Parrot AR.Drone

When video games become reality

AR.Drone: When video games become reality

Imagine you are piloting an aircraft that flies like a dragonfly, and can see exactly what the pilot sees, thanks to video cameras. You can pilot it like a bird flies, leaning slightly. By tilting your iPhone slightly, you can pilot the drone. Release it, and it stabilizes in an instant.

Flying a robot is a unique experience. This mechanical bird uses its powerful on-board computer to detect targets which will become the enemies in a video game. All of the different elements complement each other: piloting the drone, and real elements, like the trees, folds of the land, wind, shapes that you recognize etc., to create a new genre: enhanced Augmented Reality video games

The AR.Drone project is the result of an exceptional technological development: The quadricopter: a helicopter that is extremely easy to fly. It is particularly unstable, but can be controlled by means of micromechanical accelerometers, combined with an ultra-powerful embedded Linux platform intended for mobile phones, and two video cameras. All of these technologies have been combined for the first time by Parrot's engineers to create the first fully-integrated enhanced Augmented Reality device: the Parrot AR.Drone.

Parrot will make available its AR.Drone platform to software developers at the CES 2010 trade show. The source code of the game demos presented at CES is available as open source software. It is already possible to join the community of software developers via the website www.ardrone.org.

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