

° OpenArm

fully **open-source** humanoid robot for physical Al research and deployment in contact-rich environments.



7DOFBimanual Arms

633mm

5.5kg Weight per Arm

6.0kg
Peak Payload per Arm

1kHz
CAN-FD Control

\$6,500Bill of Materials



Project Overview

website: overview and visuals

docs: assembly guide and SDK tutorials

github CAD, code, and issues!

website

openarm.dev

Contribution Guide

GitHub Issues

- enactic/openarm repo
- idea pool: project ideas, feature request, and tech issues.
- upvote, share ideas, and pickup unassigned issues

Discord

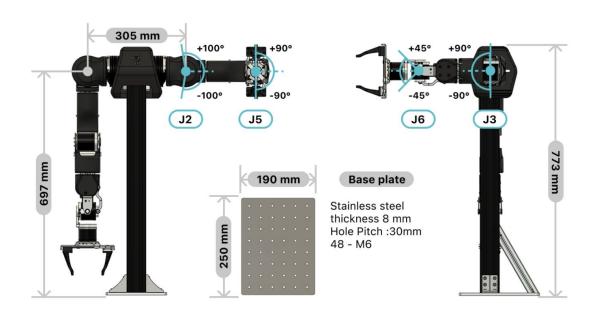
connect and collaborate



Hardware

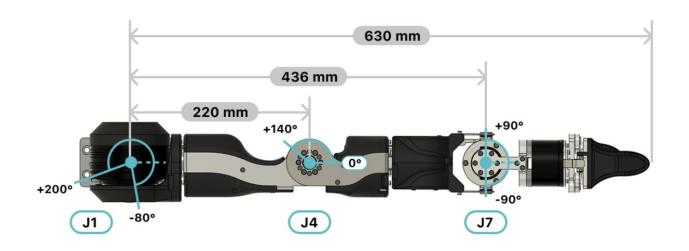


General Dimensions





General Dimensions





Payload Definition

Nominal Payload



Two types of payload measurement experiments were conducted to more clearly demonstrate the payload

Peak Payload





Motor Specifications

Configuration based on QDD motors





Make your own OpenArm

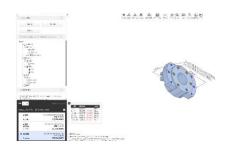




Procuring Components

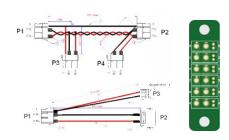
Mechanical Hardware Electrical Hardware

Model Numbers Provided!





Drawings Provided!







Motors

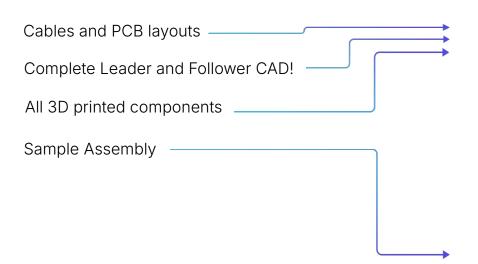


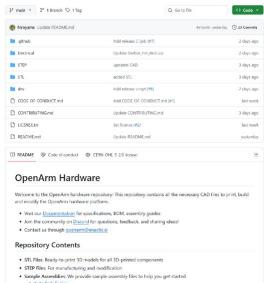
Enactic



All CAD and Electrical Drawings are on GitHub

Easy to reference, edit, and manufacture!

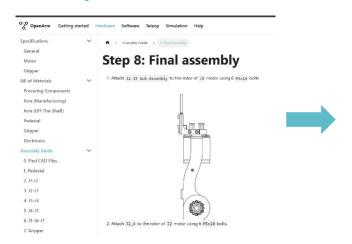


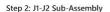




Assembly Guide

Easy to assemble!





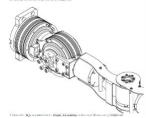


Step 5: J4-J5 Sub-Assembly

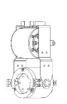












Step 3: J2-J3 Sub-Assembly



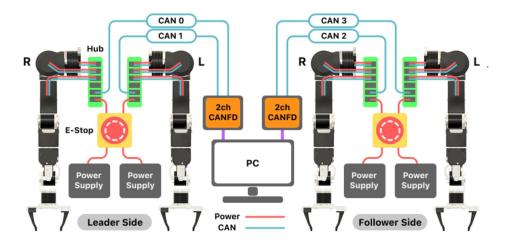
Step 4: J3-J4 Sub-Assembly



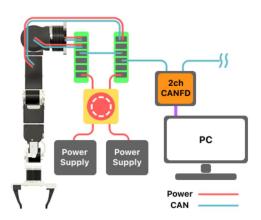


Wiring and Installation

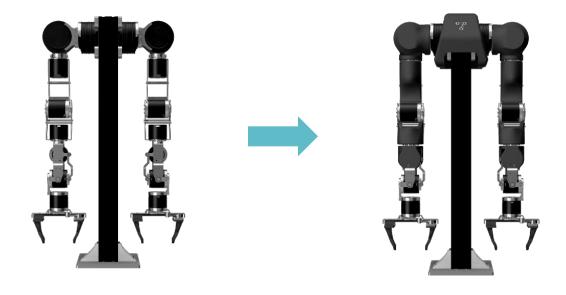
Only 5 cables per arm!



Higher Payload!



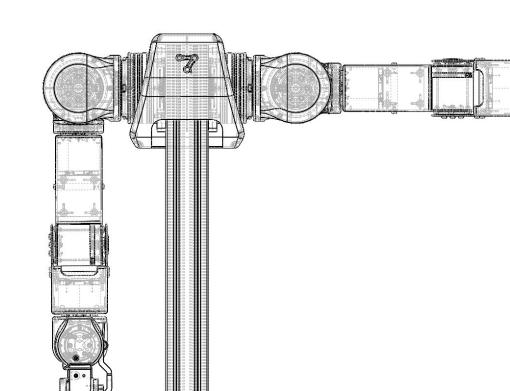
° Casing



Software

Software items

- Robot Description
- CAN Communication Library
- ROS2 Integration
- Teleoperation

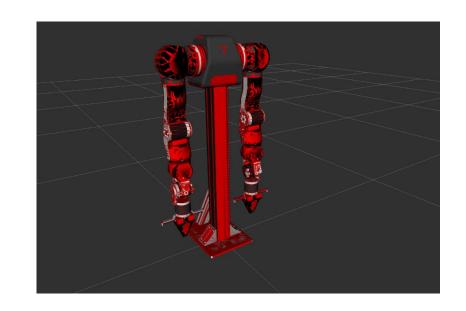




Robot Description

Modularized URDF

- Parameterized xacros for easy configuration
- Designing by components like "arm", "body", and "hand" improves scalability.
- Already tested by KDL
- Simplified Collision model

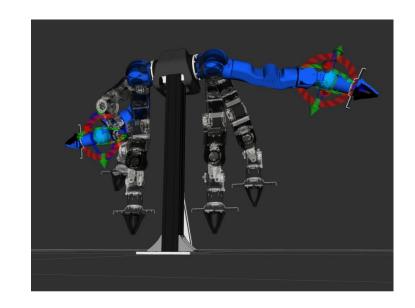




ROS2 Controller
Bridge the hardware and controllers

Movelt2

Allows advanced kinematics and motion planning



Teleoperation

- Leader-Follower Teleoperation
 - Gravity compensation
 - Bilateral control

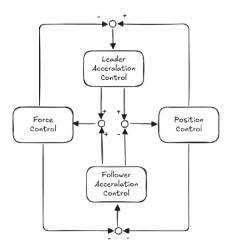


Fig: Bilateral control architecture





Teleoperation





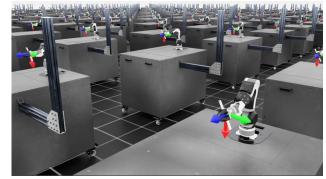
- VR Teleoperation
 - integration with Meta Quest 3 (coming soon!)



Simulation

Reinforcement Learning

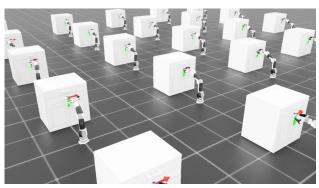
Experiments on Isaac Lab (coming soon!)



Reach



Lift cube



Open drawer

Simulation

Mujoco support (WIP)



