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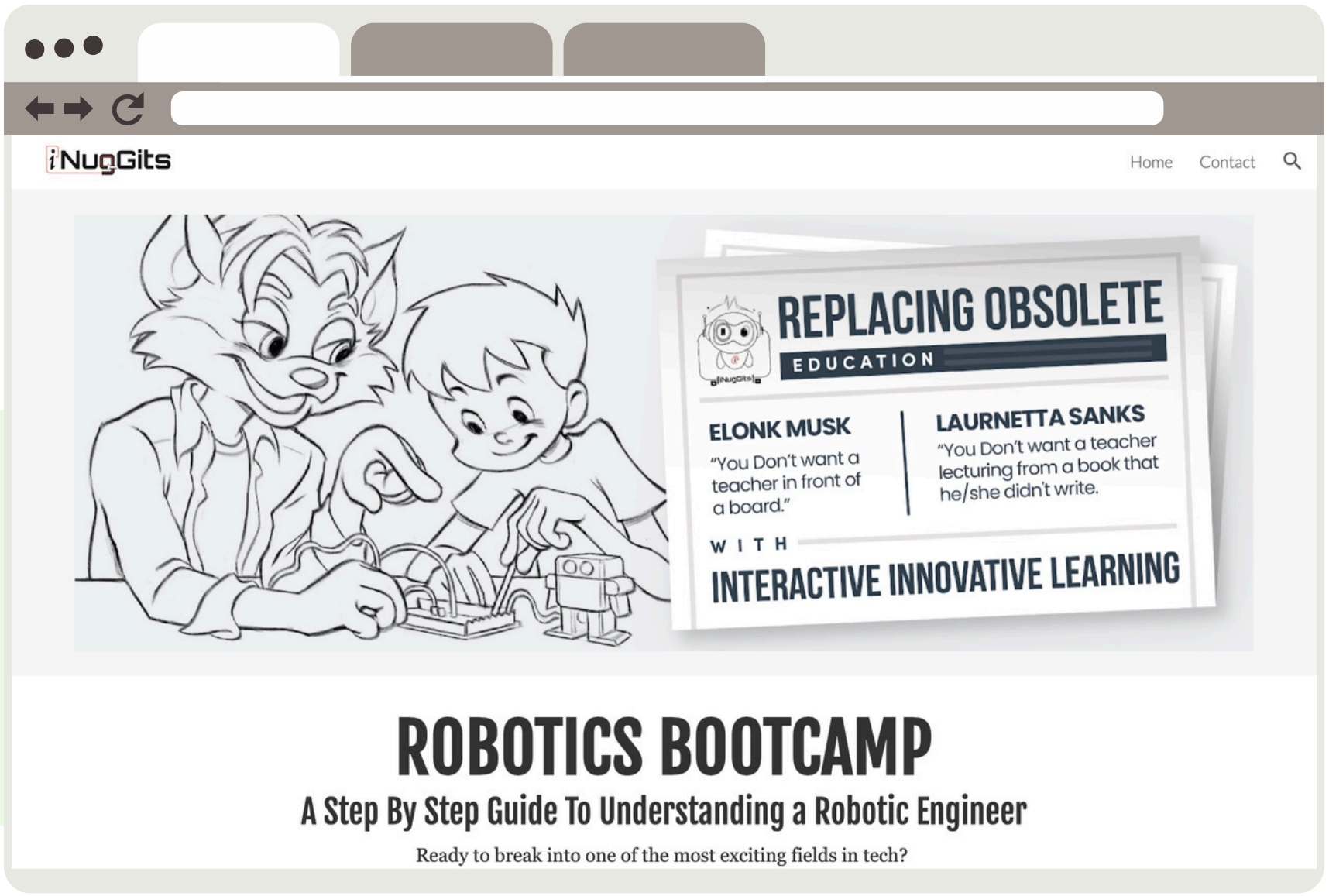
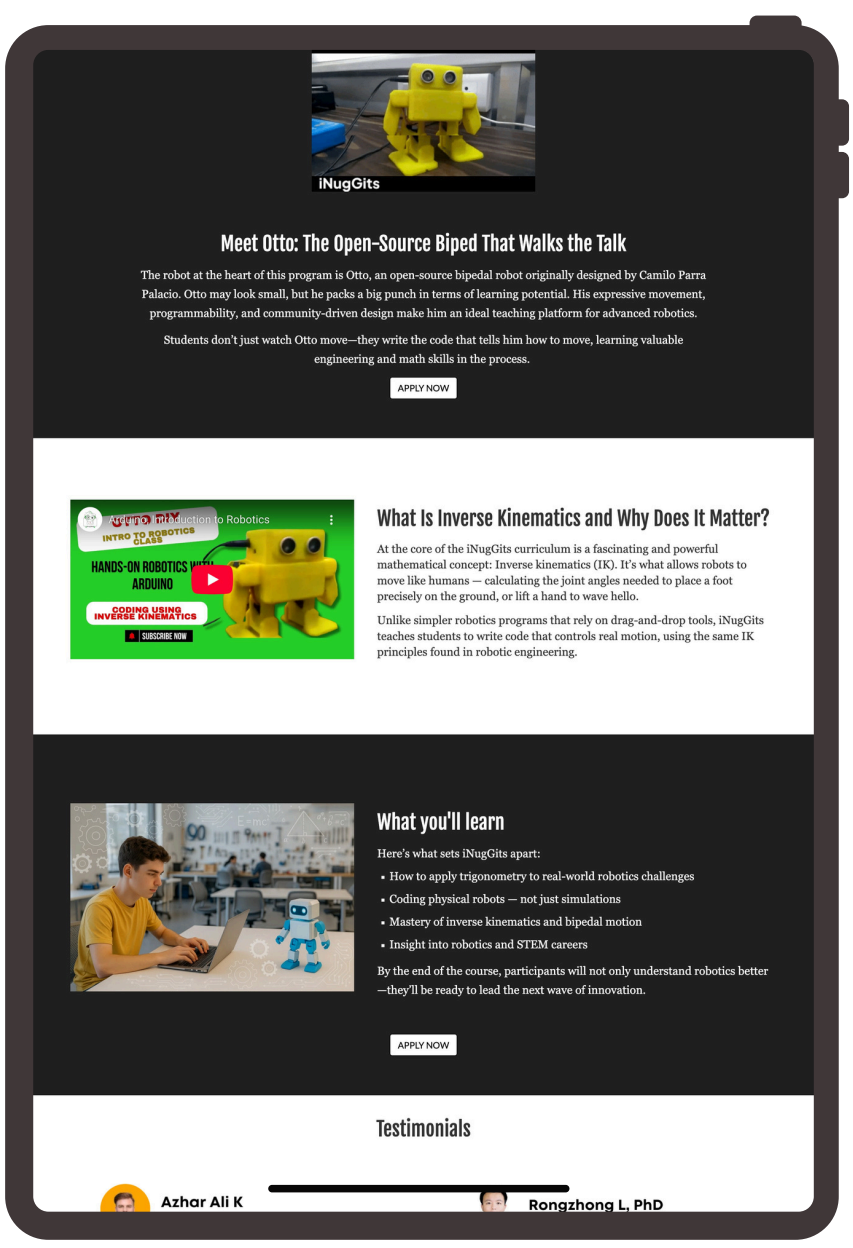
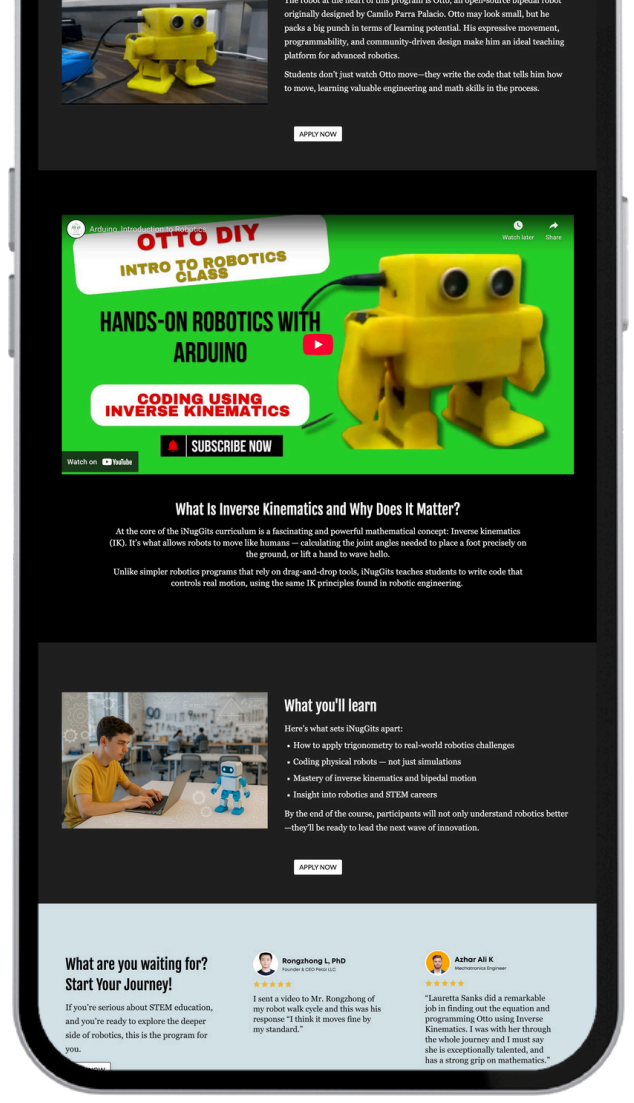
Robotics Course







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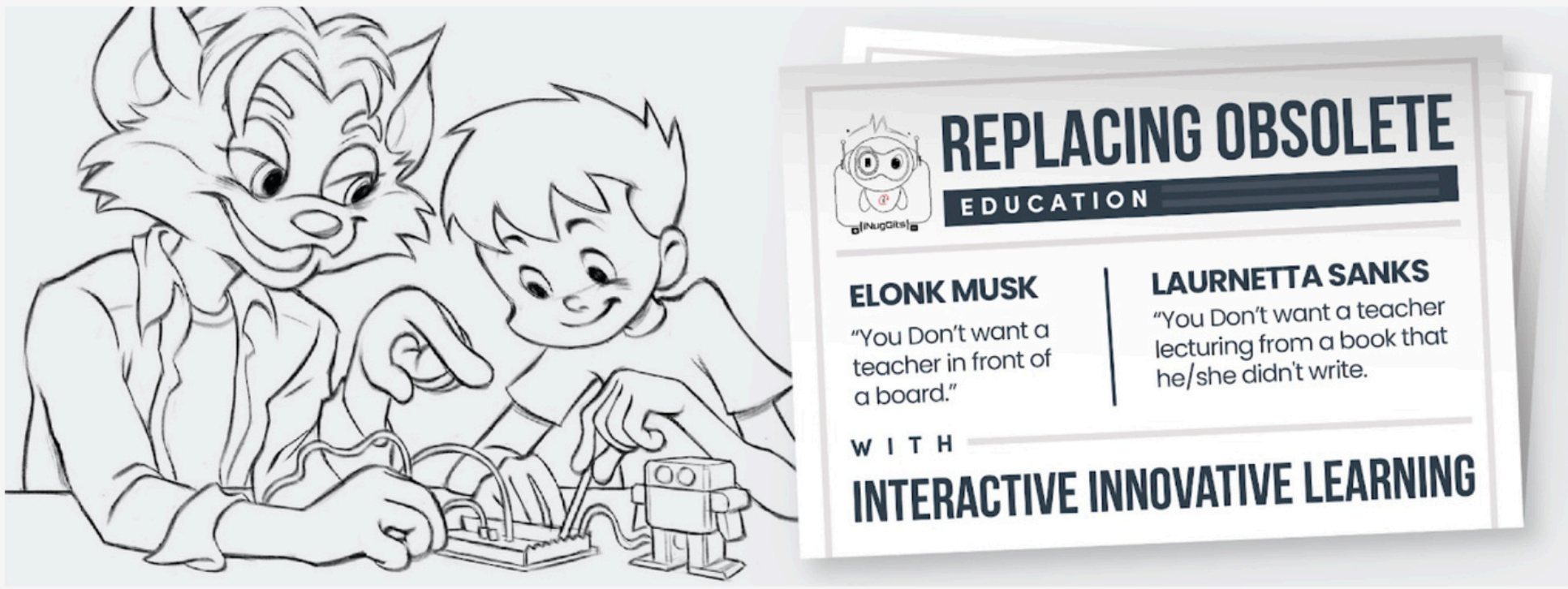
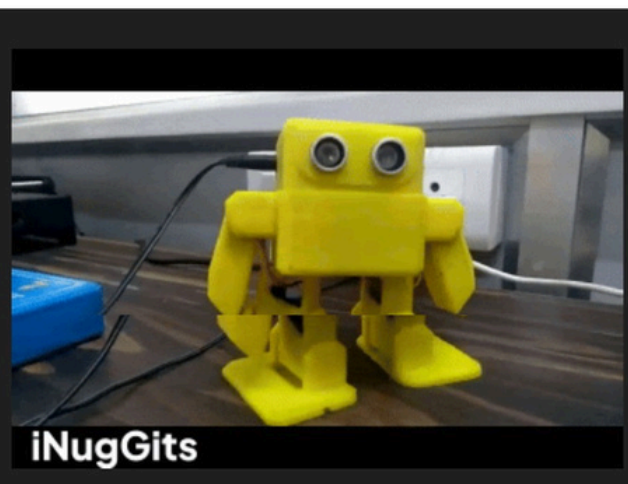


ROBOTICS BOOTCAMP

A Step By Step Guide To Understanding a Robotic Engineer

Ready to break into one of the most exciting fields in tech?

The Robotics Bootcamp is your complete roadmap to launching a career in robotics—no experience required. Whether you're a student, a tech enthusiast, or looking to pivot careers, this course will guide you from the ground up.



Meet Otto: The Open-Source Biped That Walks the Talk

The robot at the heart of this program is Otto, an open-source bipedal robot originally designed by Camilo Parra Palacio. Otto may look small, but he packs a big punch in terms of learning potential. His expressive movement, programmability, and community-driven design make him an ideal teaching platform for advanced robotics.

Students don't just watch Otto move—they write the code that tells him how to move, learning valuable engineering and math skills in the process.

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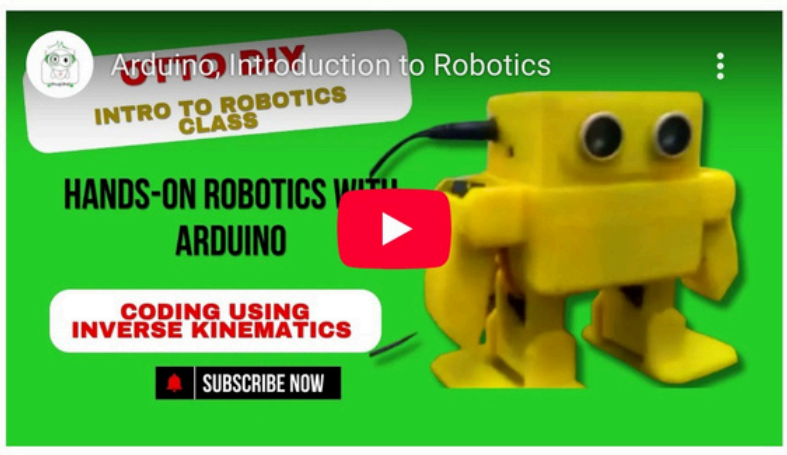

What Is Inverse Kinematics and Why Does It Matter?

At the core of the iNugGits curriculum is a fascinating and powerful mathematical concept: Inverse kinematics (IK). It's what allows robots to move like humans — calculating the joint angles needed to place a foot precisely on the ground, or lift a hand to wave hello.

Unlike simpler robotics programs that rely on drag-and-drop tools, iNugGits teaches students to write code that controls real motion, using the same IK principles found in robotic engineering.

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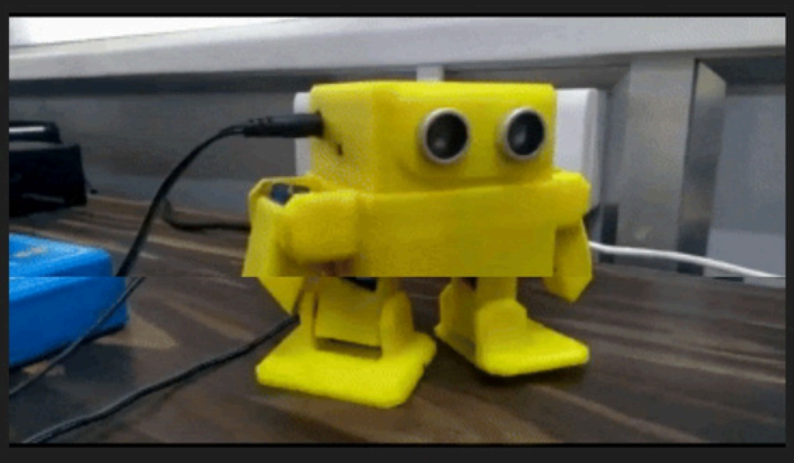

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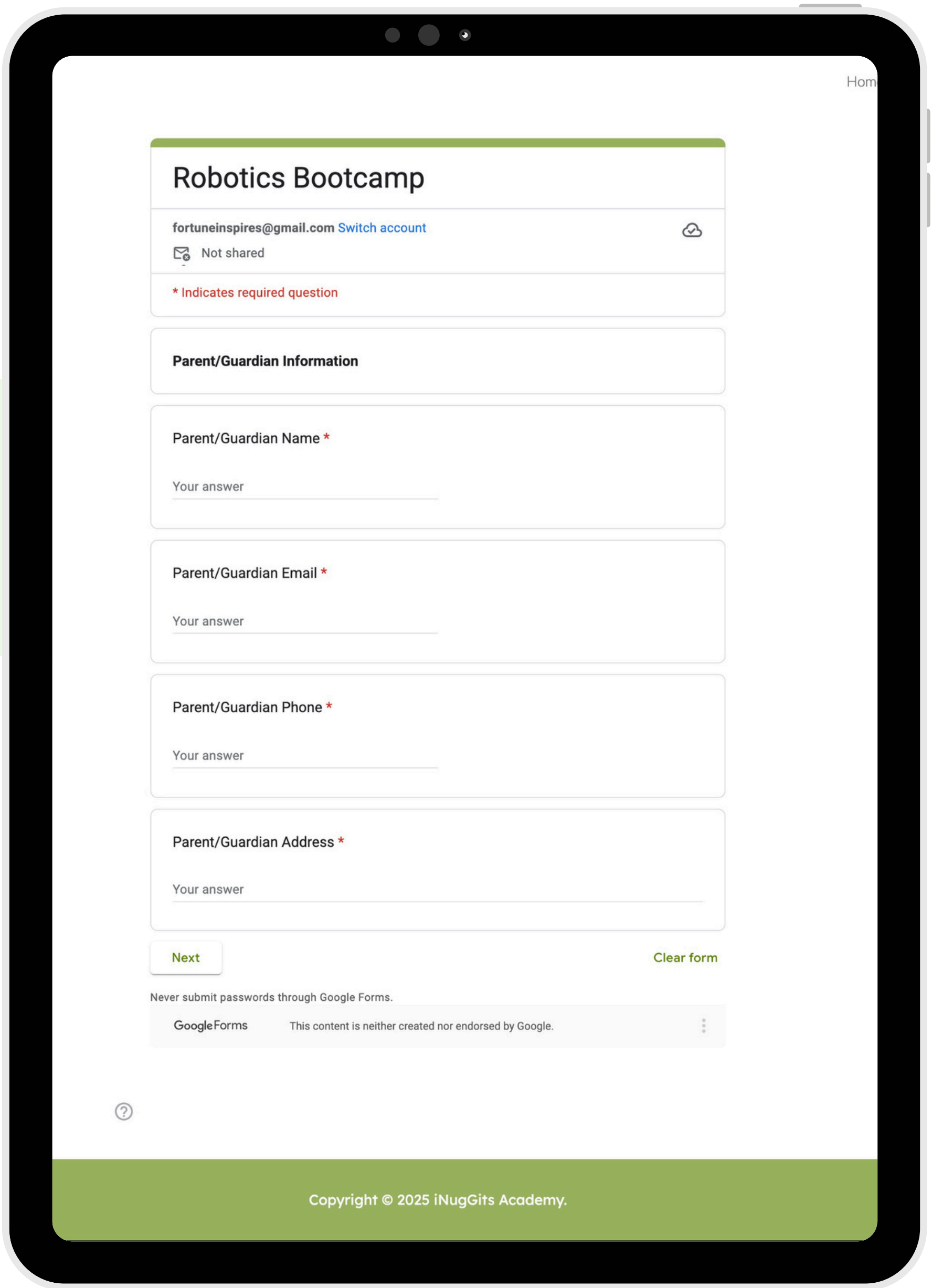

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