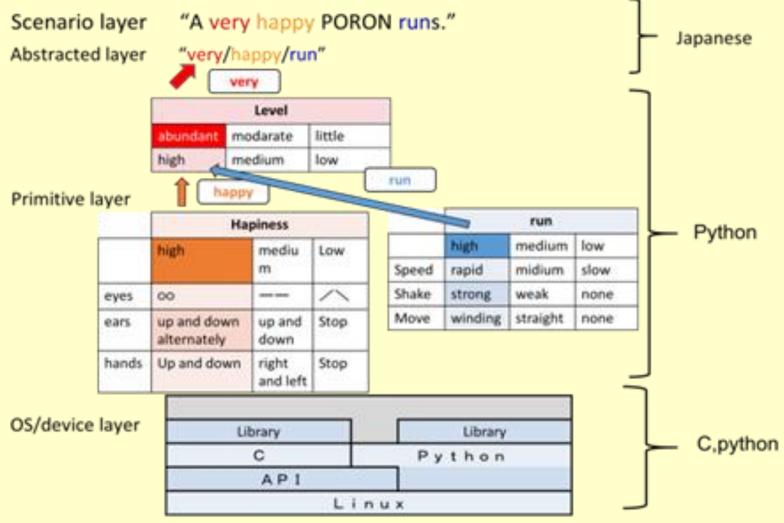






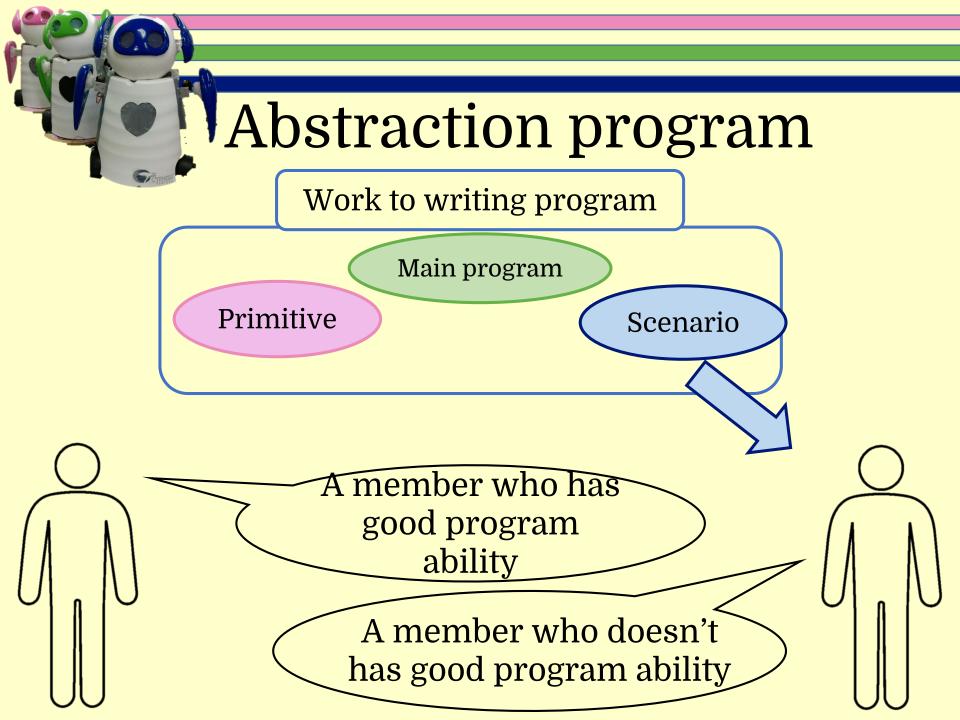




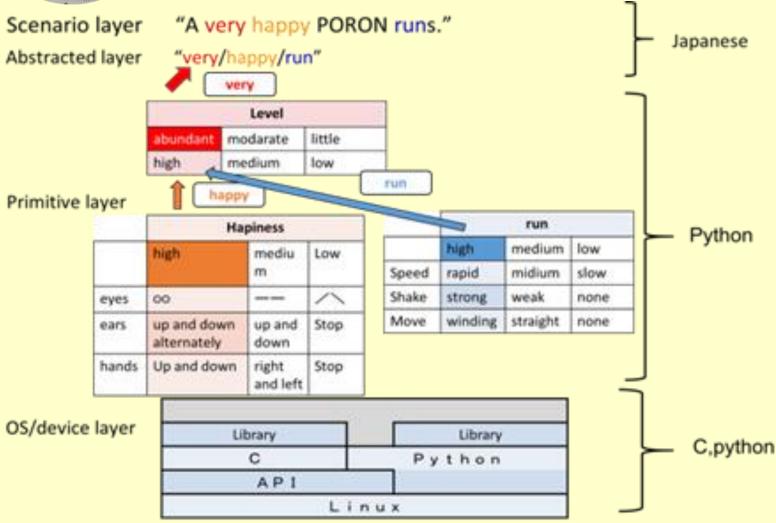


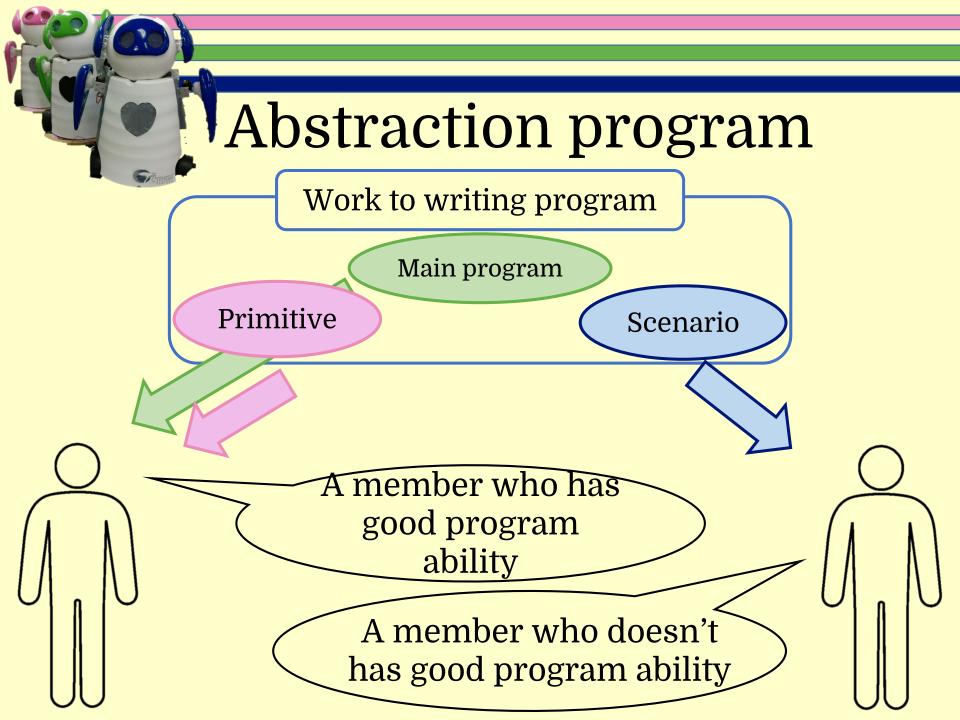


Very shocked PORON

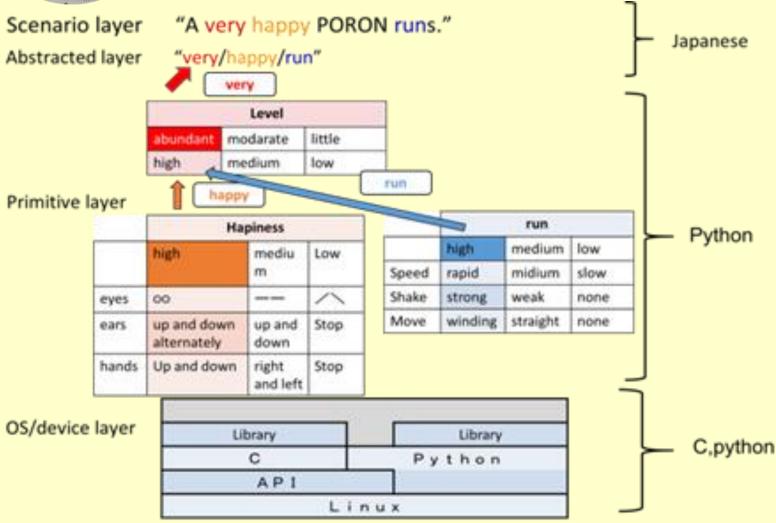


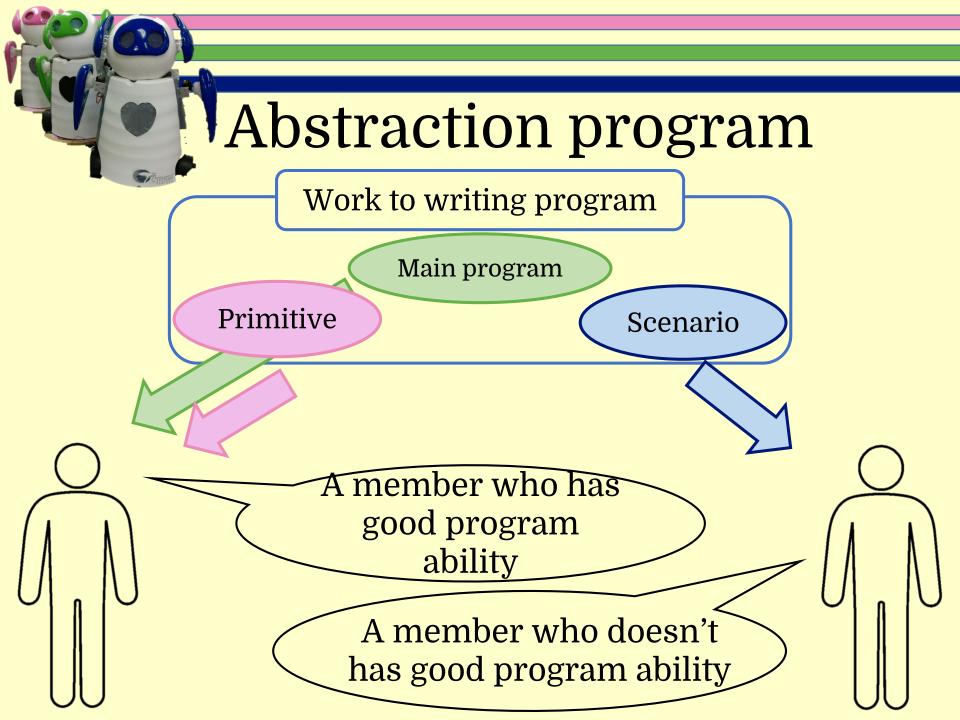














PORON (Personal Oriented Robot for ON STAGE)





We have the sensor edges that have good universal uses!

And our layouts of eye's LEDs and servo motors that are suited to abstraction expressions!





Head is made by styrene foams!



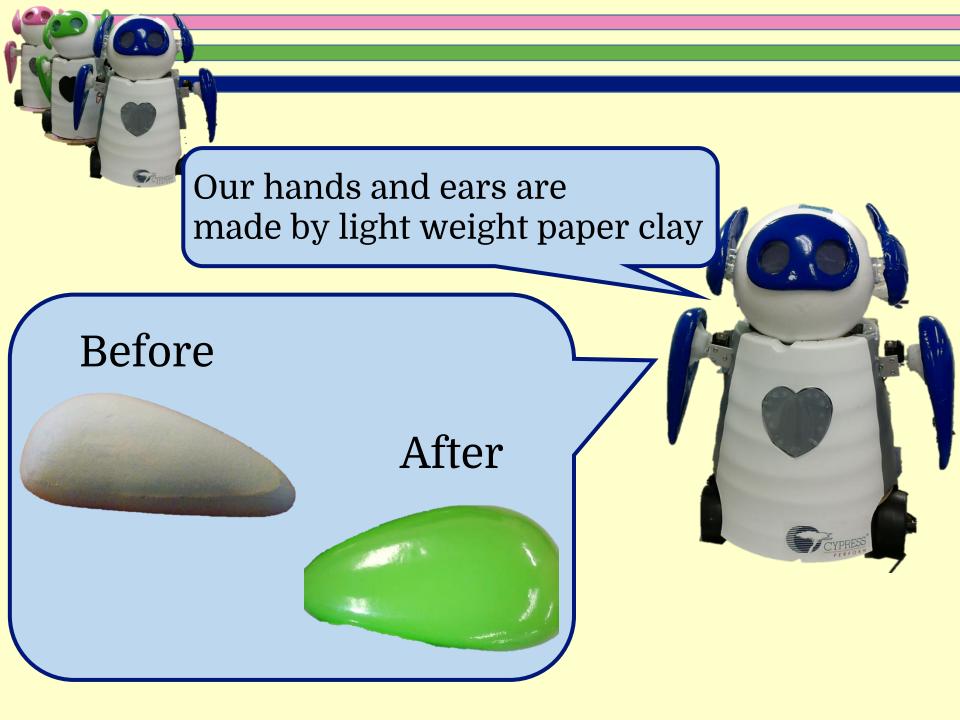




Our bodies are made by a plastic plant pot!



















Japanese
"Kawaii"
(Cute or pretty)







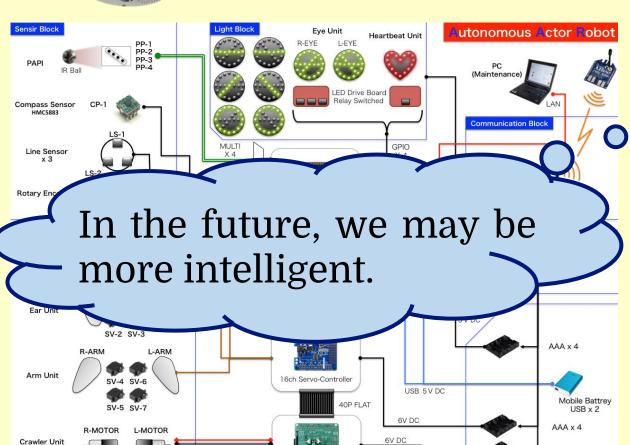
It is easy to add new sensors and rewrite OS, so people can develop us more and more.





M-1

M-2



2ch Motor Driver



AAA x 4

Battery Cartridge



We hope that many people use PORON-shaped robots at ON STAGE in the future!





Thank you for listening!

