

Research and Development of a Low-cost, Open-source, Highly-accessible Telepresence System

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Introduction

Virtual reality:

- Now available to anyone with a smartphone and \$20

Telepresence systems:

- Enable physical presence through technology
- Enterprise solutions are expensive

Despite available technology, no open-source or low-cost VR telepresence projects exist in the robotics ecosystem!

- Wide potential for educational institutions and businesses

Objectives

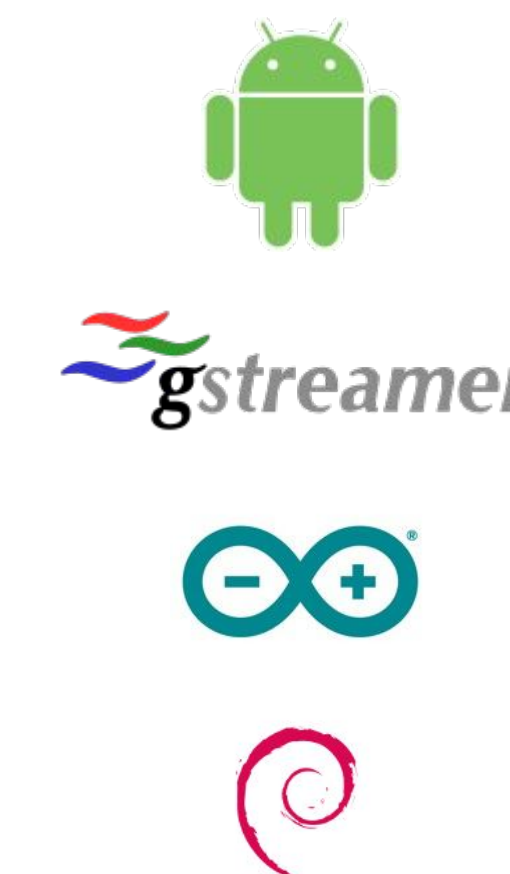
1. Investigate the feasibility of a phone-based, internet-connected telepresence system built with community-supported hardware and open-source software
2. If possible, construct a prototype to prove the concept

Hardware

- **Trossen Robotics Geekbot**
 - Provides mobile base, battery, Arduino MCU
- **Raspberry Pi 3**
- **USB Webcams**
- **Custom Camera Gimbal**
 - 3D printed, hobby servos
- **Google Cardboard + Bluetooth Controller**

Software

- **Android OS + Android Studio**
 - 80% of market share globally
- **GStreamer**
 - Low latency video, Android SDK
- **Arduino IDE**
- **Debian Jessie**



Results

Determined that it is possible to construct a low-cost VR telepresence system using existing community-supported hardware and software:

- Total cost : ~\$400
- All software available at no charge
- Custom designs and software available online

Constructed a functional proof-of-concept prototype:

- Remote control and video stream from anywhere in the world!

Future Work

- Cellular network capability for WiFi-averse environments and greater mobile range
- Complete and feature-filled Android app
- Develop and provide “download and go” OS images and GUI front ends for software

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