



## RoboGen

RoboGen™ is an open source platform for the co-evolution of robot bodies and brains. It has been designed with a primary focus on evolving robots that can be easily manufactured via 3D-printing and the use of a small set of low-cost, off-the-shelf electronic components. It features an evolution engine, and a physics simulation engine. Additionally it includes utilities for generating design files of body components to be used with a 3D-printer, and for compiling neural-network controllers to run on an Arduino microcontroller board.

### Key Features

- Simulation software – try your robot without hardware!
- Easy to assemble and repair
- Low-cost electronics and mechanical parts

### Possible Applications

- Fast prototyping of robots
- Evolutionary robotics
- Education



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## Access information

<b>Corresponding infrastructure</b>	École Polytechnique Fédérale de Lausanne Laboratory of Intelligent Systems
<b>Location</b>	Route Cantonale, 1015 Lausanne, Switzerland
<b>Unit of access</b>	Working day

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## Technical specifications

<b>Actuators</b>	Mini-servo
<b>Battery</b>	2 cell LiPo
<b>Main board</b>	NanoWii (ATMega32U4 )
<b>Sensors</b>	Light, Distance

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## Additional information

<http://robogen.org/>