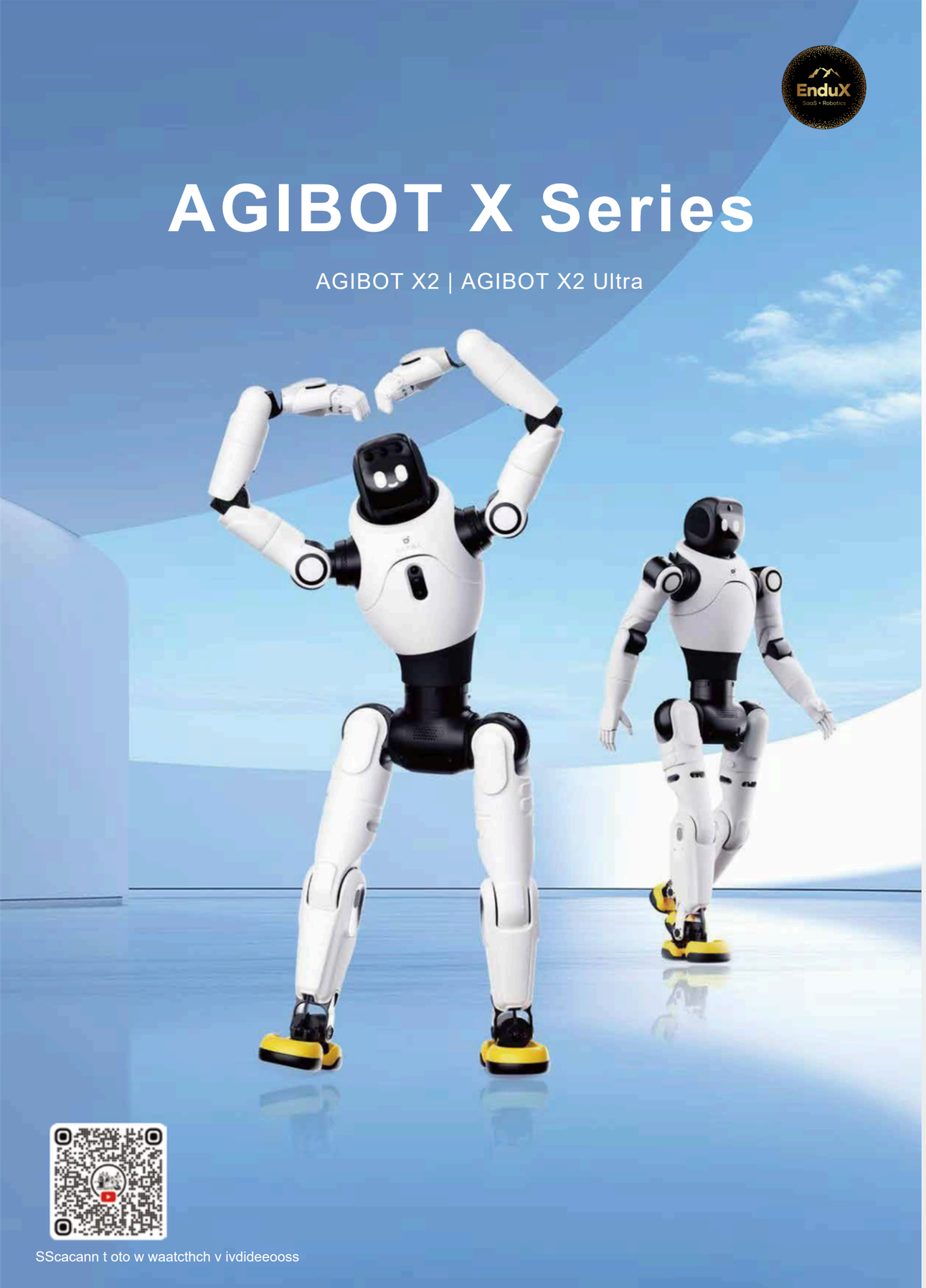
AGIBOT X Series

AGIBOT X2 | AGIBOT X2 Ultra



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AGIBOT X2

AGIBOT X2is a half-size humanoid robot engineered for the entertainment and commercial performance sector. It supportsawide varietyof full-bodymotion transitions and possesses a rich set of motion skills and preset motions, offering exceptional cost effectiveness. It features powerful multimodal capabilities in multimodal, proactive, and customizable interaction. Furthermore, its construction incorporates a flexible material shell and a compact, lightweight structure to ensure safety and reliability.

Specifications

Height	Weight	Intelligent perception	Total DOF	Arm DOF	Max end payload
131 cm	**35kg**	**Interactive RGB camera**	**25**	**5**	**3kg**

Max walking speed	Battery capacity	Battery life	Proactive interaction	Computing modules	Preset motion skills
2m/s	**500 Wh**	**2h**	**Yes**	**RK3588 (motioncontrol) RK3588S (interaction)**	**Yes**

Highlights

Dynamic interaction:Customized interaction | Multimodal interaction | Proactive interaction | Facial expressions | Touch response

- Interaction customization: real-time fully customizable robot persona, wake words, voice tones, and more to meet your task customization needs
- Proactive multimodal interaction: environment recognition, facial recognition of interaction targets, gesture recognition, and body pose recognition, enabling extensible skills such as proactive greetings and handshakes
- Animated expressions: 30+ robot animated facial expressions, showing its status in real time
- Touch response: equipped with touch sensors to affectionately respond to your gentle pat on its head
- Diverse interactive skills: sound source localization, sound-tracking head turn, target following and othercapabilities fordynamicand engaginginteractions

Versatile motion control:Full-body motion | Self-righting | Over 20 agile upper-body motions | Motion generation | Motion choreography

- Diverse preset motions: 20+ preset human-like and agile motions for task customization
- Effortless task customization: full-body motion transitions such as self-righting and sit-to-stand maneuvers; controllable via remote or mobile app by just one person
- Support LinkCraft: 0 code training for motion control, enabling action imitation, voice imitation and group control



Application Scenarios

Cultural & entertainment tourism ambassador
Intelligent interaction/Full-body dancing



In-store receptionist
Welcome host/greeter



Brand ambassador
Interaction/Appearance customization



AGIBOT X2 Ultra

AGIBOT X2Ultrapossessespowerfulcapabilitiesinmotion,interaction, and task intelligence. It can serve as anexhibitionguide,in-storereceptionist,cultural&entertainmenttourism ambassador, or research & education advocate,withavarietyofoptionalconfigurationsforyoutoexplore its applications and expand its capabilities.

Specifications

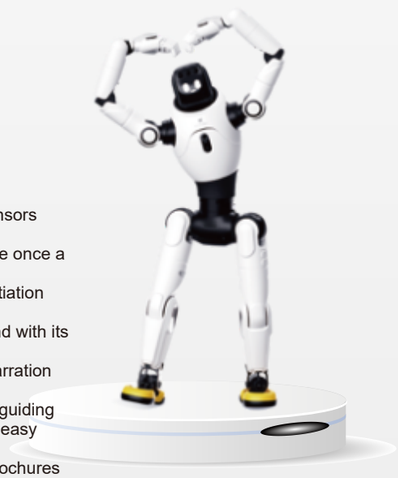
Height	Weight	Intelligent perception	Total DOF	Arm DOF
131 cm	**39 kg**	**Interactive RGB Camera + Binocular RGB Camera + RGBD Camera + LiDAR + Rear RGB Camera**	**30**	**7**

Max end payload	Max walking speed	Battery capacity	Battery life	Proactive interaction	High-performance computing module	Secondary development
3 kg	**2 m/s**	**500 Wh**	**2h**	**Yes**	**NVIDIA Orin NX 16GB**	**Yes**

Highlights

Available options & accessories: End effectors | Beyond-visual-range teleoperation | Charging station

- Optional dexterous hands and grippers to fully meet your task customization needs
- Autonomous routing and navigation back to the charging station (optional)
- Optional VR teleoperation accessories for beyond-visual-range control with zero-delay audio/video sync, enabling remote avatar applications



Autonomous narration: Proactive greeting | Tour guidance | Autonomous Q&A | Convenient toolchain

- Provided with RGBD, interactive RGB, binocular RGB, rear RGB cameras, as well as sensors such as LiDAR; one-time mapping for exhibition hall guidance
- Features navigation with obstacle avoidance capabilities to autonomously re-plan its route once a moving or static obstacle is detected
- Facial recognition and greeting message customization, and ice-breaker conversation initiation with strangers
- Over 30 facial expressions and a wide range of semantically-rich gestures that correspond with its narration
- Open-ended Q&A based on a knowledge base, with continuously updated multilingual narration modes
- Built-in exhibition hall presentation toolchain: allows you to effortlessly generate and edit guiding motions and scripts; supports random addition/deletion of expressions and motions, with easy setup of voice tone, walking speed, duration, positioning, and motion choreography
  Task customization, such as grasping and delivering items like drinks and promotional brochures
- Support LinkCraft: 0 code training for motion control, enabling action imitation, voice imitation and group control

Application Scenarios

Exhibition guide

Tourguidance/narration



In-store receptionist

Intelligent interaction/Proactivegreeting/Taskcustomization



Brand ambassador

Interaction/Appearance/Taskcustomization

