# Mondragon Unibertsitatea Goi Eskola

Escuela Politécnica

## Goi Eskola Politeknikoa | Mondragon Unibertsitatea

Course: 2024 / 2025 - Course planning

# [GJH204] ROBOTIC SYSTEMS AND ARTIFICIAL VISION

### GENERAL INFORMATION

Studies DEGREE IN MECHATRONICS ENGINEERING
Semester 1 Course 4 Mention / Field of Specialisation

Plan 2022 Modality Face-to-face

Credits 4.5 Hours/week 3.75

3.75 **Total hours** 67.5 class hours + 45 non-class hours = <u>112.5 total</u>

Language EUSKARA/CASTELLANO/ENGLISH

hours

### 2030 AGENDA GOALS



### **PROFESSORS**

ANDONEGI ARTEGUI, IMANOL ALONSO NIETO, MARCOS SEIJO BARQUIN, IRAIDE

#### REQUIRED PREVIOUS KNOWLEDGE

Subjects Knowledge

FUNDAMENTALS OF COMPUTING SCIENCE MATHEMATICS I

(No previous knowledge required)

MATHEMATICS I

LEARNING RESULTS				
LEARNING RESULTS	KC	SK	AB	ECTS
GJR404 - To know and apply the principles of robotic systems and artificial vision			х	4,02
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and/or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,24
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,24

Total: 4,5

KC: Knowledge or Content / SK: Skills / AB: Abilities

#### **CONTENTS**

[!]

Conceptos básicos de simulación y programación de robots

- -Fundamentos del entorno de simulación.
- -Fundamentos de posición y orientación relativos y transformaciones entre distintos sistemas cartesianos de referencia.
- -Programación básica de un robot industrial, puntos y trayectorias.
- -Definición y caluibración de una herramienta embarcada en un robot.
- -Fundamentos de programación en el lenguaje de programación específico del robot.
- -Programación de Sockets.

#### Visión artificial

- -Fundamentos de imágenes y cámaras.
- -Filtrado de imágen.
- -Operadores morfológicos.
- -Metrología 2D.

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Goi Eskola Politeknikoa Escuela Politécnica Superior

-Programación de un sistema robot-cámara.

### LEARNING RESOURCES AND BIBLIOGRAPHY

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