

PRESENTS

DREADNOUGHT

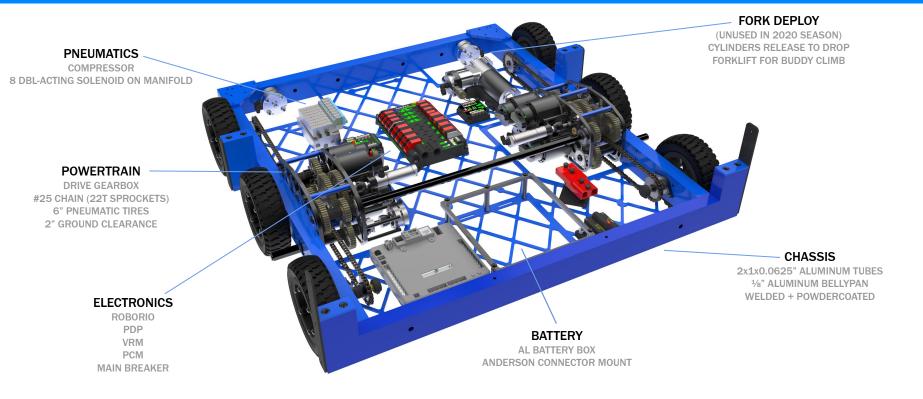
2021 INFINITE RECHARGE AT HOME PRESENTATION

Pranav, Diego, Abhinav, Krishna, Alex

DRIVEBASE

DRIVE OVER OBSTACLES AND QUICKLY CYCLE. ROBUST AND LOW CG BASE

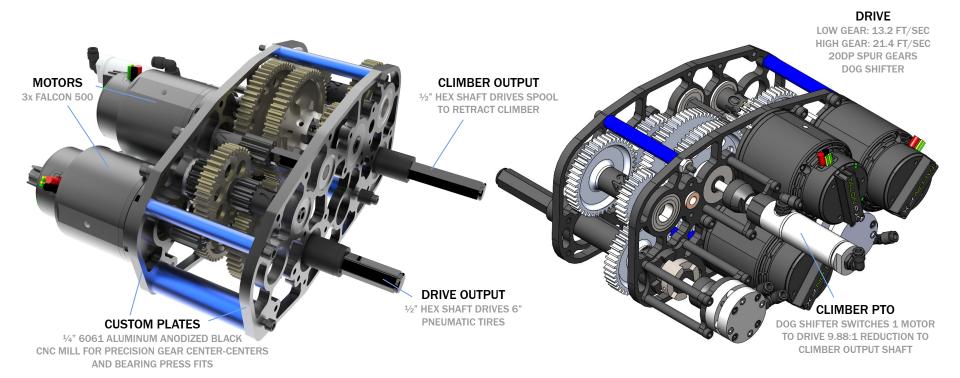




DRIVE / CLIMBER GEARBOX

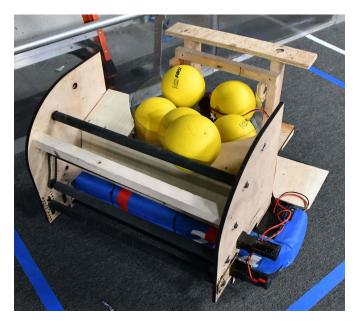
OUTPUT 2-SPEED DRIVE AND RETRACT CLIMBER



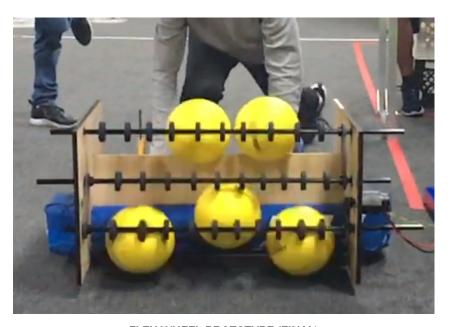








VARIABLE COMPRESSION, ROLLER PROTOTYPE (V1)

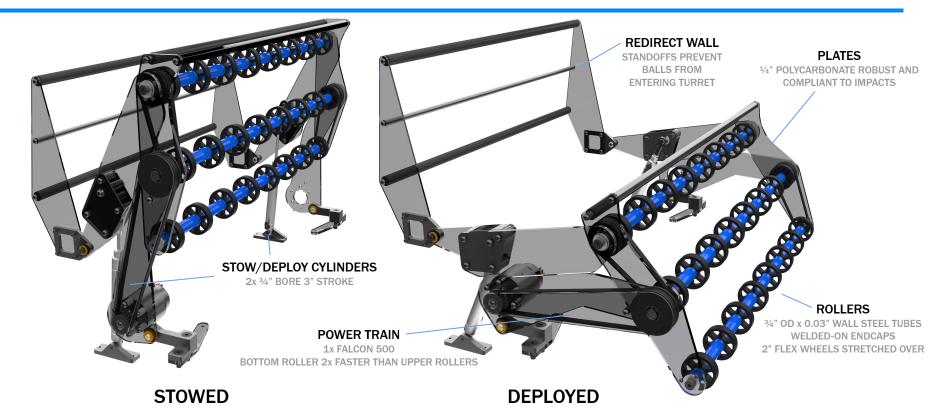


FLEX-WHEEL PROTOTYPE (FINAL)

INTAKE

PULL BALLS UP FROM GROUND AND ACCEPT FROM FEEDER STATION

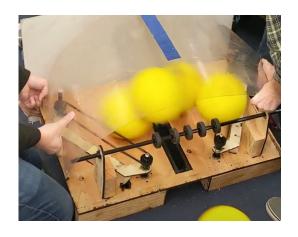




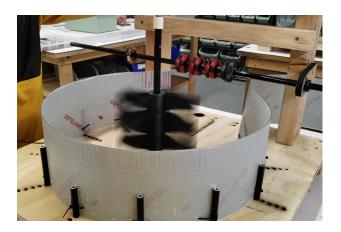
SERIALIZER

STORE 5 BALLS WITHOUT JAMMING, FEED QUICKLY AND CONSISTENTLY INTO SHOOTER









PINBALL COUNTER-ROTATING BELTS

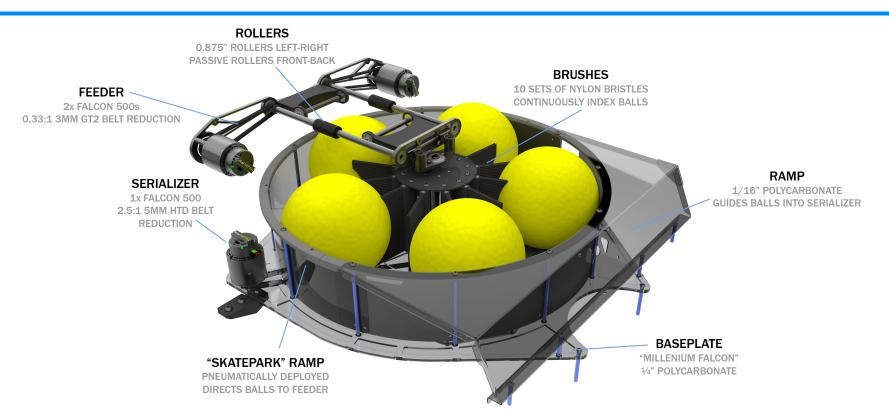
SNAKE LINEAR BELT RUNS

WASHING MACHINE ROTATING BRUSHES

SERIALIZER/FEEDER

SERIALIZE AND STORE BALLS BEFORE FEEDING TO SHOOTER

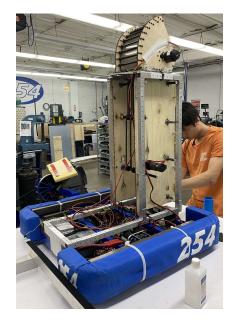




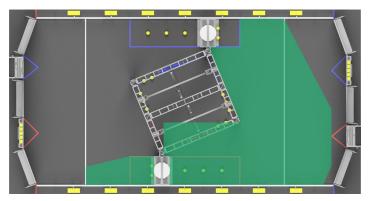
SHOOTER/TURRET

ACCURATELY AND QUICKLY SCORE BALLS FROM MAXIMUM LOCATIONS

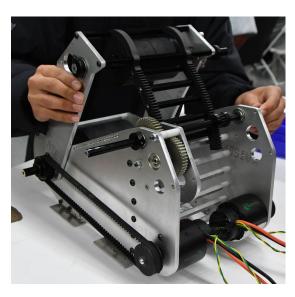




SKYSTALKER SHOOTER/TURRET PROTOTYPE



SHOOTING LOCATIONS
~45% OF FIELD



SHOOTER PROTOTYPE
DOUBLE FLYWHEEL METAL
PROTOTYPE

SHOOTER/TURRET

ACCURATELY AND QUICKLY SCORE BALLS FROM MAXIMUM LOCATIONS

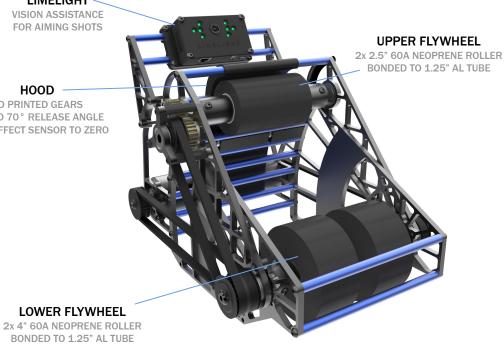


LIMELIGHT -

VISION ASSISTANCE FOR AIMING SHOTS

HOOD

3D PRINTED GEARS 45° TO 70° RELEASE ANGLE HALL EFFECT SENSOR TO ZERO



HOOD POWER

1x FALCON 500 310.5:1 GEARED REDUCTION

FLYWHEEL POWER

2x FALCON 500s 1:1 5MM HTD BELT REDUCTION

TURRET 1x FALCON 500 MOTOR

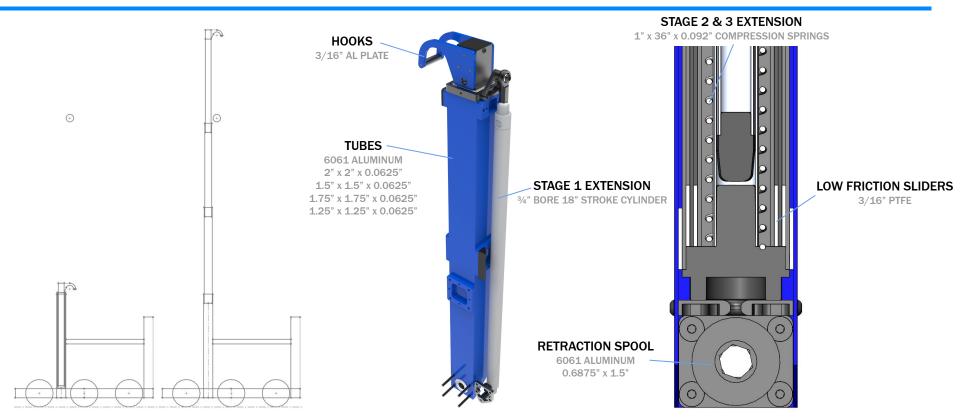
51.4:1 REDUCTION 360° OF ROTATION

BIDIRECTIONAL IGUS CHAIN WIRE MANAGEMENT

CLIMBER

RAISES ROBOT 40" AT END OF MATCH

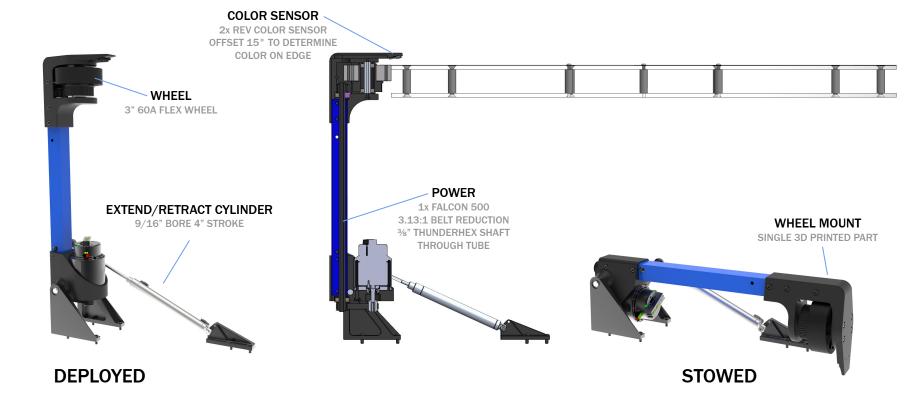




WOF MECHANISM

AUTOMATICALLY SPINS CONTROL PANEL WITH COLOR SENSORS





AUTONOMOUS MODES





10 BALL AUTO

TRAJECTORY GENERATION WITH QUINTIC HERMITE SPLINES RAMSETE NONLINEAR AUTONOMOUS FEEDBACK CONTROLLER

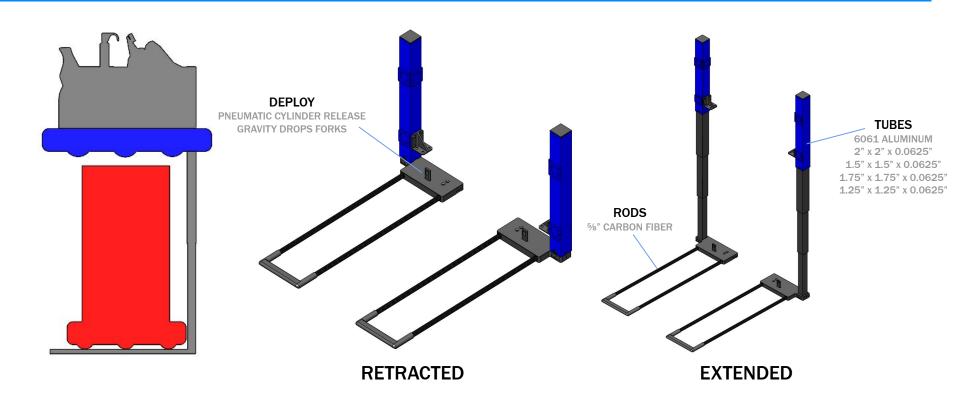
QUESTIONS?





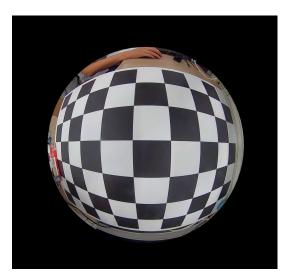
FORKS LIFT PARTNER ROBOT AT END OF MATCH





COORDINATE UNDISTORTION









LIMELIGHT
STILL SOME DISTORTION

```
public double[][] loadCol000() { return new double[][]{{0.012,0.012},{0.012,0.016},{0.012,0.016},0.012,0.016]} | public double[][] loadCol001() { return new double[][]{{0.015,0.012},{0.015,0.016},{0.015,0.016},0.015,0.016]} | public double[][] loadCol002() { return new double[][]{{0.015,0.012},{0.013,0.016},{0.018,0.016},{0.018,0.016},0.018,0.016]} | public double[][] loadCol003() { return new double[][]{{0.021,0.012},{0.021,0.016},{0.021,0.016},0.021,0.016} | public double[][] loadCol005() { return new double[][]{{0.027,0.012},{0.027,0.016},{0.027,0.016},0.021,0.016} | public double[][] loadCol005() { return new double[][]{{0.033,0.012},{0.033,0.016},{0.033,0.016},{0.033,0.016},0.033,0.016} | public double[][] loadCol007() { return new double[][]{{0.033,0.012},{0.033,0.016},{0.033,0.016},{0.033,0.016} | public double[][] loadCol009() { return new double[][]{{0.030,0.012},{0.033,0.016},{0.033,0.016},{0.033,0.016} | public double[][] loadCol009() { return new double[][]{{0.042,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012},{0.043,0.012
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PRECOMPUTED COORDINATE UNDISTORTION MAPS

