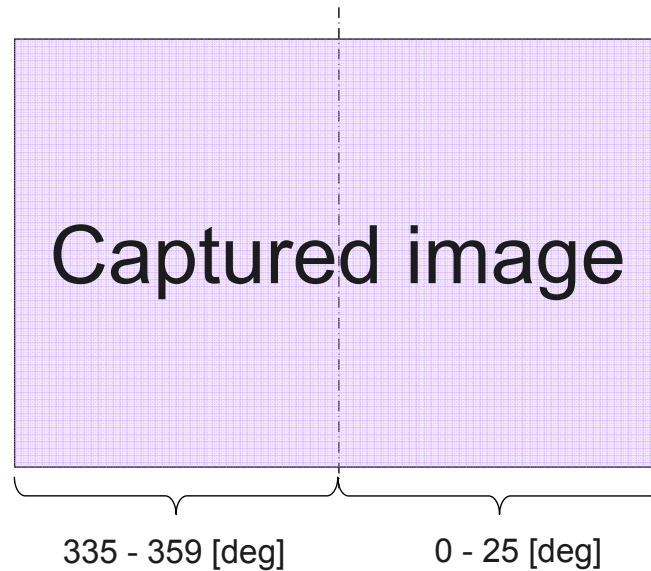


## SAYA's head-eye coordination system

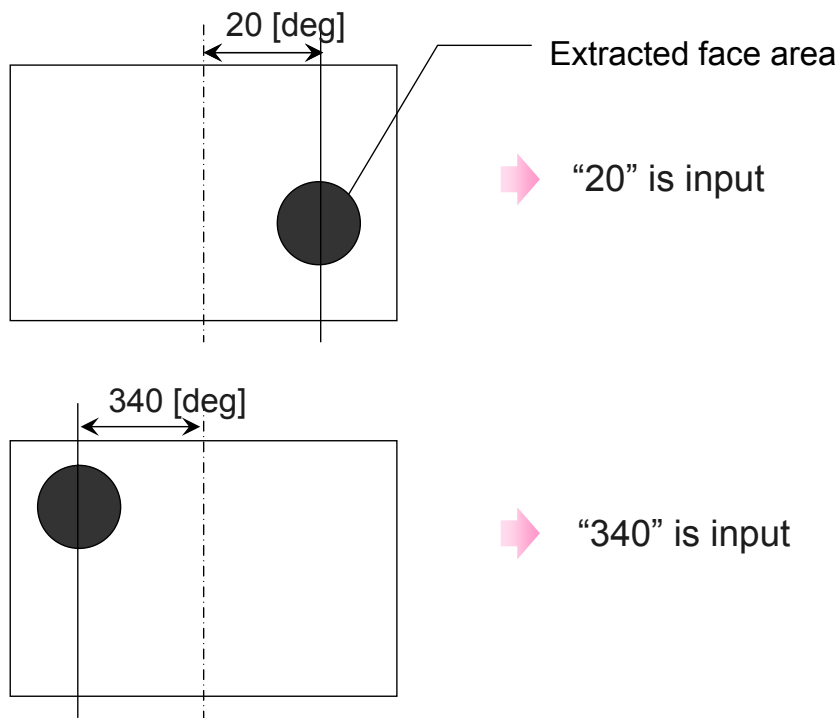
- Correspondence of image-width and angle



- ➔ The angle within 335 - 359 [deg] or 0 - 25 [deg] is input
  - a) If the angle within 0 - 25 [deg] is input, head and eyes move to right side.
  - b) If the angle within 335 - 359 [deg] is input, head and eyes move to left side.

## SAYA's head-eye coordination system

- Correspondence of image-width and angle



ATTENTION!! : If "1000" is input, head and eyes move to initial position.

## SAYA's head-eye coordination system

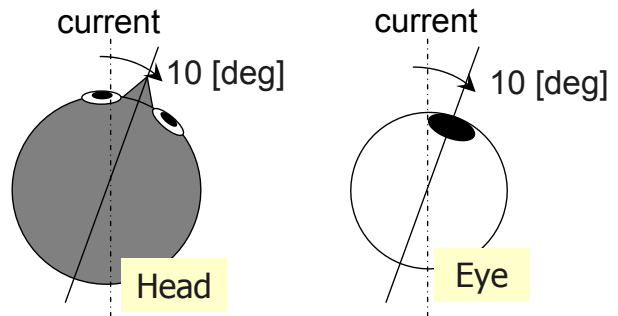
### ■ Coordination of head and eye

The input angle is divided to head's and eye's angle.

a) If "20" is input,

Head's angle : 10 [deg]

Eye's angle : 10 [deg]



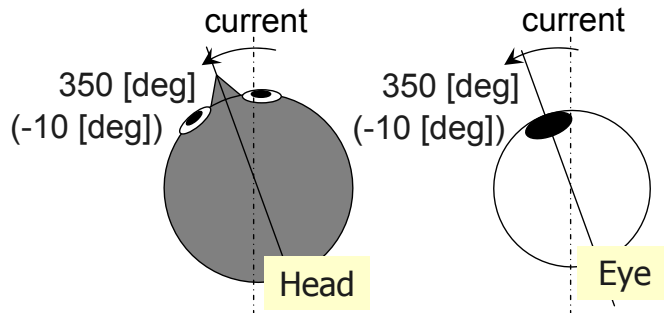
b) If "340" is input,

Head's angle : 350 [deg]

(-10 [deg])

Eye's angle : 350 [deg]

(-10 [deg])



➡ ATTENTION!! : These angle are relative angle from current position.

## SAYA's head-eye coordination system

### ■ Movement-limitation in absolute angle

The relative angle is converted to the absolute angle.

The following is movement limitation of head and eye in absolute angle

