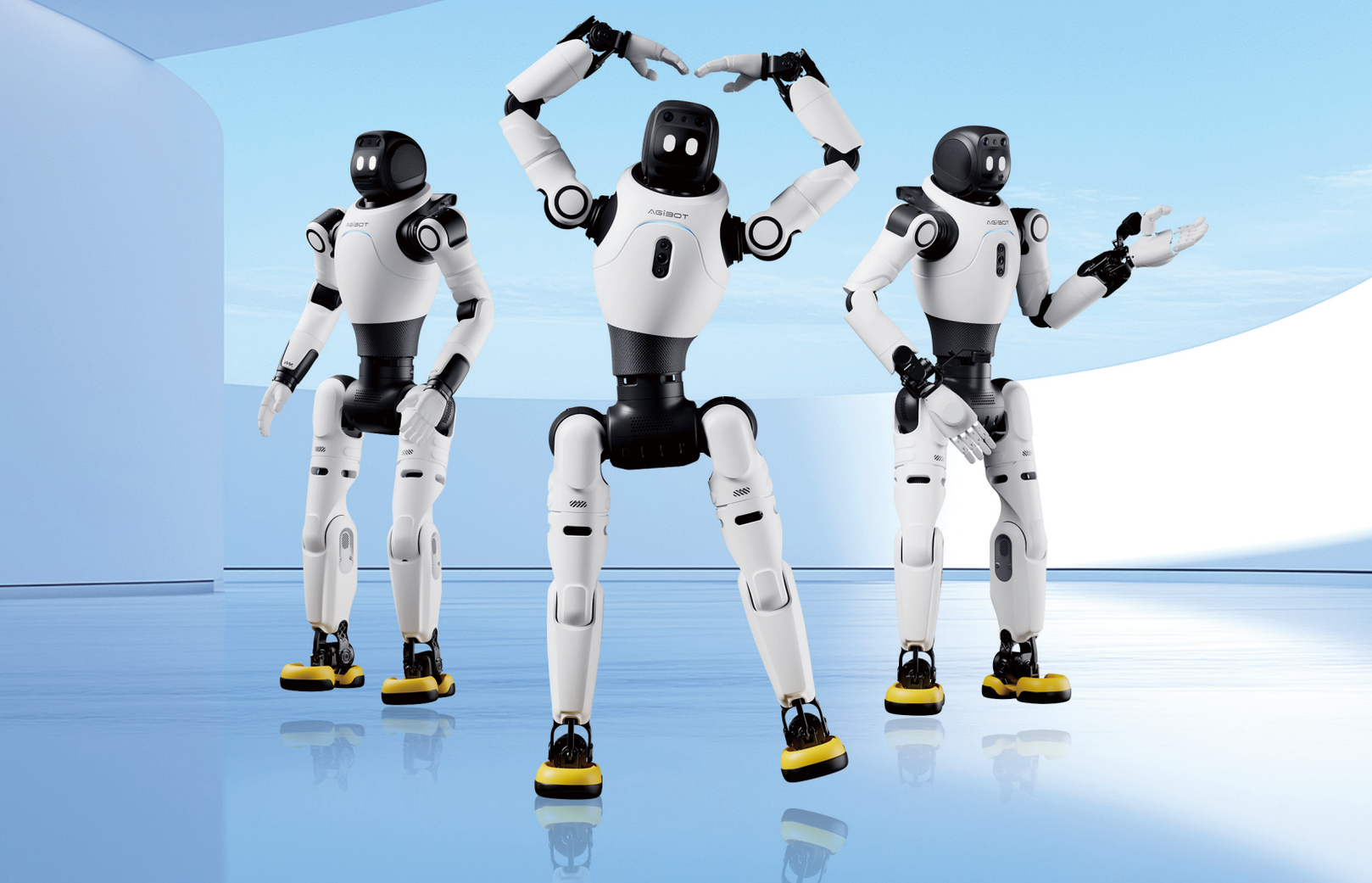
AGIBOT X Series

AGIBOT X2 Ultra | AGIBOT X2 | AGIBOT X2 REC | AGIBOT X2 EDU



Scan to watch videos

AGIBOT X2 Ultra

AGIBOT X2 Ultra features powerful capabilities in motion, interaction, and task intelligence. It is tailor-made for guided tours and retail, guided performances, or research & education scenarios, with a variety of optional configurations, enabling broader scenario expansion and flexible application exploration.

Specifications

Height	Weight	Intelligent Perception	Total DOFs	DOFs per Arm	Max End Effector Payload
131 cm	**39 kg**	**Interactive RGB Camera + Binocular RGB Camera + RGBD Camera + LiDAR + Rear Camera**	**30**	**7**	**3 kg**

Max Walking Speed	Battery Capacity	Endurance	Proactive Interaction	High-Performance Computing Module	Secondary Development
2 m/s	**500 Wh**	**2 h**	**Supported**	**NVIDIA Orin NX 16GB**	**Yes**

Highlights

Extensive Optional Configurations:

End effectors | Charging dock | BVLOS teleoperation

- Flexible end effector configuration: Optional dexterous hands and grippers to meet operational needs and adapt to customized application scenarios
- Autonomous recharging: Optional charging dock, enabling autonomous navigation and path planning for automatic return and recharging, forming a closed-loop operation
- BVLOS teleoperation: Optional VR teleoperation accessories, enabling zero-latency audio-video synchronization for BVLOS remote operation and remote avatar applications



Autonomous Intelligence:

Efficient mapping | Navigation & obstacle avoidance | Autonomous explanation and Q&A

- Multi-dimensional mapping: Equipped with RGBD cameras, interactive RGB cameras, binocular RGB cameras, rear RGB cameras, and LiDAR; a single mapping process enables deployment for exhibition hall guidance
- Route planning and obstacle avoidance: Equipped with autonomous path planning and navigation with obstacle avoidance, capable of detecting both dynamic and static obstacles
- Proactive greeting, explanation, and Q&A: Supports facial recognition and proactive greeting for strangers, knowledge base Q&A, and multilingual explanation, as well as 30+ facial expressions and a wide range of explanatory gestures, enabling an integrated "greeting - explanation - Q&A" service
- Effortless customization: Built-in exhibition hall presentation toolchain, enabling zero-threshold creation and editing of explanation actions and scripts, with support for customizable expressions, motions, voice, walking speed, duration, positioning, and motion sequencing
- Compatible with LinkCraft: Zero-code training for motion control, enabling action imitation, voice narration, and group control and coordinated performance
- Compatible with LinkSoul: Interaction customization with personalized robot personas, wake words, voice tones, and more supporting customized business application requirements

Application Scenarios

Store Greeting and Retail Guidance

Dynamic interaction, customer greeting, and personalized shopping assistance



Customer Attraction and Guidance

Customer attraction and interaction, queue management, and autonomous customer guidance



Research and Education

Rich interfaces for secondary development and a stable robotic platform



AGIBOT X2

AGIBOT X2 is a half-size humanoid robot engineered for entertainment and commercial performance scenarios, delivering exceptional cost-performance. It supports a wide range of full-body motion switching, with rich motion capabilities and multiple preset actions. It features strong multimodal interaction, proactive interaction, and customizable interaction capabilities, and adopts a flexible material shell with a compact, lightweight structure, ensuring safe and reliable operation.

Specifications

Height	Weight	Intelligent Perception	Total DOFs	DOFs per Arm	Max End Effector Payload
131 cm	**35 kg**	**Interactive RGB Camera**	**25**	**5**	**3 kg**

Max Walking Speed	Battery Capacity	Endurance	Proactive Interaction	Computing Module	Built-in Motion Skills
2 m/s	**500 Wh**	**2 h**	**Supported**	**RK3588 (motion control) RK3588S (interaction)**	**Yes**

Highlights



Dynamic Interaction:

Customized interaction | Multimodal interaction | Facial expressions | Touch feedback

- Customized interaction: Compatible with LinkSoul, enabling personalized configuration of robot persona, wake words, voice tone, and more, supporting customized business application needs
- Proactive multimodal interaction: Equipped with environment recognition, human facial recognition, gesture recognition, and body movement recognition, enabling extended capabilities such as proactive greeting and handshake interactions
- Animated expressions: Over 30 facial expression animations, effectively conveying the robot's status
- Touch feedback: Supports head-touch-triggered voice interaction feedback
- Diverse interactive skills: Supports multilingual interaction, motion control commands, singing, Chinese idiom chain games, and ancient poetry recitation, enabling engaging and dynamic interactions

Rich Motion Control:

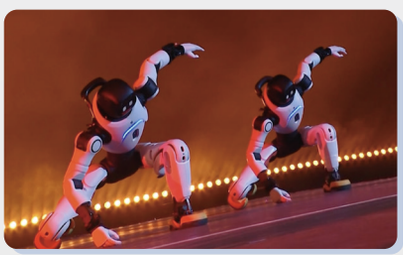
Full-body motion | Self-righting from lying position | Motion generation | Motion choreography

- Diverse preset motions: 20+ preset motions with human-like and agile movement, enabling easy deployment
- Single-person operation: Supports full-body motion transitions such as self-righting from lying and sit-to-stand; with control via remote or mobile app, enabling single-operator deployment
- Compatible with LinkCraft: Zero-code training for motion control, enabling action imitation, voice narration, etc.
- Fleet control toolchain: Supports coordinated performance across multiple robots, enabling more efficient and flexible group choreography
- Premium performance resources: Offers trendy dance routines, high-energy martial arts, and advanced stunt performances, providing one-stop support for entertainment and commercial performance scenarios

Application Scenarios

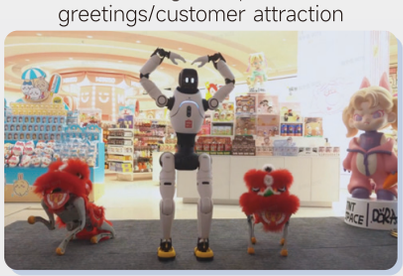
Cultural & Entertainment Tourism

Full-body dance / martial arts and stunts



Customer Attraction

Welcoming host/proactive greetings/customer attraction



IP Ambassador

Interaction customization/skin customization



AGIBOT X2 REC

AGIBOT X2 REC is purpose-built for data acquisition scenarios, equipped with extensive teleoperation devices and supporting integration with Genie Studio, providing a one-stop "acquisition–training–testing–deployment" data acquisition solution. It enables robots to learn while executing tasks in real-world environments, efficiently collecting high-quality data and accelerating the R&D iteration and real-world deployment of embodied intelligence models.

Specifications

Height	Weight	Intelligent Perception	Total DOFs	DOFs per Arm
131 cm	**40 kg**	**Interactive RGB Camera + Binocular RGB Camera + Head RGBD Camera + LiDAR + Rear Camera + Wrist RGBD Camera**	**30**	**7**

End Effector	VR Teleoperation	Max End Effector Payload	High-Performance Computing Module
OmniHand OmniPicker 3	**VR Headset + Handheld Controller + Motion Tracking Sensor**	**3 kg**	**NVIDIA Orin NX 16 GB**

Highlights

Full-Body Teleoperation:

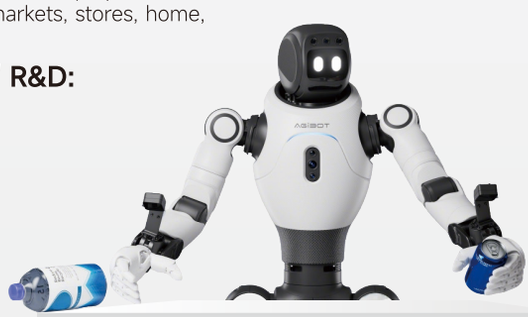
Full-body motion control foundation model | Multi-end-effector compatibility | Rich perception matrix | Data acquisition 2.0

- Full-body motion control foundation model: Unified coordination of upper limbs, lower limbs, torso, and end effectors, enabling more natural teleoperation and more stable task execution
- Multi-end-effector compatibility: Supports dexterous hands or grippers, compatible with homogeneous and heterogeneous data acquisition setups, balancing fine manipulation, general grasping, and task expansion capabilities
- Rich perception matrix: Integrates multiple sensors, including RGB cameras on the head, chest, and back, RGBD cameras on the head and wrists, LiDAR, and IMU, supporting environment perception, motion capture, localization and navigation, and fine manipulation
- Data acquisition 2.0: The industry's first half-size humanoid data acquisition solution deployable in real-world scenarios, supporting full-body control, single/multi-person data acquisition across supermarkets, stores, home, and other application scenarios

Closed-Loop "Acquisition - Training - Testing - Deployment" R&D:

One-stop platform | BVLOS data acquisition | Large-scale training

- One-stop platform: Integrates with the Genie Studio embodied AI development platform, providing full-stack capabilities across data acquisition, training, simulation, and deployment
- BVLOS data acquisition: Supports both line-of-sight and BVLOS data acquisition via a self-developed VR app, enabling cross-space and long-distance data acquisition
- Large-scale training: Million-scale real-world and simulation datasets, covering 100+ real-world scenarios across five major industries, enabling end-to-end workflows for model training, fine-tuning, quantization, and deploymen

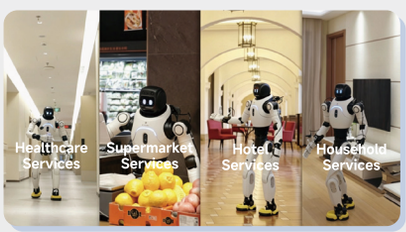


Application Scenarios

Data Acquisition in the Data Collection Site



Real-World Data Acquisition and Application



AGIBOT X2 EDU

AGIBOT X2 EDU is purpose-built for research, education, and hands-on training scenarios. Easy to get started with, safe, and reliable, it focuses on robot assembly and disassembly as well as software secondary development. With upgraded overall product quality and enhanced robot motion-control training capabilities, it is well suited for assembly and debugging, engineering practice, and component kit procurement.

Specifications

Height	Weight	Compute and Sensor Add-ons	Total DoFs	DoFs per Arm	Max End Effector Payload
130 cm, including dummy head	**35kg**	**Supported**	**29**	**7**	**3kg**

Max Walking Speed	Battery Capacity	Endurance	End-to-end Assembly & Disassembly	Compute Module	Software Secondary Development
1.8m/s	**500Wh**	**2h**	**Supported**	**RK3588 x 1**	**Supported (motion-control development)**

Highlights



Sales Type: Components
Post-assembly: Complete Machine

Flexible Integration:

Configurable End Effectors | Versatile Sensor Integration | Custom Compute Expansion

- Configurable End Effectors: Supports optional grippers, dummy hands, and dummy fists to meet different research needs, including grasping and interaction
- Versatile Sensor Integration: Built-in power and data interfaces make it easy to connect external devices and support diverse teaching and research applications
- Custom Compute Expansion: Supports user-defined advanced development boards, enabling more efficient advanced development

Full-stack Extensibility:

Developer-ready Software and Hardware | Core Motion-control Interface Access | Customizable Exterior Components

- Developer-ready Software and Hardware: Enables control development for joints, grippers, and related actuation units, supporting embedded development, mechatronic system integration, and more
- Core Motion-control Interface Access: Supports secondary development for robot motion control, enabling flexible motion-control experiments
- Customizable Exterior Components: Supports appearance design, structural modification, and personalized customization for teaching, competitions, demonstrations, and research projects

End-to-end Teaching Support:

Course Resources | Consumables Support

- Complete Product Design and Assembly Guide: Provides full product design and assembly guides, along with instructional videos, to help users get started quickly with minimal learning barriers
- Consumables Support: Provides a consumables list to reduce time spent on material selection, procurement, and maintenance, improving continuity in teaching and hands-on training

Application Scenarios

Robotics STEM Education



Robot Platform for Robotics Competitions



Assembly, Debugging, and Maintenance Training

