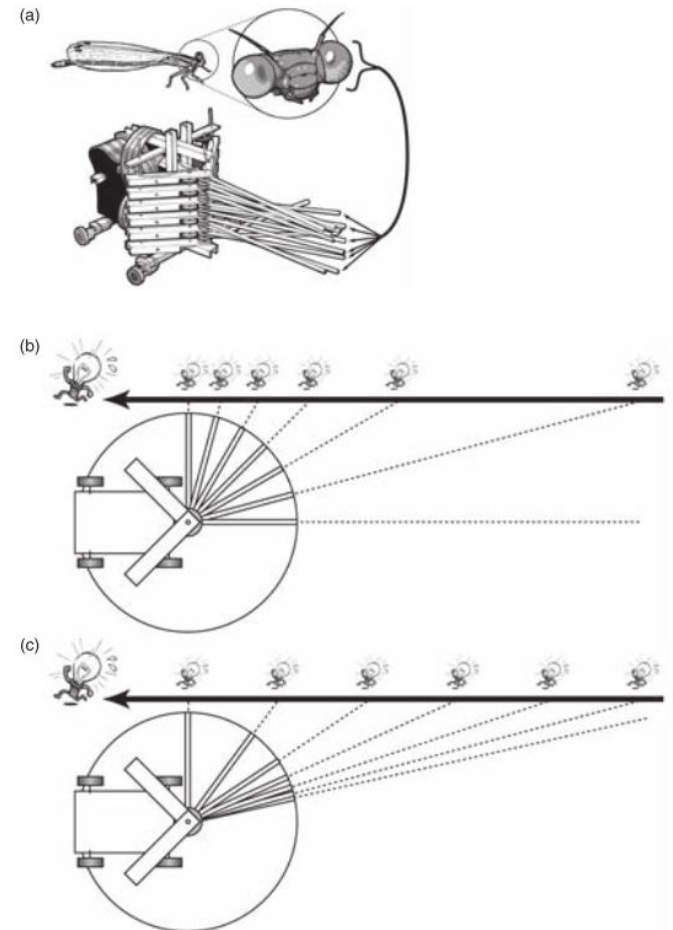


Kōan 9: EyebotSim

- Houseflies have a higher density of eye facets towards the front. This compensates for motion parallax - a “cheap” design
- Lichtensteiger and Eggenberger* developed the Eyebot, and demonstrated that such a solution could also be evolved in a robot
- Can you replicate the experiment on a robot of your choice in e.g. Webots?
- Can you find other examples of morphological computation in nature? Other insects with similar sensor morphology?
- What is the potential for evolving the sensor morphology of robots in different real-world applications?

Page 131 in “How the body shapes the way we think”



* http://www.cs.cmu.edu/~motionplanning/papers/sbp_papers/integrated2/lichtensteiger_compound_eye.pdf