

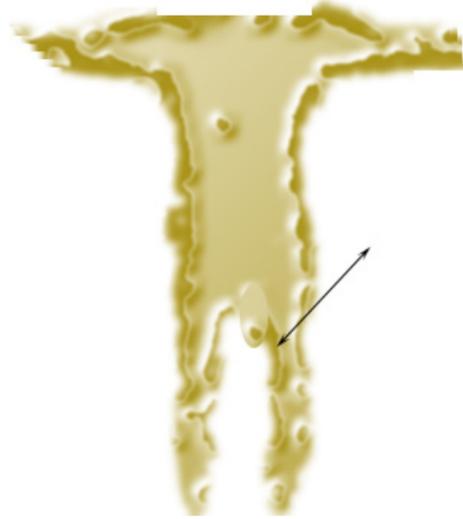
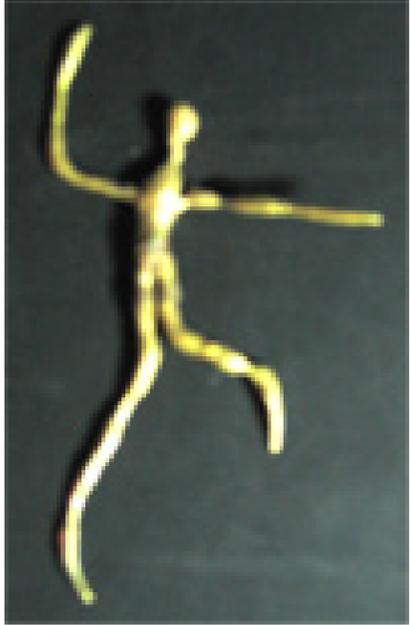
HEDDA-TRON

Robotics Concepts v3.0

Created by [Botmatrix](#)
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HANS

Option 1 - Brawny, potent



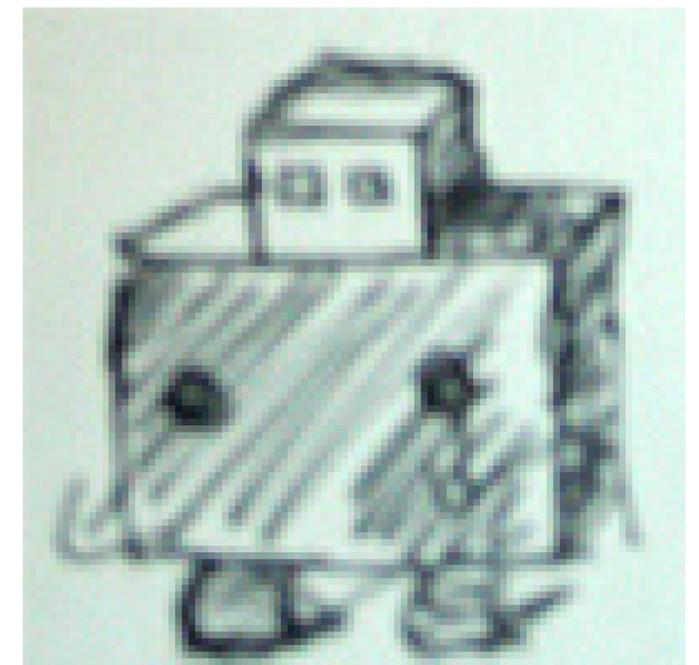
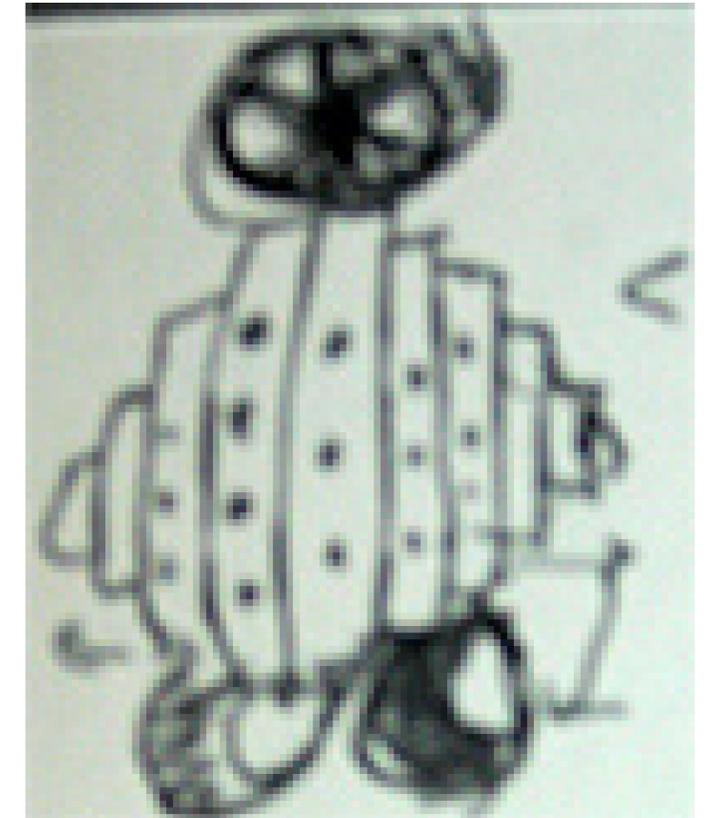
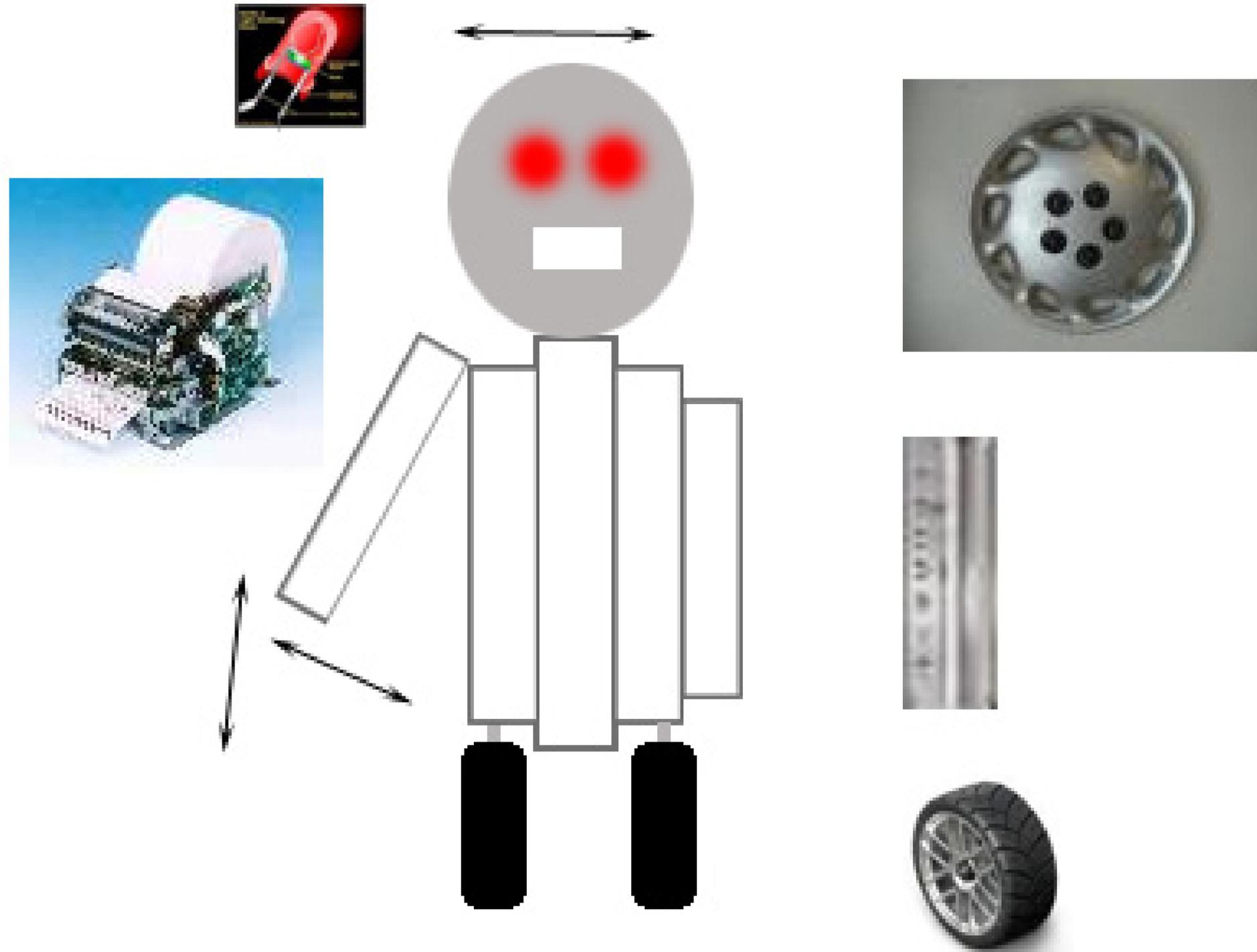
Hans is strong, virile, smoking. He comes equipped with a functional penis.

Option 2 - Cyborg



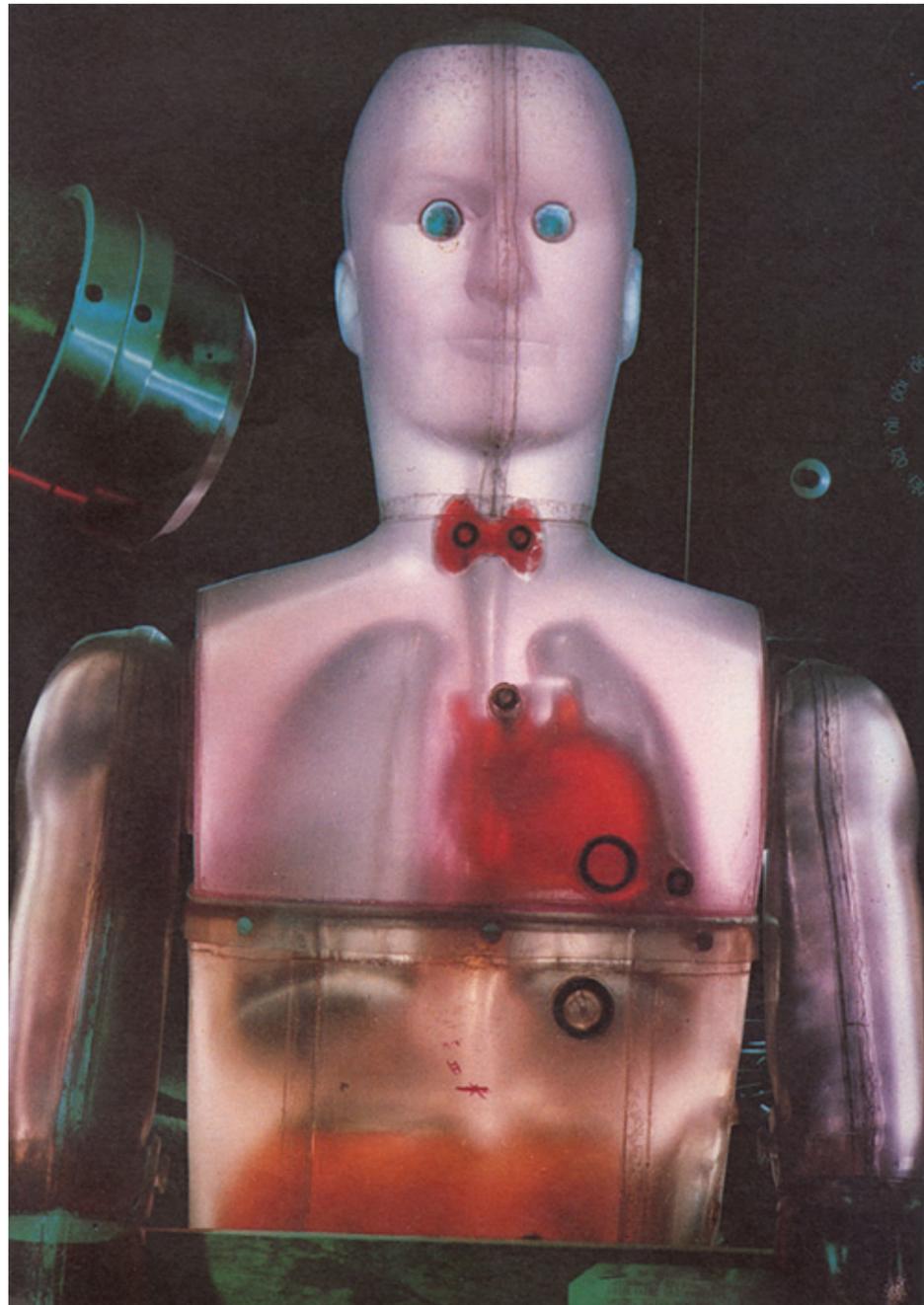
Hans is a Cyborg. In addition to being stronger and newer looking, Hans has already reached partial transcendence. He is still much more machine than man. He has a strap-on penis too. Perhaps he has some writing tool embedded in him or writings on his body to evoke more of an academic hotness.

BILLY



Billy is an elegant, early 1900s looking robot, perhaps rusted or broken looking. He is the swiss army knife of robots. He has a lot of functional-looking parts and compartments that do not necessarily work correctly.

BILLY (CONTINUED)

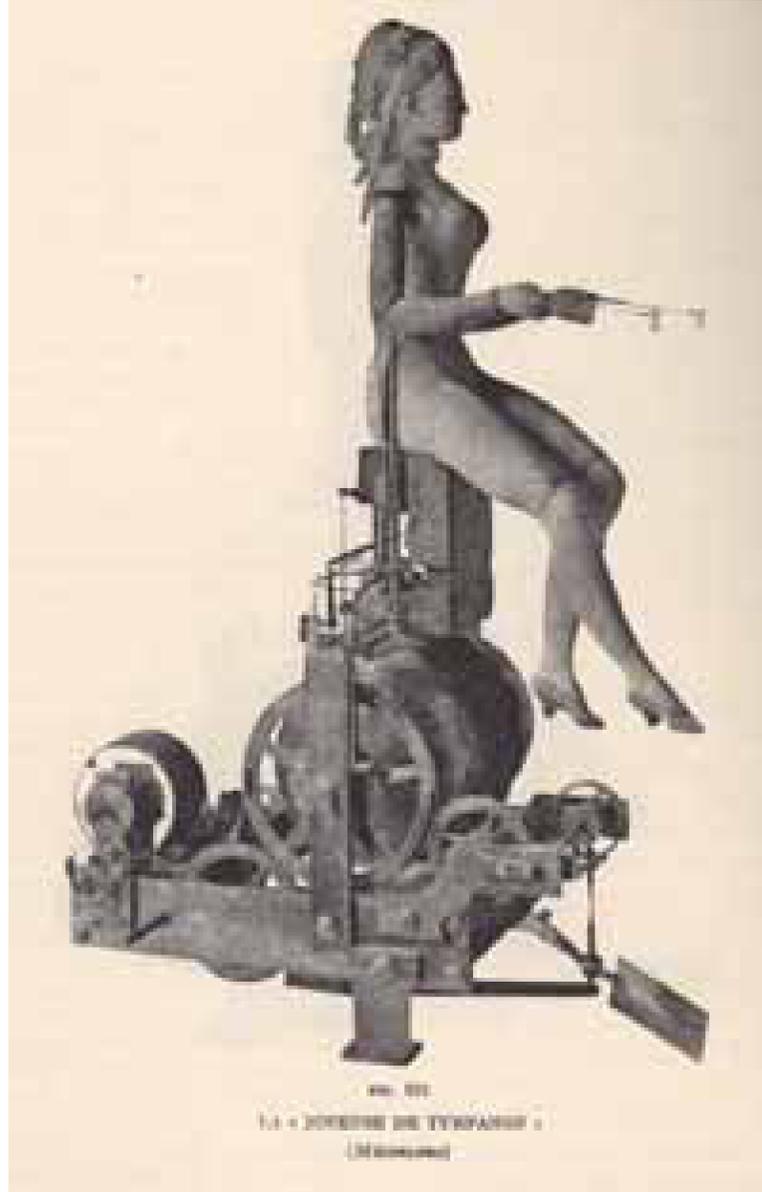


JUDGE BRACK



Judge Brack is a boxy kinda guy. He has a speaker in his stomach, but it will look like chest hair.

THEA



Thea is sweet, pure, and porcelain. Megafeminine.

AUNT JULIE AND BERTA

Aunt Julie



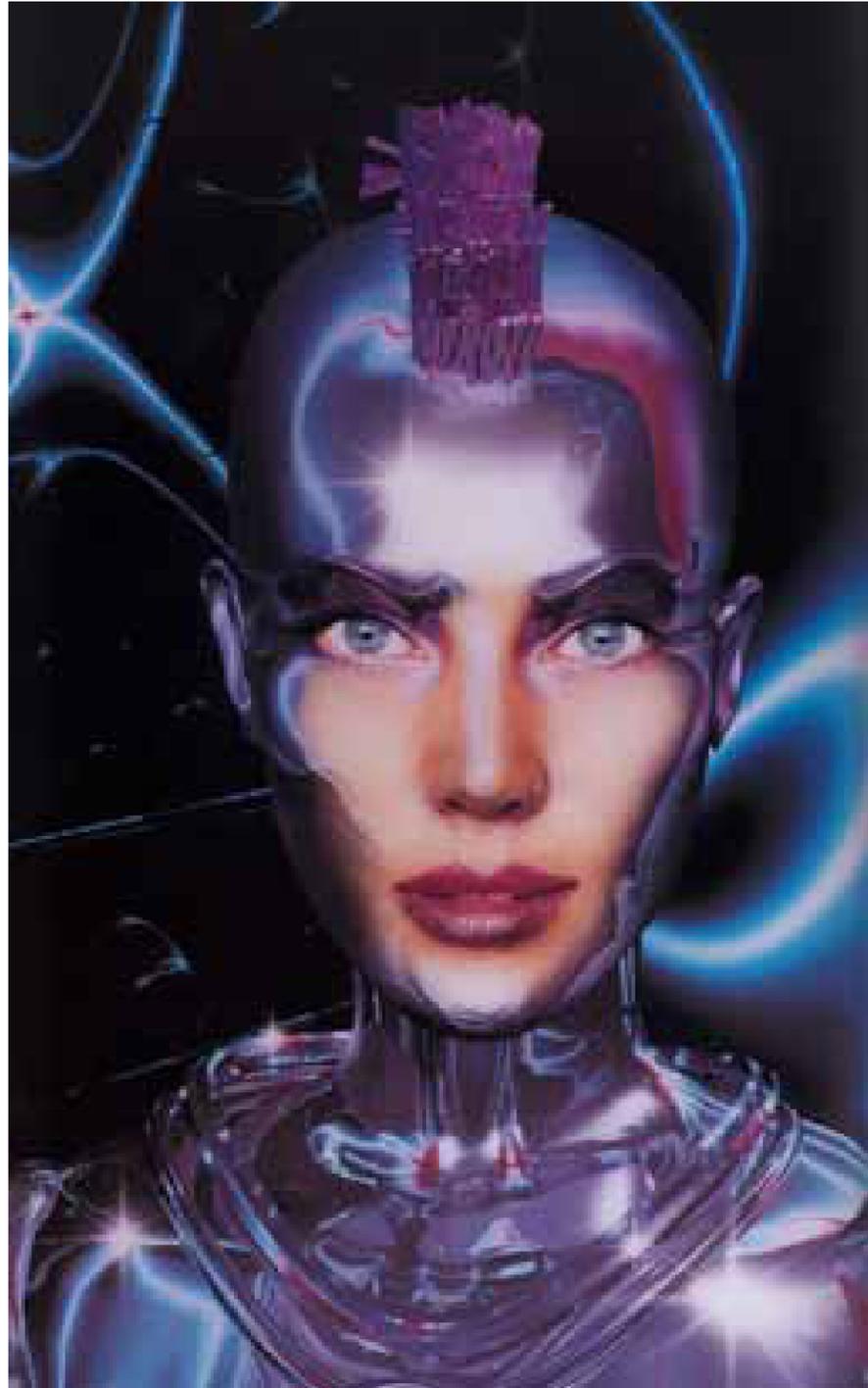
Berta



Berta cannot see. She uses her rolls to feel her way around.

JANE

In forest



In the forest Jane begins her transformation into a confident and robust cyborg. She has never been happier.

Post-forest



By the end of the play the cyborg has morphed into a robotic and submarine-like defense unit or armor against the human world. It provides Jane with a robotic convalescence.

HISTORICAL AND CULTURAL REFERENCES

The following is a set of possible references that could be incorporated into the script.

Facts and Dates

- * Henrik Johan Ibsen (March 20, 1828-May 23, 1906)
- * R.U.R R.U.R. (Rossum' s Universal Robots) Karel Capek. It premiered in Prague in 1921.
- * Jacques Vaucanson 1709 - Builder,inventor, the flute player, the shitting duck.
- * Joseph Marie Jacquard (7 July 1752-7 August 1834) was a French silk weaver and inventor.
- * The Turk 1769

History of Robots and Computation

The earliest robotics & computation derive from attempts to automate weaving. The earliest punchcards where actually weave patterns. They also went on to inspire player pianos. Vaucanson - created some of the first proposals for Jacquard' s automatic loom.

Robots of Ibsen' s Time

Ernst Theodor Amadeus Hoffmann (January 24, 1776 - June 25, 1822), was a German romantic and fantasy author and composer.

Famous Robots and Automaton

The Turk - a famous hoax which purported to be a chess-playing automaton first constructed and unveiled in 1769 by Wolfgang von Kempelen (1734-1804).

Vaucanson' s duck and flute player

Leonardo DaVinci had designs for a humanoid robot - 1495. It is considered the first known design for a robot.

Robots And Plays

Karakuri are mechanized puppets or automata from Japan.

Robots And Entertainment

Hero of Alexandria in the 1st Century AD created an animatronic puppet theater and an automaton rendition of zeus or something (for religious and theatrical uses)

Automatons in the 18th - 20th century were very popular with adults. Many believe that had film been invented this would become the dominant form of entertainment. This is preserved in theme parks.

Found this link to a contemporary automoaton theater <http://www.cabaret.co.uk/>

Pierre Jaquet-Droz (1721-1790) was a Swiss-born watchmaker of the late eighteenth century. He lived in Paris, London, and Geneva, where he designed and built animated dolls, or automata, to help his firm sell watches and mechanical birds.

Henri Maillardet (1745-?) was a Swiss mechanic of the 18th century who worked in London producing clocks and other mechanisms. He spent a period of time in the shops of Pierre Jaquet-Droz, who was in the business of producing watches, clocks, and automata. With his brothers Jaques-Rodolphe and Jean David Maillardet, Henri produced a series of automata depicting magicians.

Robot Architecture

2 types of robotic architecture, one where you model cognitive processes (ie intention, emotion) and then develop sensor/motor components to achieve these cognitive states
second type is where you build each component to satisfy a concrete material goal (eg identify the color blue).

Singularity

Very popular in contemporary culture - see Kurtzweil' s Age of Spirtual Machines - Singularity is when robots reach consciousness.