Incremental development

2012 2013 2014 2015



Protei 1m Remotely controlled
For hobbyists, kids, hackers
To put our technology in the hands of our community
Sold for under 500 USD



Protei 1m Autonomous
For ocean sensing, for scientists, engineers.
To detect oil spills, measure radioactivty, map coral reefs, study algae blooms, monitor fisheries, provide general ocean ographic data, communication with underwater vehicles.
Sold for under 1000 with USD



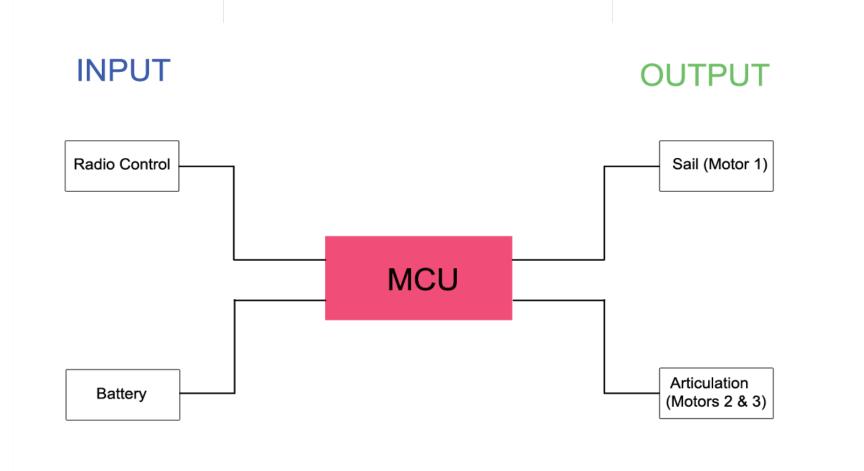
Protei 6m manned
For sailors
To develop high performance hulls, pushing the limits of the technology.
Sold for under 5000 USD

Protei 6m autonomous
For ocean sensing and cleaning. Carrying large and heavy payload, cleaning oil spills, collecting plastic debris, oil spills, measure radioactivty, map coral reefs, study algae blooms, monitor fisheries, provide general ocean ographic data, communication with underwater vehicles.

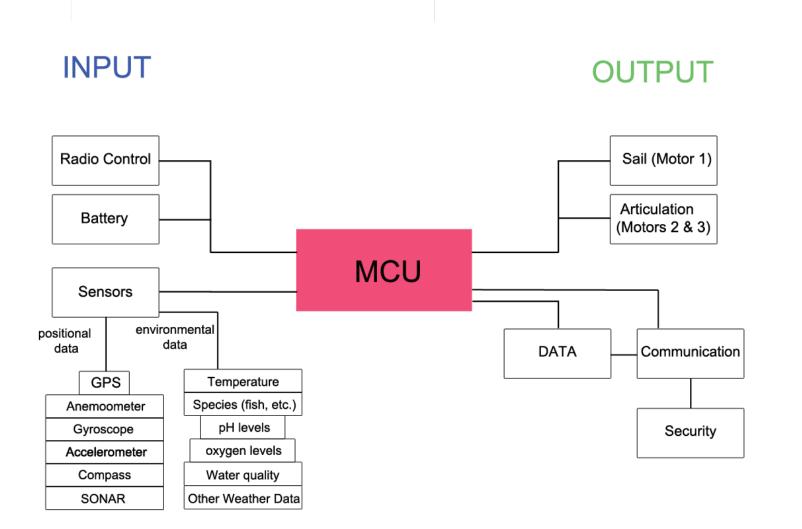
Sold for under 20'000 USD

Protei architecture evolution

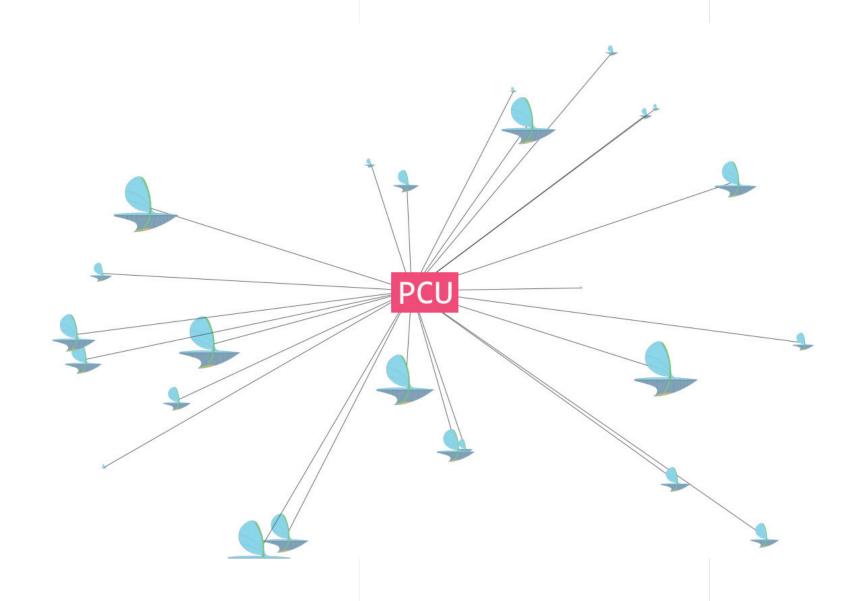
Remote contolled Autonomous Centralised De-centralised



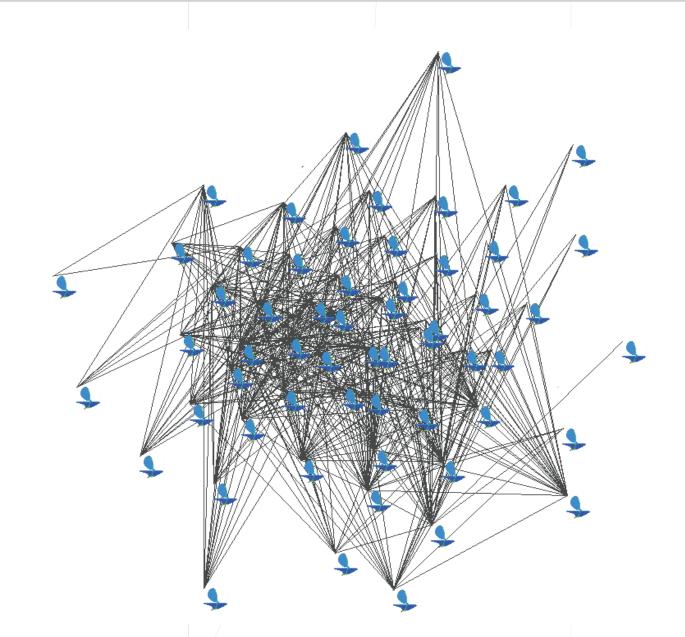
In the early stages Protei is simply remotely controlled. 2 channels going through a Micro-controller (MCU) one for the hull, one for the sails.



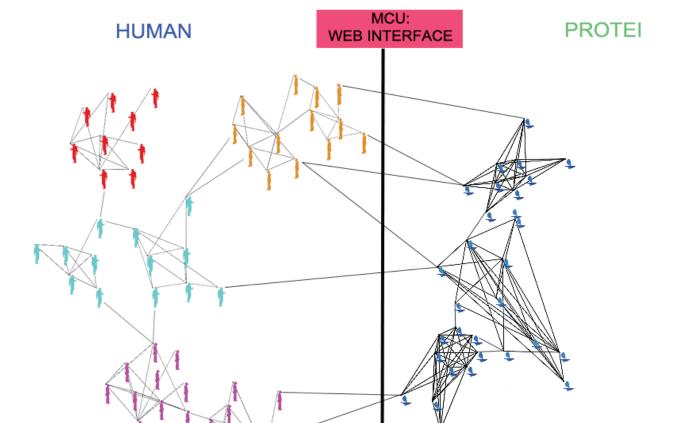
Next stage would be to implement environmental sensors on board of Protei giving it the capacity to make autonomous decisions based on real-time environmental data.



The fleet of Protei would be controlled via a central computer most likely situated on a mothership, the Programmable Coordination Unit (PCU).



Each Protei is capable of decision making and communicate to all other Protei. It a wireless mesh network of free agents.



Gaming network

The fleet of Protei is operating autonomously but groups of humans can overide and take control over either one or multiple Protei units to perform specific tasks.

Communications & Computation

Remote control







XBee













Iridium







Arduino

BeagleBone

Rasperry π

Android

OUYA Gamers

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