



Physical Interactive Media

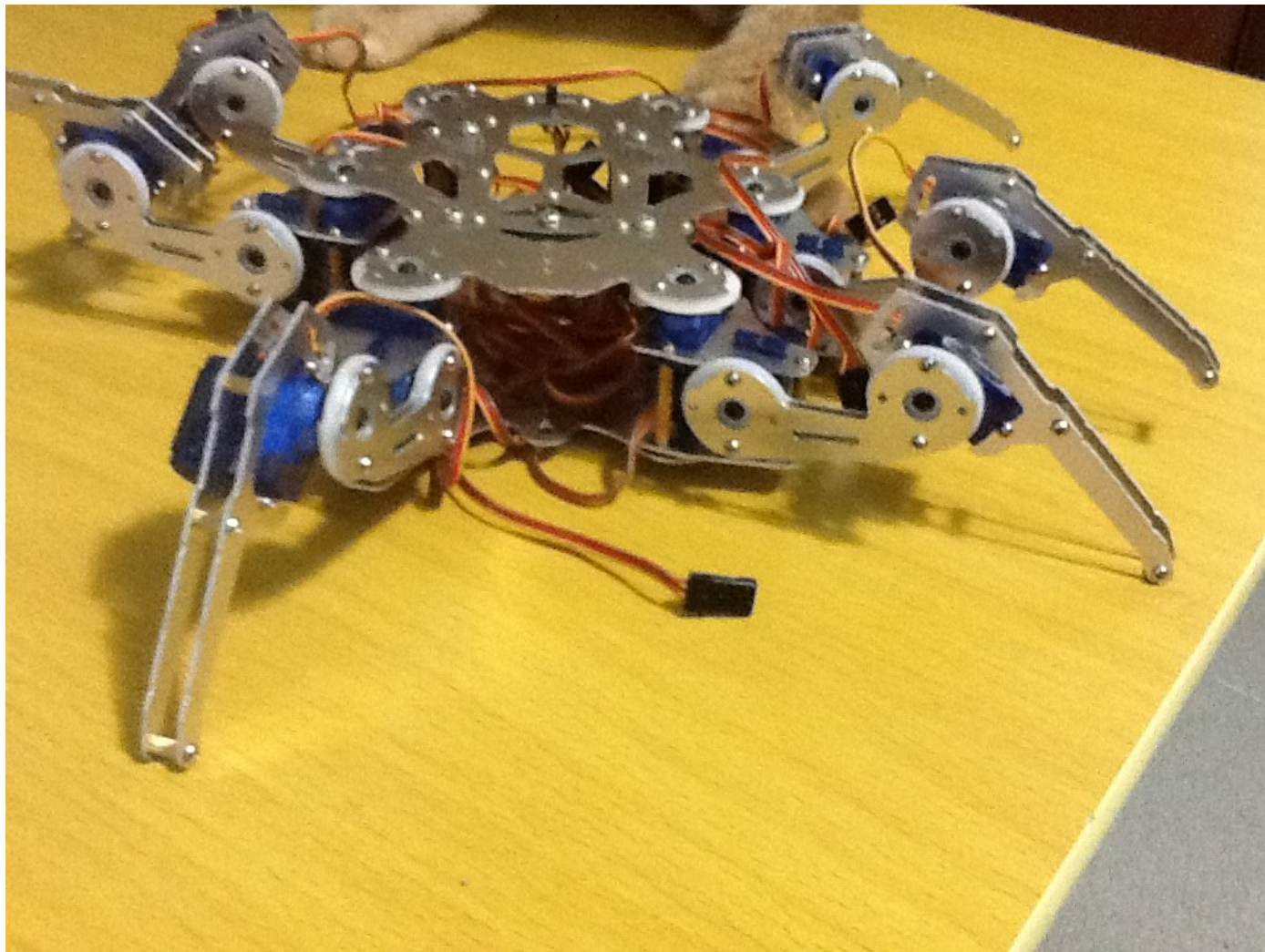
- Melissa Kronenberger



Physical Interactive Media
- Melissa Kronenberger
Presents



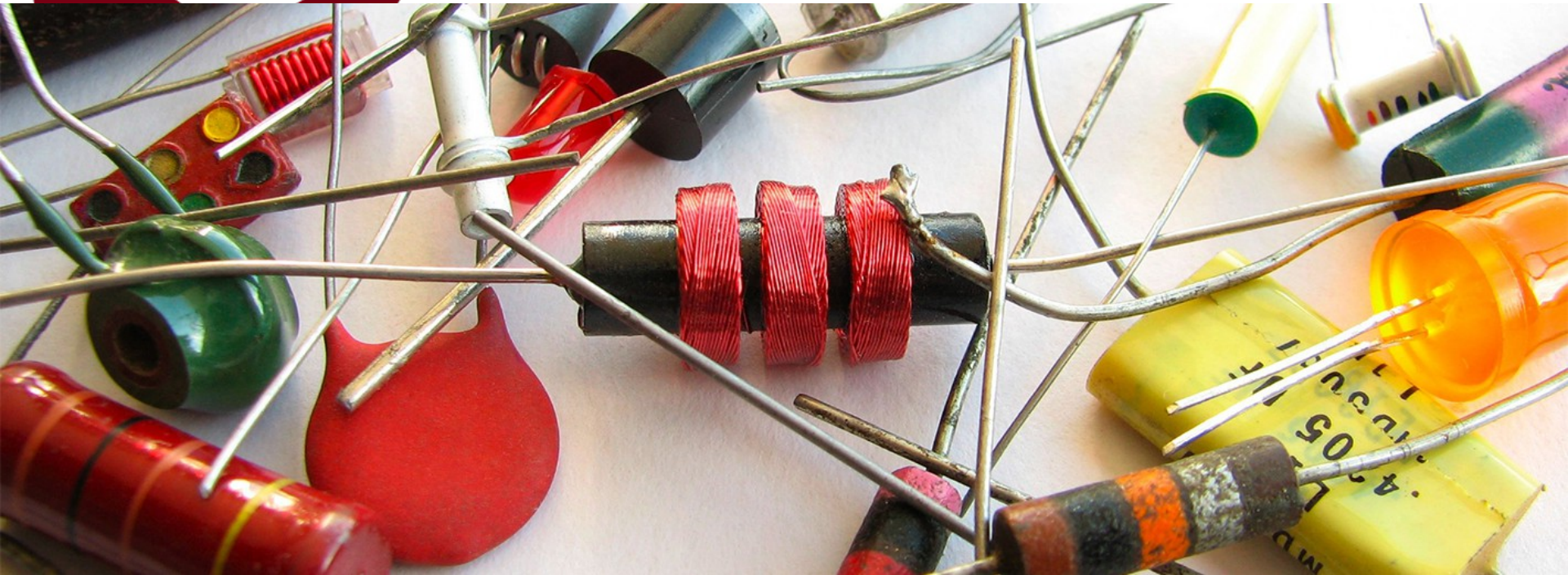
Chloe



Still *Chloe*

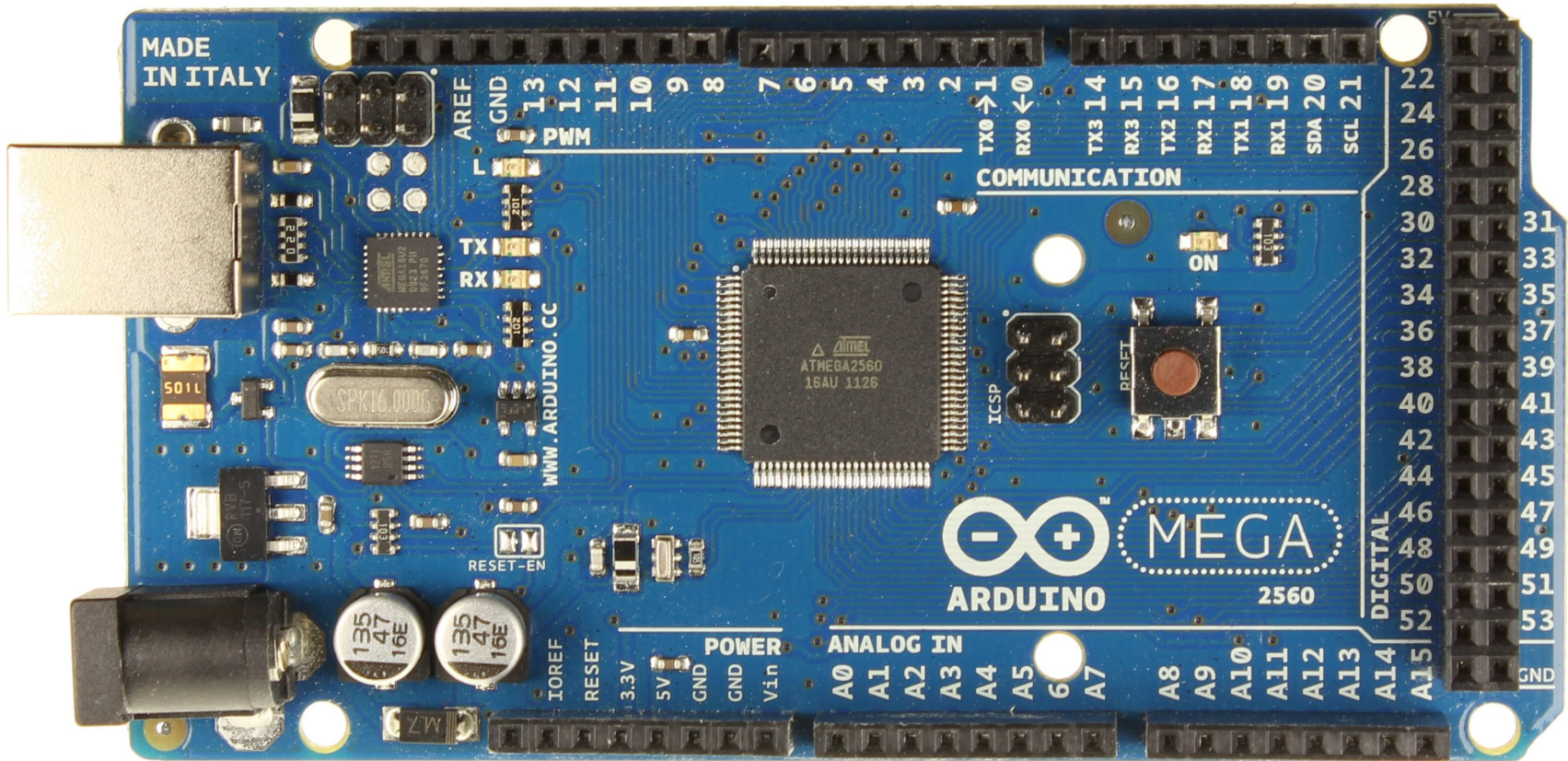


Components





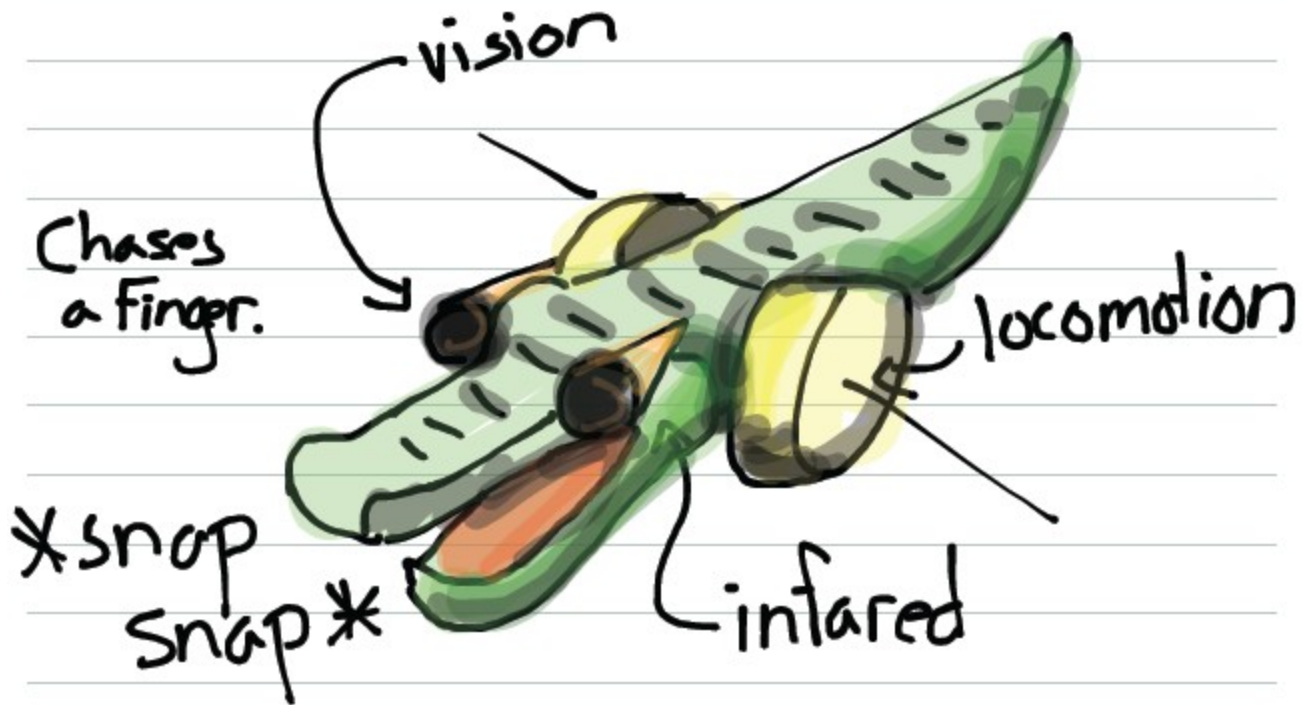
An Embedded System



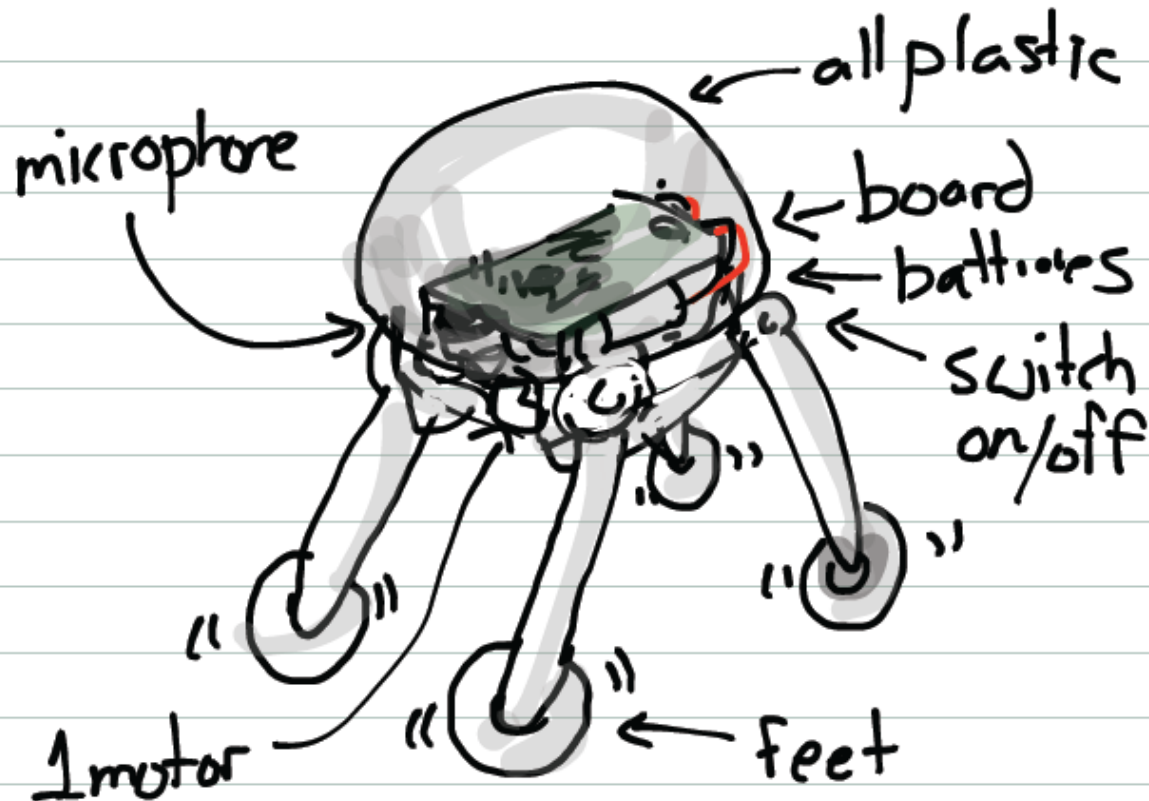
Melissa Presents: Designing For The Unknown



Toy Idea #1



Baby's First Robot



Hexapod



The culprit image was actually a Phantom X, as seen here

How's This?



A Cat?



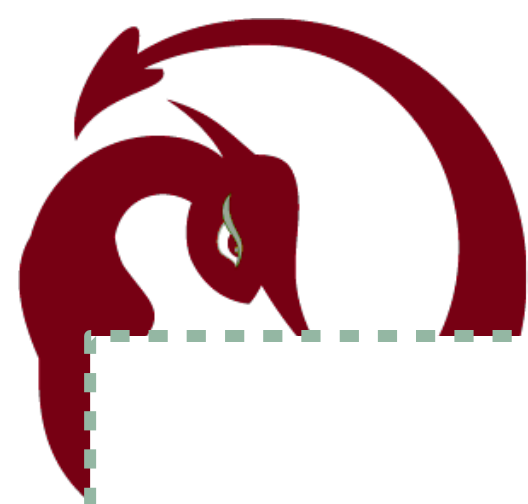
A Jumping Spider?





Sourcing Parts



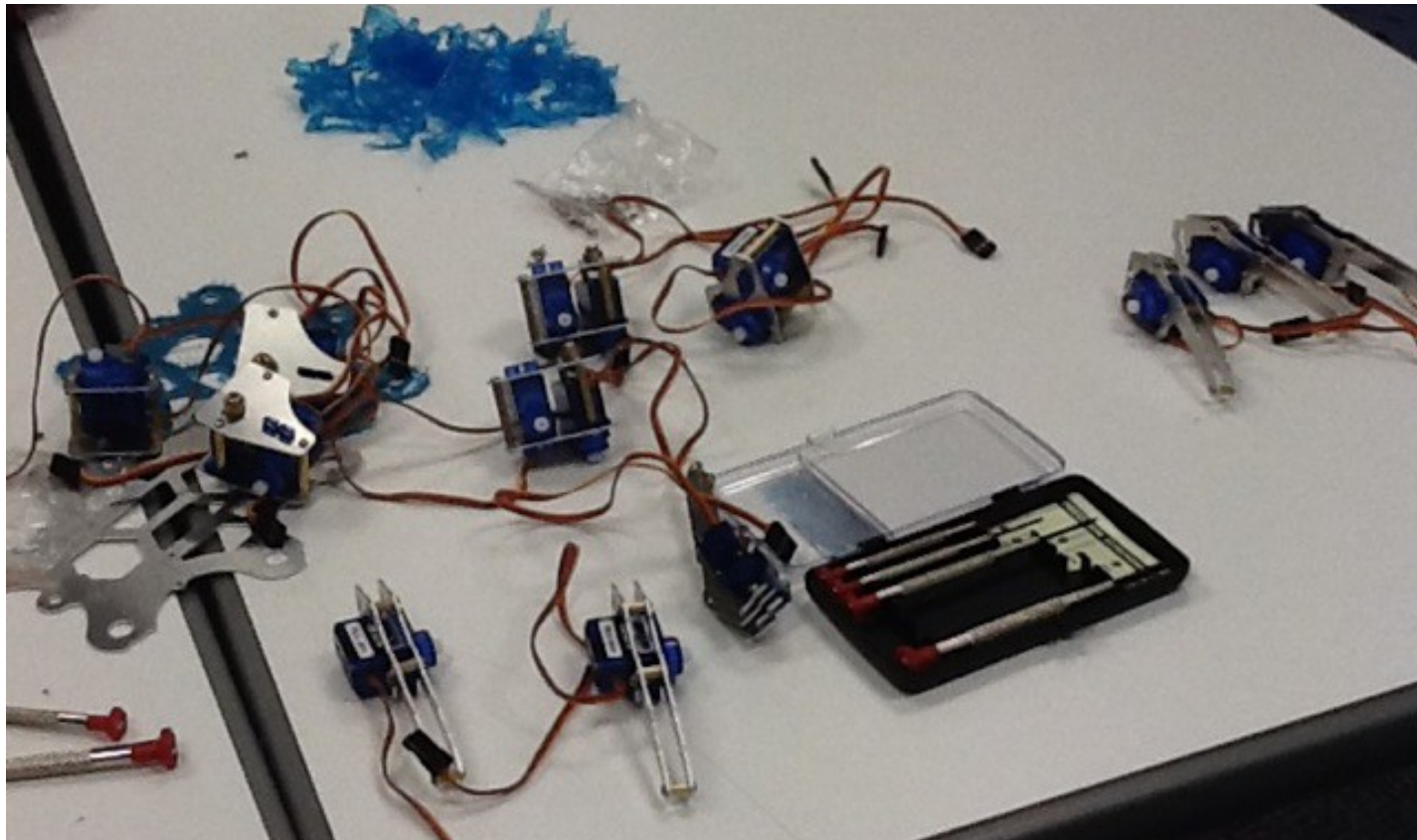


BeagleBone



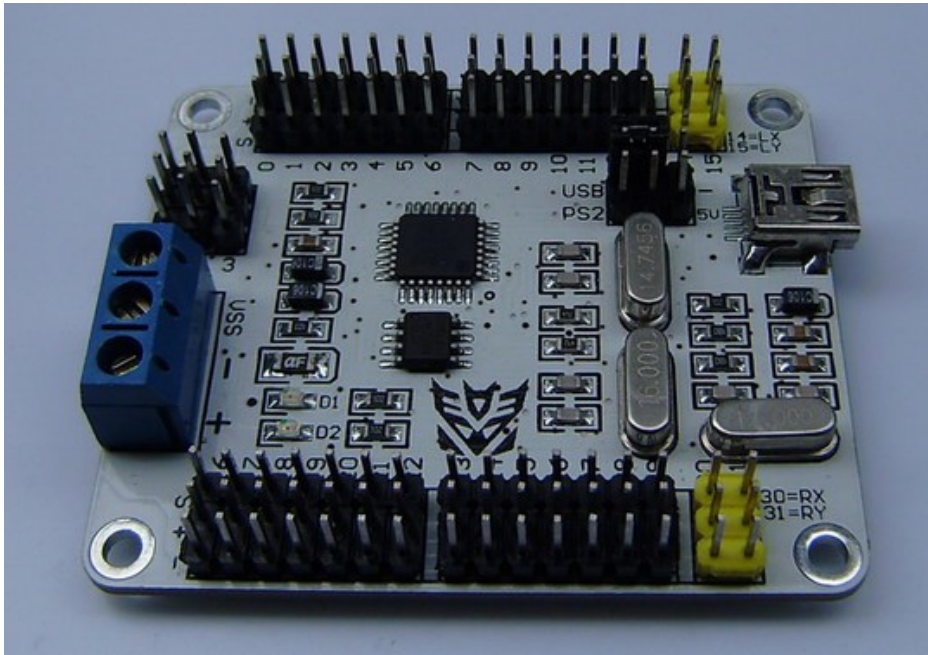


Building Chloe

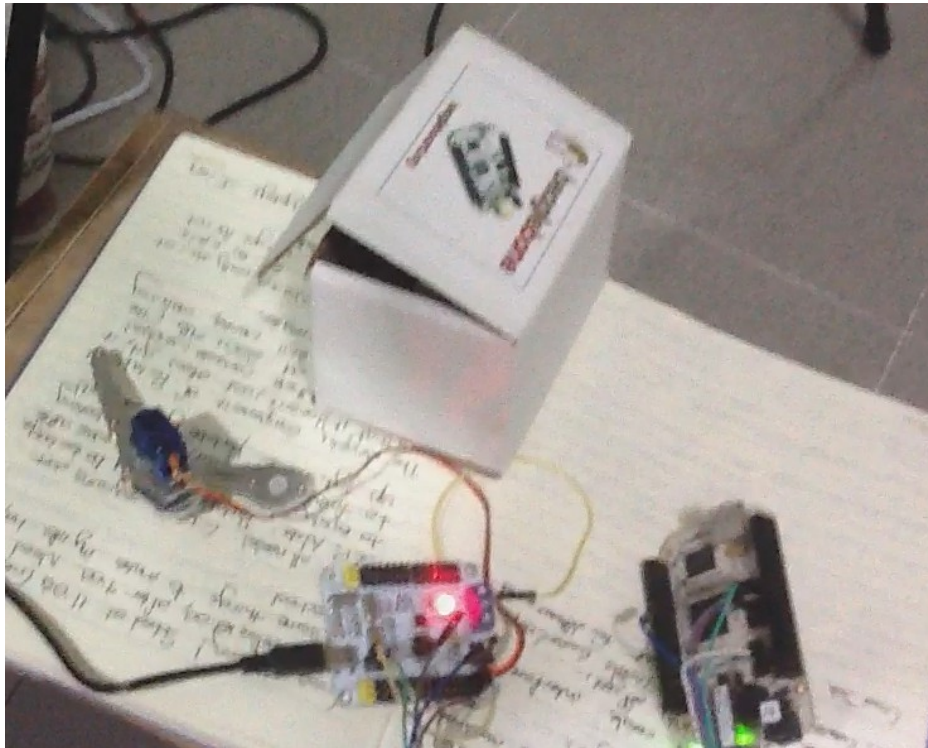




Peripheral Nervous System

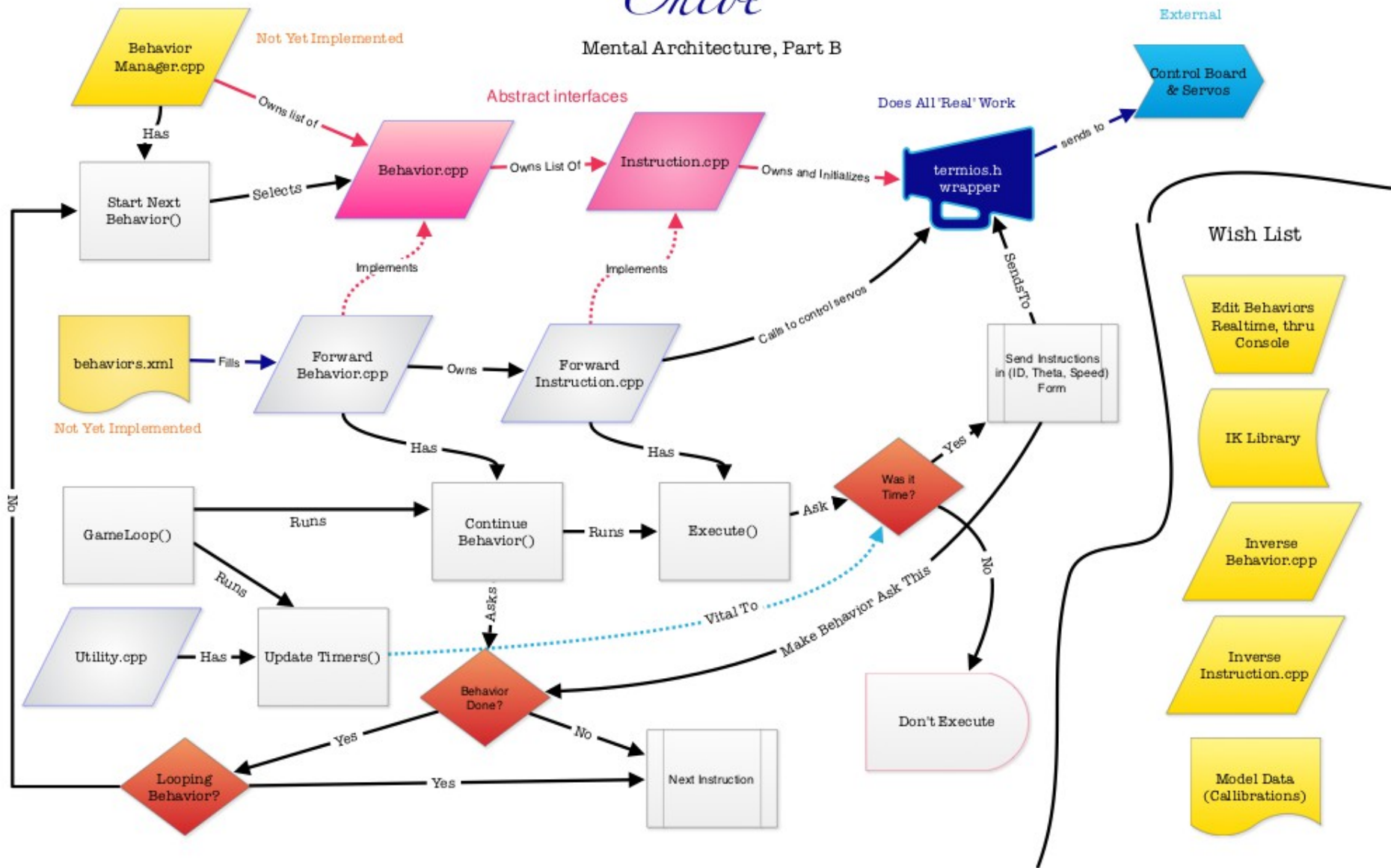


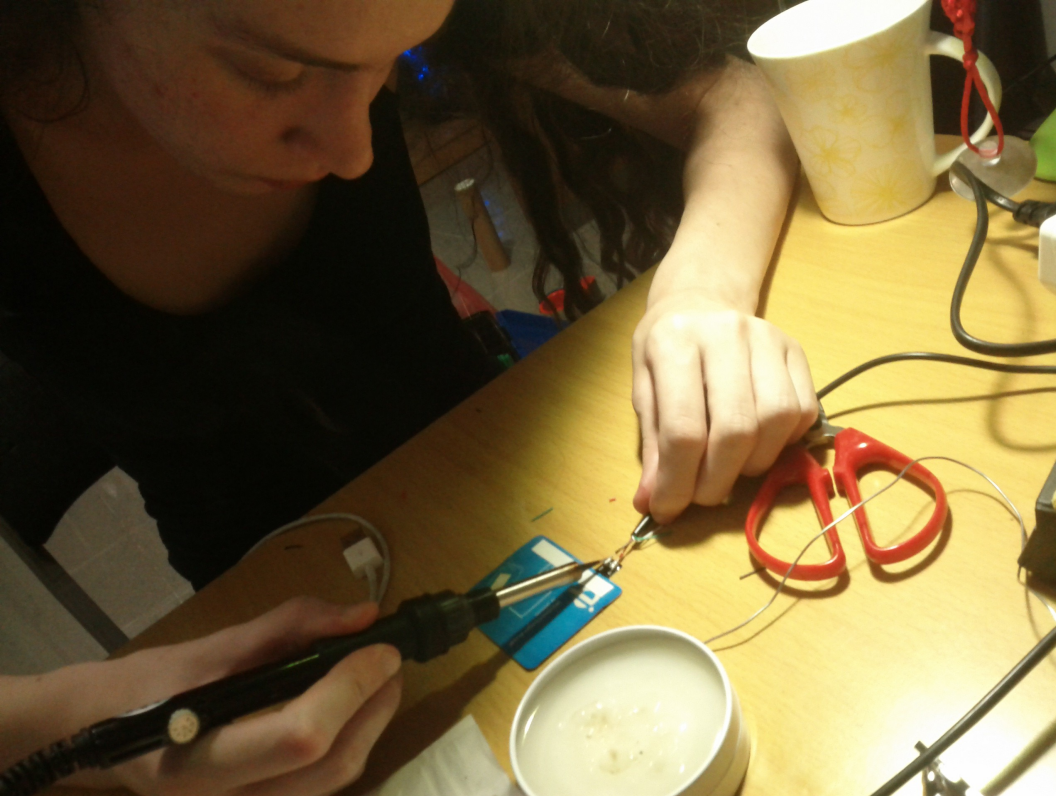
Phase 1: Components



Chloe

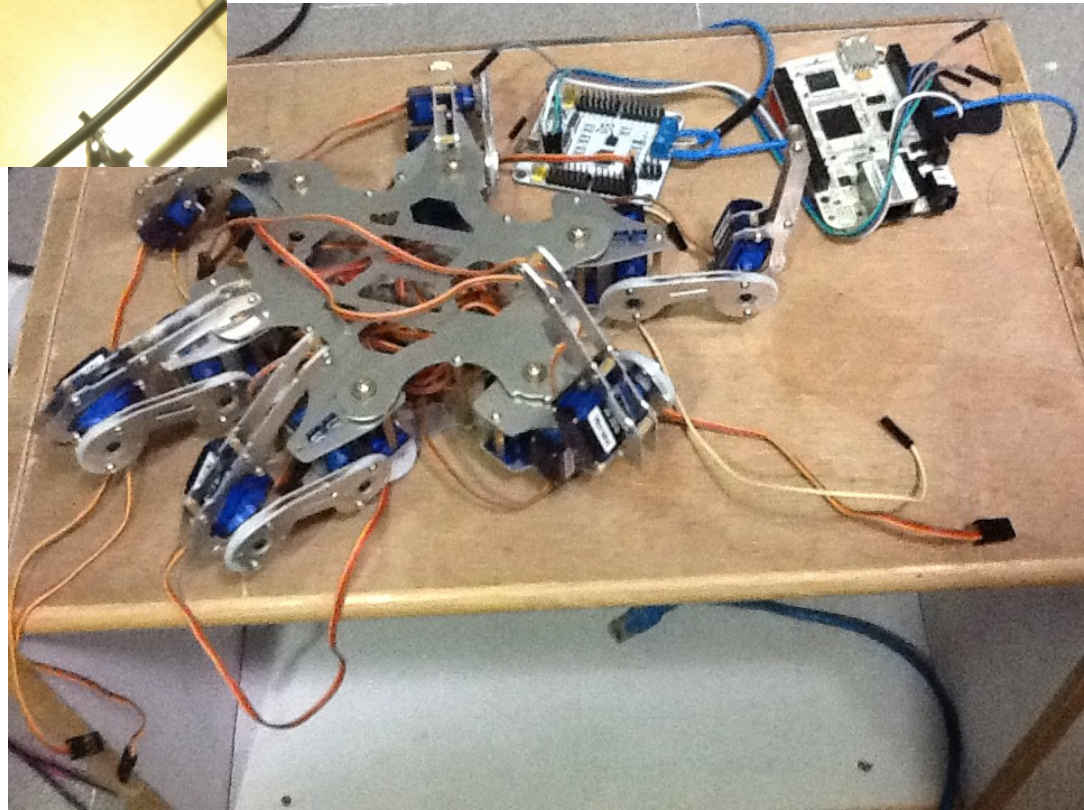
Mental Architecture, Part B



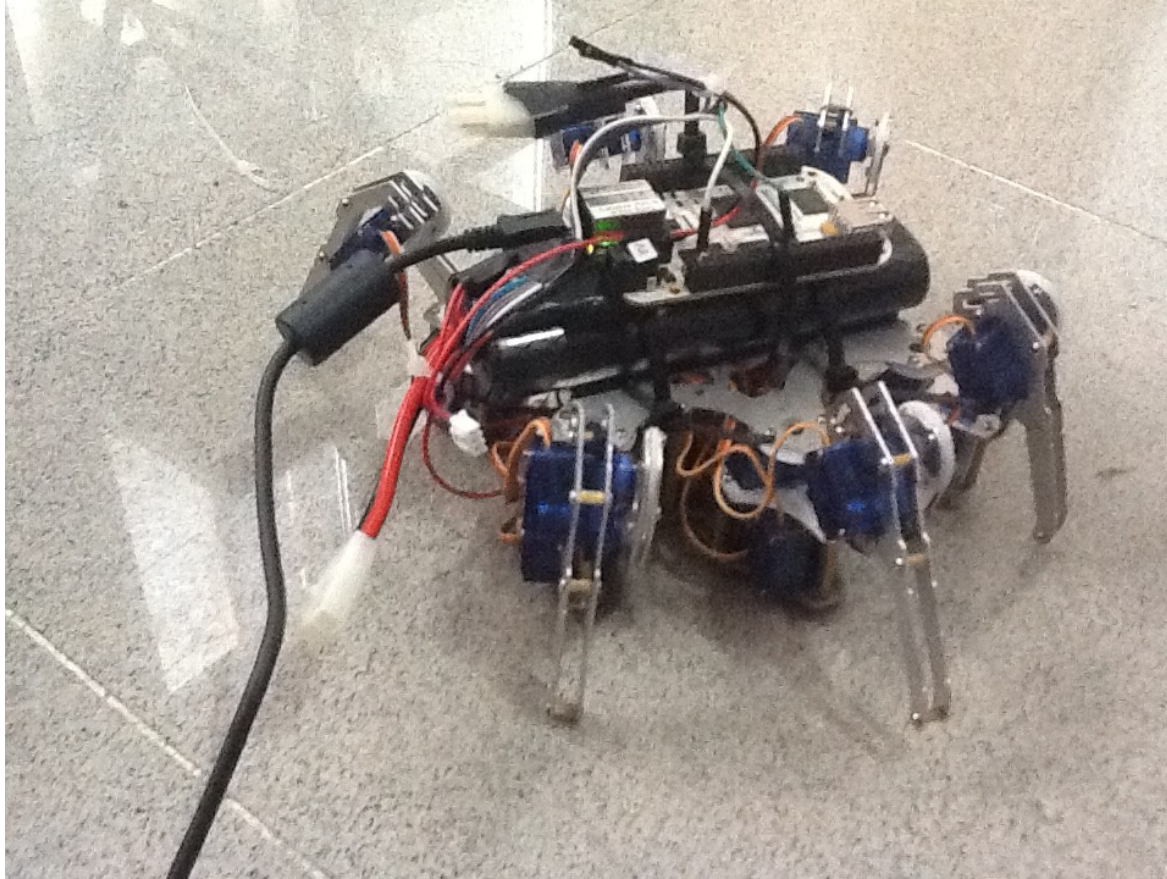


Phase 2

System
Integration



Phase 3: Behavior

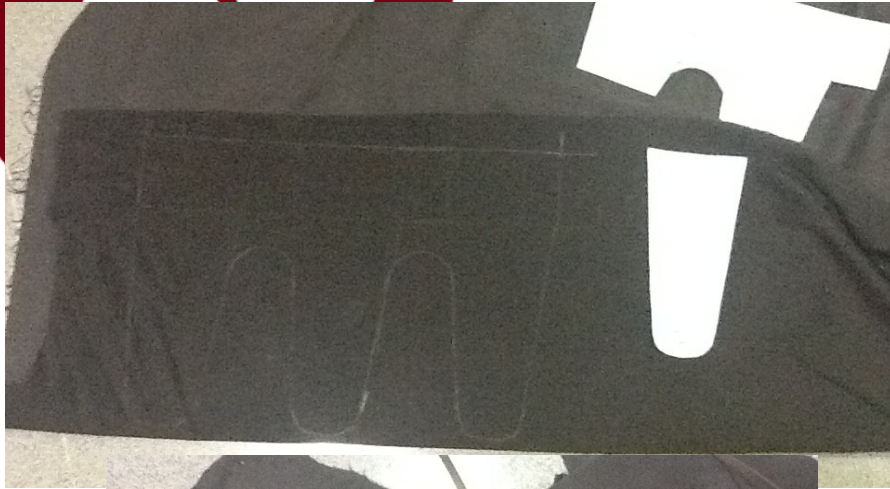




Researching & Prototyping



Designing Chloe's Coat





Chloe thanks you for your time