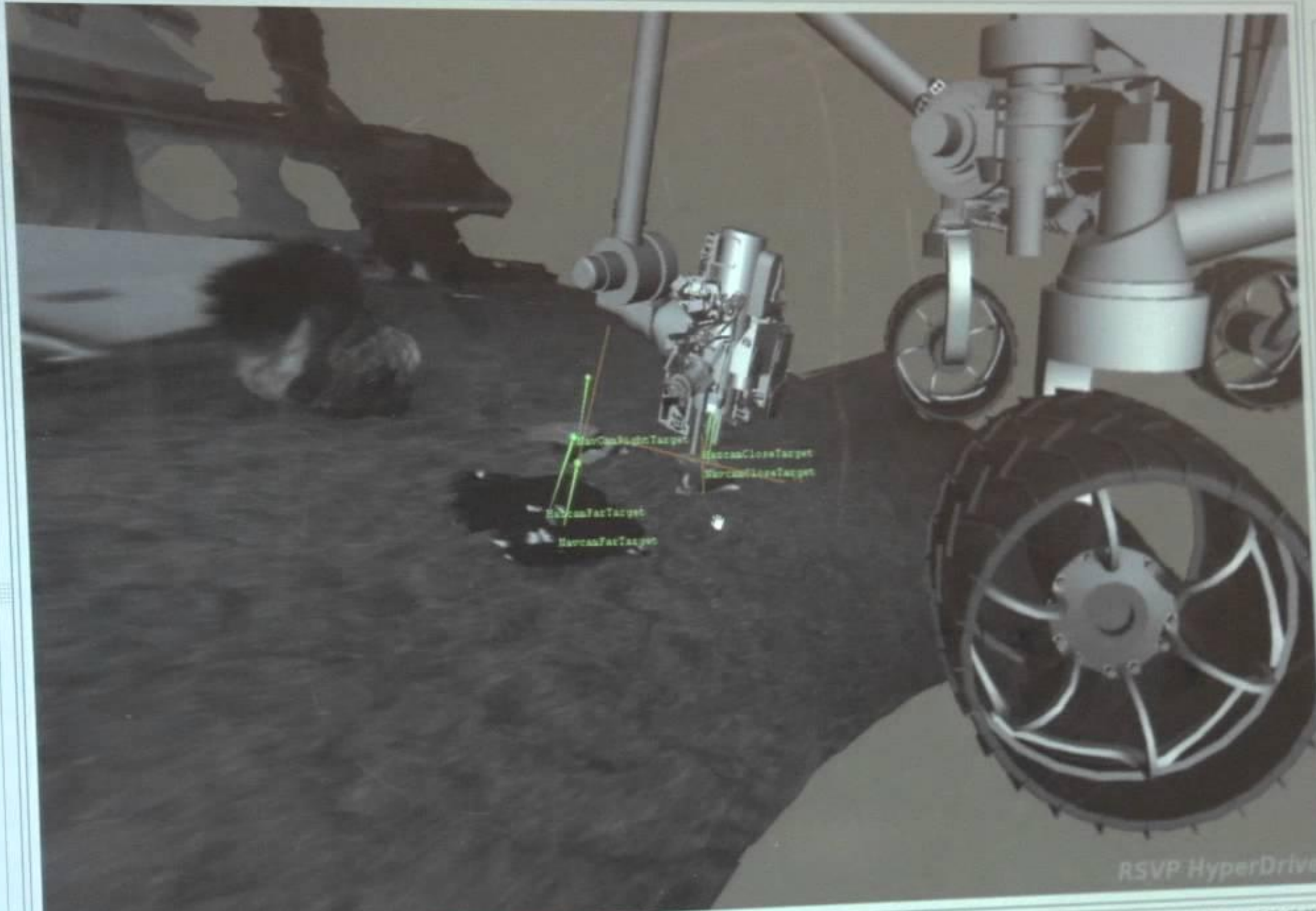




Camera
 -2.044 1.806 -0.975
 -0.032 0.318
 Set Save Home A

- Point Normal
- Ruler
- Man Cursor
- Woman Cursor
- MER Cursor
- Localization



MSL

Simulation

Edit RCDS

SSM Controls

Unattached

Drive RA Frames

T1

T2

T3

T4

T5

DRILL

Place on Target

0.3 Speed Ratio

End Effector

X: 1.890 Y: -0.017

PX: 0.238 PY: -0.011

Manual Commands

Move Cart

Set Tool

Target Based Com

Set Arm Target

Move Cart

0.100m

Options

Collision Option

Rigid Arm

Terrain Coll

RSVP HyperDrive

1
00:00:00,000 --> 00:00:04,000
(Sound effect)

2
00:00:04,000 --> 00:00:11,000
Hi I'm Matt Robinson, the MSL lead robotic arm systems engineer and this is your Curiosity Update.

3
00:00:11,000 --> 00:00:19,000
I'm standing here in the MSL test bed and behind me is the MSL test rover.

4
00:00:19,000 --> 00:00:23,000
This test rover is a near copy of Curiosity.

5
00:00:23,000 --> 00:00:29,000
End to end accuracy is how well we can, using our vision system, select a target

6
00:00:29,000 --> 00:00:33,000
and then position the arm at the target that we selected.

7
00:00:33,000 --> 00:00:38,000
We use our cameras mounted to the body of the vehicle and also

8
00:00:38,000 --> 00:00:43,000
cameras mounted to the mast to take pictures of our workspace.

9
00:00:43,000 --> 00:00:47,000
Our images come down and we process them.

10
00:00:47,000 --> 00:00:50,000
Using these pictures we can build a 3D terrain model of the surface.

11
00:00:50,000 --> 00:00:54,000
Once we have that 3D terrain model we can pick out a target.

12
00:00:54,000 --> 00:00:58,000
Today you notice we have a number of rocks here with little targets on.

13
00:00:58,000 --> 00:01:03,000

We'll select one of those targets and then we sequence the robotic arm

14

00:01:03,000 --> 00:01:06,000

commands to position the arm at the target.

15

00:01:06,000 --> 00:01:11,000

Once we're satisfied we send the sequence to Curiosity.

16

00:01:11,000 --> 00:01:15,000

During the months from launch to landing we can perform a number of tests,