

(19) World Intellectual Property Organization  
International Bureau



(43) International Publication Date  
20 September 2007 (20.09.2007)

PCT

(10) International Publication Number  
**WO 2007/106345 A2**

- (51) International Patent Classification:  
A63F 13/02 (2006.01)
- (21) International Application Number:  
PCT/US2007/005726
- (22) International Filing Date: 7 March 2007 (07.03.2007)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:  
60/781,415 10 March 2006 (10.03.2006) US
- (71) Applicant and  
(72) Inventor: **GOBINDRAM, Kash** [US/US]; 7 Victoria Drive, Amityville, NY 11701 (US).

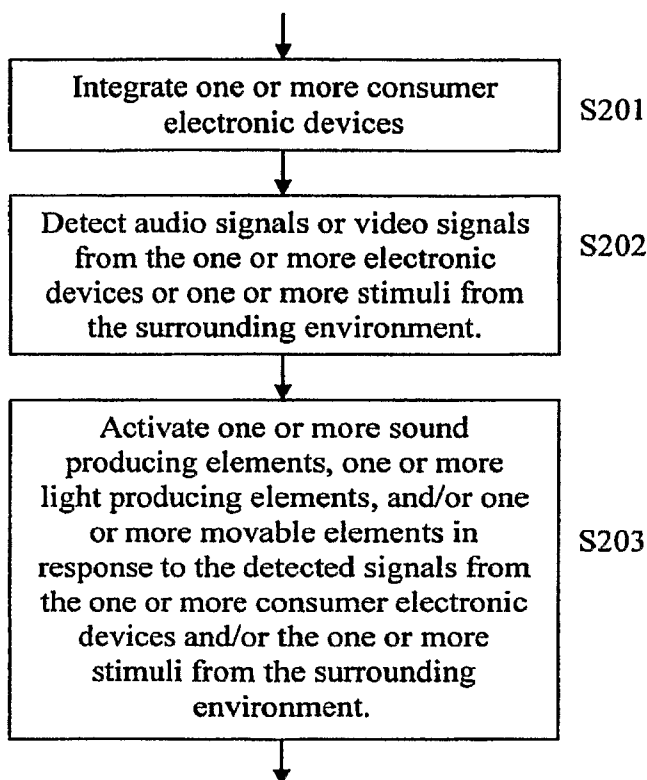
- (81) Designated States (*unless otherwise indicated, for every kind of national protection available*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, LA, LC, LK, LR, LS, LT, LU, LY, MA, MD, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RS, RU, SC, SD, SE, SG, SK, SL, SM, SV, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, ZA, ZM, ZW.
- (84) Designated States (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, LV, MC, MT, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

- (72) Inventor: **CUMMINGS, Jerry**; 35 Chateau Circle, Marlton, NJ 08053 (US).
- (74) Agent: **ZIVIN, Norman, H.**; Cooper & Dunham LLP, 1185 Avenue Of The Americas, New York, NY 10036 (US).

**Published:**  
— *without international search report and to be republished upon receipt of that report*

*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*

(54) Title: ANIMATED CONSUMER ELECTRONICS SYSTEM



(57) Abstract: One or more consumer electronic devices are integrated with an animated system. The animated system produces sound, light and/or motion upon detection of signals from one or more consumer devices and/or stimuli from a surrounding environment. The system includes a housing in the shape of a figure.

WO 2007/106345 A2

5

## **ANIMATED CONSUMER ELECTRONICS SYSTEM**

### **BACKGROUND**

10

#### **REFERENCE TO RELATED APPLICATIONS**

The present disclosure is based on and claims the benefit of Provisional Application 60/781,415 filed March 10, 2006, entitled "Animated Docking System for Consumer Electronics," the entire contents of which are herein incorporated by reference.

15

#### **FIELD OF THE INVENTION**

The present disclosure relates generally to the field of consumer electronics, and more particularly, to an animated consumer electronics system.

#### **BACKGROUND OF THE INVENTION**

Consumer entertainment is a popular industry that has grown significantly in recent years with advances in the field of electronics. For example, digital technology has increased the demand for consumer electronic devices, such as television, DVD recorders, DVD players, video players, portable music players (such as MP3 players), personal computers, digital cameras, cellular phones, video games, stereos and other home entertainment system components.

25

The popularity of consumer electronic devices has resulted in home entertainment systems that fully integrate one or more consumer electronic devices to provide for

convenient usage. For example, a television can be integrated with a DVD player so that a user can completely control both the television and the DVD player, or any other consumer electronic device.

Robots are mechanical devices that operate autonomously and are capable of performing movements by responding to certain external or internal stimuli. There are many different types of robots, for example, robots used for domestic purposes, such as cleaning the house and/or robots used for entertainment purposes, such as performing various tricks on command. Robots used for entertainment purposes are often referred to as mechanical interactive toys and are popular among adults and children.

Typical home entertainment systems that include one or more consumer electronic devices operate independently of robotic technology. Accordingly, there is a need for a system that provides an alternative to and improvement upon typical home entertainment systems by combining the features of one or more consumer electronic devices with robotic technology in a single system, such as, an animated fully integrated home entertainment system that responds to one or more internal and/or external stimuli.

### **SUMMARY OF INVENTION**

To these and other ends, the present invention contemplates an animated system for home entertainment. One or more consumer electronic devices are integrated into the animated system. The animated system, which may be in the shape of a toy, animal, human, vehicle or any other figures creates sound, light and/or motion upon detection of one or more signals from the consumer electronic devices and/or one or more stimuli from the surrounding environment.

## **BRIEF DESCRIPTION OF THE DRAWINGS**

The features of the present application can be more readily understood from the following detailed description with reference to the accompanying drawings wherein:

Figure 1 is a block diagram illustrating an animated consumer electronics system, according to one embodiment of the present invention;

Figure 2 is a flow chart illustrating a method for animating a consumer electronics system, according to one embodiment of the present invention;

Figure 3 is a perspective view of an animated consumer electronics system in the shape of a robot, according to one embodiment of the present invention; and

Figure 4 is a block diagram illustrating an animated consumer electronics system circuit, according to one embodiment of the present invention.

## **DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS**

The present invention provides methods and systems for animating a consumer electronics system.

Figure 1 is a block diagram illustrating an animated consumer electronics system, according to one embodiment of the present invention. The system includes one or more consumer electronic devices **11a**, **11b**, and **11c** one or more sound producing elements **12a**, **12b**, **12c**, a circuit **13**, light activating unit **14**, motion activating unit **15**, one or more light producing elements **16a**, **16b**, **16c**, one or more movable elements **17a**, **17b**, **17c**, and a display **19**, all contained within a housing **18**.

The one or more consumer electronic devices **11a**, **11b**, **11c** may include any and all of the following: television, DVD player, DVD recorder, VHS player, cable television receiver, satellite receiver, video camera, portable media player, digital camera, cellular

phone, clock, video game unit, stereo, microphone, computer (including keyboard), or any other consumer electronic device.

The one or more consumer electronic devices **11a, 11b, 11c** are connected to or enclosed within housing **18** and housing **18** incorporates the one or more sound producing elements **12a, 12b, 12c**, circuit **13**, light activating unit **14**, motion activating unit **15**, the one or more light producing elements **16a, 16b, 16c**, the one or more movable elements **17a, 17b, 17c** and display **19**. The consumer electronic devices may be freestanding and simply connected to the housing rather than enclosed therein.

Display **19** can be any type of display, for example, plasma screen, liquid crystal display (“LCD”), direct view cathode ray tube (“CRT”) display, rear projection CRT display, rear projection display, rear projection digital light processing display, rear projection LCD display, rear projection liquid crystal on silicon (“LCos”) display, computer screens, touch screens, personal digital assistant screens, cellular phone screens, etc.

According to an embodiment of the present disclosure, the housing **18** may be in the shape of a toy, animal, human figure, or vehicle having light emitting, sound and/or movable elements. For example, the housing may be in the shape of a person, rabbit, dog, robot, automobile, or robot. According to an embodiment, the housing may be in the shape of a cheerleader that will light up, move its pom-poms up and down and cheer when a team scores in a broadcast game shown on the display. Through light, sound and movable elements, the system responds to certain stimuli, such as changes in light changes, motion detection (for example, caused by people walking around), time changes, weather changes in the surrounding environment and/or various signals from the one or more consumer electronic devices, such as audio or video signals from game systems, cable or satellite systems,

portable media players, etc.

A method for animating consumer electronics, according to one embodiment of the present invention, will be discussed below with reference to Figures 1 and 2. The one or more consumer electronic devices **11a, 11b, 11c** may be integrated together (Step S201).  
5 According to an embodiment, the one or more consumer electronic devices **11a, 11b, 11c** may be connected to or used within a housing through a single controller that interconnects each device. For example, a cable or satellite receiver can be connected to the DVD player and the display so that a user can simultaneously watch and record broadcast programs. The circuit **13** detects signals from the one or more consumer electronic devices **11a, 11b, 11c** or  
10 one or more stimuli from the surrounding environment (Step S202). The light activating unit **14** and the motion activating unit **15** activate one or more sound producing elements **12a, 12b, 12c**, one or more light producing elements **16a, 16b, 16c** and/or one or more movable elements **17a, 17b, 17c** in response to the signals detected by the circuit **13** from the one or more consumer electronic devices **11a, 11b, 11c** and/or stimuli detected by the circuit **13**  
15 from the surrounding environment (Step S203). According to an embodiment of the present disclosure, the one or more sound producing elements **12a, 12b, 12c**, one or more light producing elements **16a, 16b, 16c** and/or one or more movable elements **17a, 17b, 17c** can be enabled or disabled at the user's command.

The animated system is preferably, but not necessarily, a complete device having  
20 mechanical, electrical and aesthetic features. For example, the mechanical features of the animated system may include a central frame and movable elements **17a, 17b, 17c** such as arms, legs, feet, head, doors, wheels, ears, paws, hair, tails, bodies, etc. For example, the electrical features may include a power source (such as, batteries, solar cells, transformers,

and electrical adaptors for electrical outlets), one or more consumer electronic devices **11a**, **11b**, **11c**, one or more sound producing elements **12a**, **12b**, **12c** (such as speakers), motion activating unit **15** (such as, a motor or other driving means), one or more movable elements **17a**, **17b**, **17c**, light activating unit **14**, one or more light producing elements **16a**, **16b**, **16c** (such as, light emitting diodes or other light emitting means), appropriate connecting means, and a circuit **13**. For example, the aesthetic features may include bright attractive colors and/or an exterior made of different textures and styles.

According to an embodiment, a universal remote control may be provided to manage and utilize the animated system. The universal remote control may contain a keypad, battery and an infrared signal to communicate with the animated system and may be used to control one or more consumer electronic devices, activate or deactivate the sound producing elements, light producing elements and/or movable elements, and/or set one or more conditions to trigger the activation of the sound producing elements, light producing elements and/or movable elements.

Figure 3 shows an animated system styled as a robot, according to an embodiment of the present disclosure. The housing is in the shape of a robot **30** positioned on a base **39**. One or more light producing elements **37**, **38** (such as, light emitting diodes (“LEDS”)), one or more sound producing elements **12a**, **12b** (such as, speakers) and one or more movable elements, such as eyeballs **31**, eyelids **32**, waist **33**, mouth **34**, head **35** and/or body **36** are in the housing. For example, body **36** which houses the display **19** can tilt with one or more degrees of freedom about the waist **33**. The eyelids **32** and mouth **34** can open and close either together or independently while the head **35** can rotate left, right, up and down. The eyeballs **31** may include one or more LEDs **38** and can move together or independently with

one or more degrees of freedom. The LEDs 37 can light up at the same time or independently of each other. The base 39 may include for example, a multi-media port 40, a DVD player 41 and/or multi-media access panel housing controls 42 for connecting and/or controlling one or more consumer electronic devices such as gaming systems, satellite and/or cable receivers, etc. to the animated system. According to an embodiment, the light producing elements can be pulse-width modulated for brightness control and the movable elements can be pulse-width modulated for speed control. In addition, position feedback may be used to indicate to the system the motor position, for example, of the one or more movable elements.

10 The animated system, as illustrated in Figure 3, may include a sleep mode whereby eyelids 32 and mouth 34 are closed, body 36 leans forward as if asleep, head 35 looks forward, LEDs 37 are shut off and sound producing elements 12a, 12b are turned off. Periodically, subtle quiet effects can initiate different animation schemes, including but not limited to the following: 1) eyelids 32 open, eye LEDs 38 gradually dim up and then dim  
15 down, eyelids 32 close, or 2) eyelids 32 open, eye LEDs 38 gradually dim up, head 35 slowly rotates left and right, eye LEDs 38 gradually dim down, and then eyelids 32 close, etc.

One or more sensors 43, 44, 45, 46 may be provided to detect certain environmental stimuli, such as, light changes, motion detection, changes in temperature, time changes, etc., according to an embodiment. According to an embodiment, light sensor 43 can detect overall  
20 light levels and the infrared sensor 44 and infrared emitter 45 pair can detect motion for input to the circuit 13 to determine whether or not to activate the sound producing elements, light producing elements and/or movable elements. For example, if the light reaches a predetermined level at a predetermined time of day or if the system detects motion while it is

in sleep mode, light sensor 43 or infrared sensor 44 may cause the system to “wake up” from its sleep mode and come to life by activating the one or more movable elements. For example, the system can open its eyelids 32 and move its mouth 32 while the sound producing elements 12a, 12b sound the words, for example, “good morning.” Sleep mode  
5 can be resumed after a user-settable time or a predetermined default time. It should be understood that any of the movable features 31-36 and LEDs 37, 38 may be activated when the animated system “wakes up.” According to an embodiment, in the case of motion and/or sound detection, eyeballs 31 can follow the motion or sound in the room and animation of the other movable elements 32-36 can continue as long as motion or sound is detected by the one  
10 or more sensors 43, 44, 45, 46.

Similarly, a sound detector may be provided to detect sound for input to circuit 13 to determine whether or not to activate the sound producing elements, light producing elements and/or movable elements. For example, a user may speak to the animated system and tell it to “wake up.” In response, the animated system may greet the user and ask the user what  
15 program he/she would like to watch.

Weather sensor 46 can detect and measure different temperature variables, including but not limited to, outdoor temperature, indoor temperature, barometric pressure, humidity, dew point, etc. According to an embodiment, the measured temperature variables may be displayed on display 19 even if the screen is in use, for example, by the DVD player. The  
20 sound producing elements, light producing elements and/or movable elements may be activated either by predetermined weather changes or user preset conditions. For example, if the temperature is above 80 degrees, LEDs 37, 38 may light up and the robot can tilt its body 36 from side to side while sound producing elements 12a, 12b sound the words, for example,

“time to go to the beach.”

According to an embodiment, the time may be displayed on display 19, regardless of whether or not the screen is in use, for example, by the DVD player. The sound producing elements, light producing elements, and/or movable elements may be activated by certain  
5 time conditions, for example, every hour and/or if one or more alarms are set. According to an embodiment, a user can set one or more alarms for different conditions, such as, an alarm for when a user desires to wake up, an alarm for when a user desires to take his/her medication, and/or an alarm for a scheduled appointment. Each of these alarms can be set by using, for example, by using the remote control or by a microphone 47 which can be plugged  
10 into the system in order for the user to tell the system exactly what the alarm is for. When the alarm is triggered, the animation can reflect the desired event. For example, if the user programs the system to be reminded to take his medication at 2:00 p.m., then at 2:00 p.m., the system will open its mouth 34 and say, “Say ahhh. Its time to take your medicine.” According to an embodiment, the alarms may be disabled entirely or for a specified period of  
15 time, for example, from the hours of 11:00 p.m. through 6:00 a.m. when a user is sleeping. According to an alternate embodiment of the present disclosure, the microphone 47 may be connected to the system and used for karaoke. The song lyrics may be shown on the display and the sound producing elements, light producing elements, and/or movable elements may be activated while a user sings into the microphone.

20 One or more signals from the one or more consumer electronic devices can be used to activate the sound producing elements, light producing elements, and/or movable elements. For example, a DVD player can play a movie or the cable/satellite receiver can broadcast television programs and the system can simultaneously activate the sound producing

elements, light producing elements and/or movable elements while the movie or program are playing. In addition, the system can activate the sound producing elements, light producing elements and/or movable elements while the DVD player is being controlled, for example, when the user either opens the DVD door, inserts a DVD, closes the DVD door, selects audio  
5 or video, and/or uses any standard control (play/stop/pause/previous/next/open-close door, etc.).

According to an embodiment, for example, the animated system includes a multi-media port 40 for receiving, for example, a portable media player device, such as an iPod® music player, as shown in Figure 3. In this embodiment, the animated system 30 can play  
10 audio files or video files from the iPod® music player through the one or more sound producing elements 12a, 12b, or display 19 and the system may activate the sound producing elements, light producing elements and/or movable elements. For example, the robot's eyes 31 may light up 38 and move up and down, its body 36 rocks back and forth, and its mouth 34 moves up and down in response to the audio/video played from the iPod® music player.  
15 In addition, the system can activate the sound producing elements, light producing elements and/or movable elements while the user is controlling the portable media player, for example, when the user plugs a portable media player into the multi-media port 40, selects audio or video, or uses any standard control (play/stop/pause/volume/next, etc.).

One of the consumer electronic devices may be a game system, such as, for example,  
20 Xbox®360, Sony® Playstation 2 or 3, Nintendo GameCube® , Nintendo® W11 or other game systems. The game system may be integrated into the animated system through standard RCA jacks or other video connectors connected to the multi-media access panel housing controls 42 and may cause the system to activate the sound producing elements, light

producing elements and/or movable elements in response to one or more vibration signals from the games, according to one embodiment.

According to an embodiment, the system may provide freeware games (such as tic-tac-toe, mahjong, sadoku, etc.) for a user to play, may tell fortunes, provide news, horoscopes  
5 and/or other features. The system may activate the sound producing elements, light producing elements and movable elements in response to the games, fortunes, news, horoscopes, etc. The universal remote control may be used to access the games and other the features or a controller can be connected to the multi-media access panel housing controls 42  
in order to access such games or features.

10 Other features of the system of the present disclosure include Internet access either through a wireless or wired connection, such as a USB connector. Internet access enables the user to download music and video to a portable media player, for example, take part in Pod casts, send and receive emails and instant messages, communicate through web cameras, etc. According to an embodiment of the present disclosure, one or more animated systems can  
15 communicate with one another either over the Internet (wireless or wired connection) or in close proximity to one another.

According to an embodiment, the system may include a video camera incorporated into the housing of the animated system in order to provide video images to the system.

The system may be expanded to include processing functions including, but not  
20 limited to face recognition, voice recognition, music synthesis, video, image, computer animation, biometric monitoring, and any calculation intensive problems. Moreover, modules may be added to the system to dial for example, a phone for status and control of house security, climate control, medical status, or automatic calls for help.

According to an embodiment of the present disclosure, the circuit may include a power supply **51**, such as a battery for powering the animated system, connecting means for connecting one or more consumer electronic devices to the circuit, one or more sensors **52a**, **52b**, **52c** for detecting one or more stimuli from the surrounding environment, and a microcontroller **50** for managing the one or more consumer electronic devices, detecting the one or more signals from the one or more consumer electronic devices and/or the stimuli from the surrounding environment, as provided by the one or more sensors **52a**, **52b**, **52c**, and in response, activating the sound producing elements **57a**, **57b** (such as speakers) through audio amplifier **56**, light producing elements **64a**, **64b**, and movable elements **67a**, **67b** through a motor controller **65**. According to an embodiment, weather sensor **52a** may be used to detect temperature conditions, light sensor **52b** may be used to detect light and the infrared sensor **52c** and infrared emitter **53** pair may be used to detect motion and/or sound in the environment surrounding the animated system. The one or more consumer electronic devices may be, for example, a clock **54**, keyboard **60**, microphone **61**, video camera **62**, cable and/or satellite television receiver **63**, DVD player **58**, portable media player **59**, or any other consumer electronic device that may be connected to multi-media port **65**, etc. A position feedback circuit **66** is provided for indicating to the microcontroller **50** the motor position of the one or more movable elements **67a**, **67b**. An Internet port **68** may be used to provide Internet access either through a wireless or wired connection, such as a USB connector. An animation expansion module **69** may also be used to interconnect one or more additional animated systems or add extra motor controls or input devices to the animated system such that the animated system can assume the role of a master or slave controller.

According to an embodiment, one or more switches are provided for activating or

deactivating the animated system, the one or more light producing features and/or the one or more sound producing features. The system may also include one or more manual switches for activating or deactivating certain elements of the system and/or for indicating the relative positions of the movable elements. For example, one or more on-off switches may be included for disabling the system without having to disconnect it from the power supply, disabling the one or more light elements, and/or disabling the one or more movable elements. The switches may also be activated, for example, by the maximum extension of a movable element, such as an arm or leg. According to an embodiment, a switch may be integrated with the volume switch. For example, the unit may be turned on if the volume switch is turned until it “clicks.” Light producing elements **64a** and **64b** may light up to indicate that the animated system has been turned on. A switch may also be used to turn the one or more light producing elements **64a**, **64b** off and/or the one or more movable elements **67a**, **67b** off while, for example, a movie is shown on the display **19**. Alternatively, a switch may be used to turn either the one or more light producing elements **64a**, **64b** on and/or the one or more movable elements **67a**, **67b** on while, for example, display **19** is off.

The animated system circuit may be implemented in a large variety of different configurations all of which are well known in the art and may be designed and constructed according to the particular design goals of the given system by one of ordinary skill in the art.

Numerous additional modifications and variations of the present invention are possible in view of the above teachings.

**What is claimed is:**

1. An animated consumer electronics system, comprising:

one or more consumer electronic devices;

one or more sound producing elements for transmitting sound from the one or more

5 consumer electronic devices;

a display for transmitting images from the one or more consumer electronic devices;

one or more light producing elements for activation in response to one or more signals  
from the one or more consumer electronic devices or one or more stimuli from a surrounding  
environment;

10 a circuit for detecting the one or more signals from the one or more consumer  
electronic devices or the one or more stimuli from the surrounding environment and  
activating the one or more light producing elements in response thereto; and

a housing provided as a toy, animal, human or vehicular figure, wherein the one or  
more consumer electronic devices, the display, the one or more sound producing elements,  
15 the one or more light producing elements and the circuit are incorporated into or connected to  
the housing.

2. The animated system of claim 1, wherein a light activating unit is operatively coupled  
to the circuit and connected to the one or more light producing elements.

20 3. The animated system of claim 1, further comprising a sound activating unit for  
activating the one or more sound producing elements in response to the one or more signals  
from the one or more consumer electronic devices or the one or more stimuli from a

surrounding environment.

3. The animated system of claim 1, wherein the one or more stimuli from the surrounding environment comprise light changes, time changes, weather changes, motion and  
5 sound detection.

4. The animated system of claim 1, further comprising a multi-media port for receiving a portable media player or other consumer electronic devices.

10 5. The animated system of claim 1, further comprising a microphone for receiving the one or more stimuli from the surrounding environment for activating the one or more light producing elements.

6. The animated system of claim 1, wherein the light producing elements remain  
15 activated so long as the one or more signals from the one or more consumer electronic devices or the one or more stimuli from the surrounding environment remain detected.

7. The animated system of claim 1, wherein time or weather conditions are shown on the display.

20 8. The animated system of claim 1, further comprising an Internet port for connecting the animated system to the Internet.

9. The animated system of claim 1, further comprising an animation expansion module for connecting one or more additional animated systems or one or more motor controls or input devices.

5 10. The animated system of claim 1, wherein the animated system is controlled by a remote control.

11. The animated system of claim 1, further comprising a video camera incorporated into the housing of the animated system.

10

12. The animated system of claim 1, wherein the circuit comprises:  
a power supply for powering the animated system;  
connecting means for connecting the one or more consumer electronic devices to the circuit;

15 a microcontroller for managing the one or more consumer electronic devices, detecting the one or more signals from the one or more consumer electronic devices and activating the sound producing elements and light producing elements; and

one or more sensors for detecting the one or more stimuli from the surrounding environment and signaling the microcontroller.

20

13. The animated system of claim 12, wherein the circuit further comprises one or more switches for activating or deactivating the animated system, the one or more light producing elements or the one or more sound producing elements.

14. An animated system for consumer electronics, comprising:
- one or more consumer electronic devices;
  - one or more sound producing elements for transmitting sound from the one or more
  - 5 consumer electronic devices;
  - a display for transmitting images from the one or more consumer electronic devices;
  - one or more movable elements for activation in response to one or more signals from the one or more consumer electronic devices or one or more stimuli from a surrounding environment;
  - 10 a circuit for detecting the one or more signals from the one or more consumer electronic devices or the one or more stimuli from the surrounding environment and activating the one or more movable elements in response thereto; and
  - a housing provided as a toy, animal, human or vehicular figure, wherein the one or more electronic devices, the display, the one or more sound producing elements, the one or
  - 15 more movable elements and the circuit are incorporated into or connected to the housing.

15. The animated system of claim 14, wherein a motion activating unit is operatively coupled to the circuit and comprises one or more motors connected respectively to the one or more movable elements.

- 20 16. The animated system of claim 14, further comprising a sound activating unit for activating the one or more sound producing elements in response to the one or more signals from the one or more consumer electronic devices or the one or more stimuli from a

surrounding environment.

17. The animated system of claim 14, wherein the one or more stimuli from the surrounding environment comprise light changes, time changes, weather changes, motion and  
5 sound detection.

18. The animated system of claim 14, further comprising a multi-media port for receiving a portable media player or other consumer electronic devices.

10 19. The animated system of claim 14, further comprising a microphone for receiving the one or more stimuli from the surrounding environment for activating the one or more movable elements.

20. The animated system of claim 14, wherein the movable elements remain activated so  
15 long as the one or more signals from the one or more consumer electronic devices or the one or more stimuli from the surrounding environment remain detected.

21. The animated system of claim 14, wherein time or weather conditions are shown on the display.

20

22. The animated system of claim 14, further comprising an Internet port for connecting the animated system to the Internet.

23. The animated system of claim 14, further comprising an animation expansion module for connecting one or more additional animated systems or one or more motor controls or input devices.

5 24. The animated system of claim 14, wherein the animated system is controlled by a remote control.

25. The animated system of claim 14, further comprising a video camera incorporated into the housing of the animated system.

10

26. The animated system of claim 14, wherein the circuit comprises:  
a power supply for powering the animated system;  
connecting means for connecting the one or more consumer electronic devices to the circuit;

15 a microcontroller for managing the one or more consumer electronic devices, detecting the one or more signals from the one or more consumer electronic devices and activating the sound producing elements and movable elements; and

one or more sensors for detecting the one or more stimuli from the surrounding environment and signaling the microcontroller.

20

27. The animated system of claim 26, wherein the circuit further comprises one or more switches for activating or deactivating the animated system, the one or more light producing elements or the one or more sound producing elements.

28. An animated consumer electronics system, comprising:

one or more consumer electronic devices;

5 one or more sound producing elements for transmitting sound from the one or more consumer electronic devices and for activation in response to one or more signals from the one or more consumer electronic devices or one or more stimuli from a surrounding environment;

a display for transmitting images from the one or more consumer electronic devices;

10 a circuit for detecting the one or more signals from the one or more consumer electronic devices or the one or more stimuli from the surrounding environment and activating the one or more sound producing elements in response thereto; and

15 a housing provided as a toy, animal, human or vehicular figure, wherein the one or more consumer electronic devices, the display, the one or more sound producing elements and the circuit are incorporated into or connected to the housing.

29. The animated system of claim 28, wherein a sound activating unit is operatively coupled to the circuit and connected to the one or more sound producing elements.

20 30. The animated system of claim 28, wherein the one or more stimuli from the surrounding environment comprise light changes, time changes, weather changes, motion and sound detection.

31. The animated system of claim 28, further comprising a multi-media port for receiving a portable media player or other consumer electronic devices.

32. The animated system of claim 28, further comprising a microphone for receiving the  
5 one or more stimuli from the surrounding environment for activating the one or more light producing elements.

33. The animated system of claim 28, wherein the sound producing elements remain activated so long as the one or more signals from the one or more consumer electronic  
10 devices or the one or more stimuli from the surrounding environment remain detected.

34. The animated system of claim 28, wherein time or weather conditions are shown on the display.

15 35. The animated system of claim 28, further comprising an Internet port for connecting the animated system to the Internet.

36. The animated system of claim 28, further comprising an animation expansion module for connecting one or more additional animated systems or one or more motor controls or  
20 input devices.

37. The animated system of claim 28, wherein the animated system is controlled by a remote control.

38. The animated system of claim 28, further comprising a video camera incorporated into the housing of the animated system.

5 39. The animated system of claim 28, wherein the circuit comprises:  
a power supply for powering the animated system;  
connecting means for connecting the one or more consumer electronic devices to the  
circuit;

10 a microcontroller for managing the one or more consumer electronic devices,  
detecting the one or more signals from the one or more consumer electronic devices and  
activating the one or more sound producing elements; and

one or more sensors for detecting the one or more stimuli from the surrounding  
environment and signaling the microcontroller.

15 40. The animated system of claim 39, wherein the circuit further comprises one or more  
switches for activating or deactivating the animated system or the one or more sound  
producing elements.

41. An animated consumer electronics system, comprising:  
20 one or more consumer electronic devices;  
one or more sound producing elements for transmitting sound from the one or more  
consumer electronic devices;  
a display for transmitting images from the one or more consumer electronic devices;

one or more light producing elements for activation in response to one or more signals from the one or more consumer electronic devices or one or more stimuli from a surrounding environment;

5 one or more movable elements for activation in response to one or more signals from the one or more consumer electronic devices or one or more stimuli from a surrounding environment;

one or more sound producing elements for activation in response to one or more signals from the one or more consumer electronic devices or one or more stimuli from a surrounding environment;

10 a circuit for detecting the one or more video signals from the one or more consumer electronic devices or the one or more stimuli from the surrounding environment and activating the one or more light producing elements, the one or more movable elements or the one or more sound producing elements in response thereto; and

15 a housing provided as a toy, animal, human or vehicular figure, wherein the one or more consumer electronic devices, the display, the one or more sound producing elements, the one or more light producing elements, the one or more movable elements and the circuit are incorporated into or connected to the housing.

42. The animated system of claim 41, wherein the circuit comprises:

20 a power supply for powering the animated system;

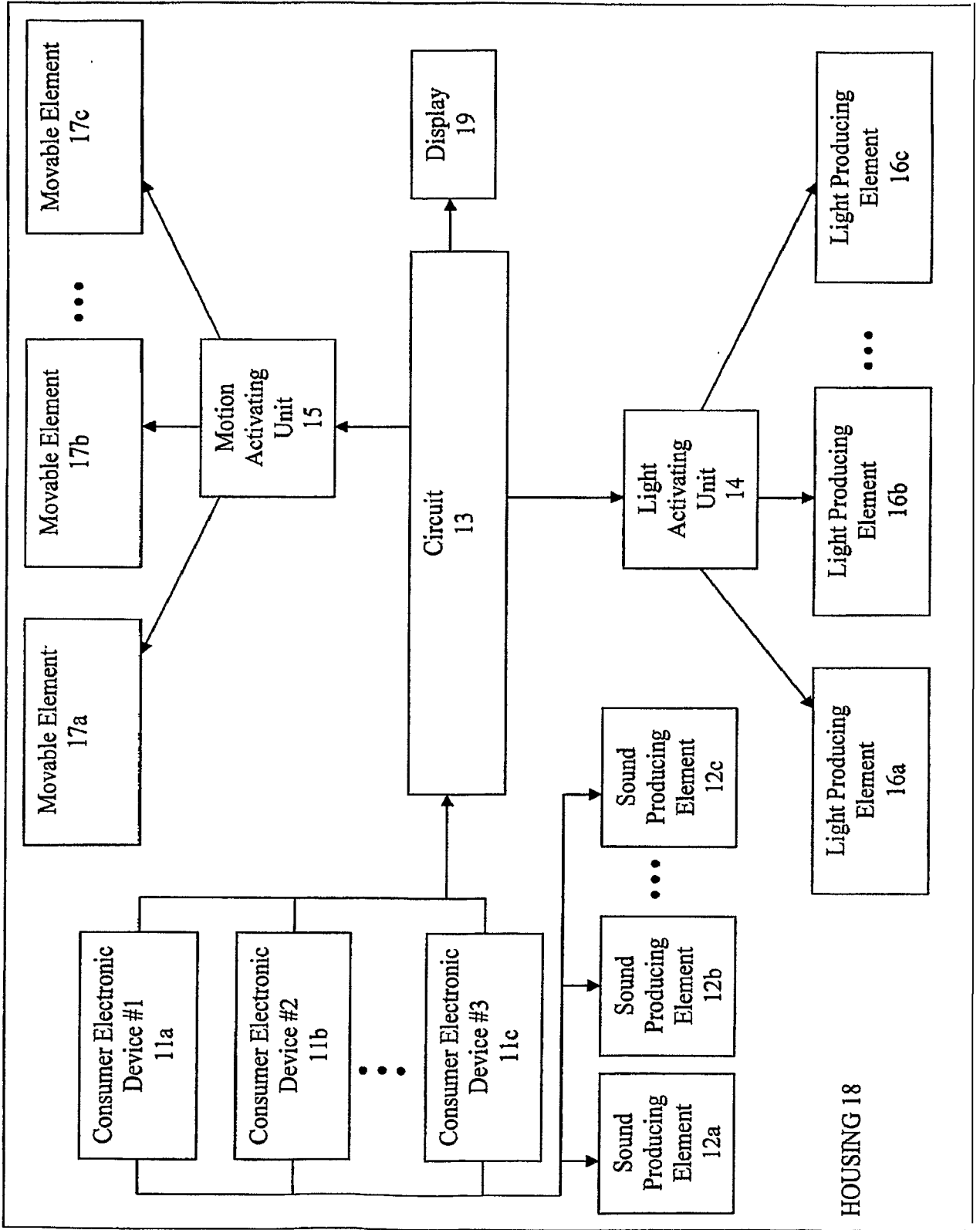
connecting means for connecting the one or more consumer electronic devices to the circuit;

a microcontroller for managing the one or more consumer electronic devices,

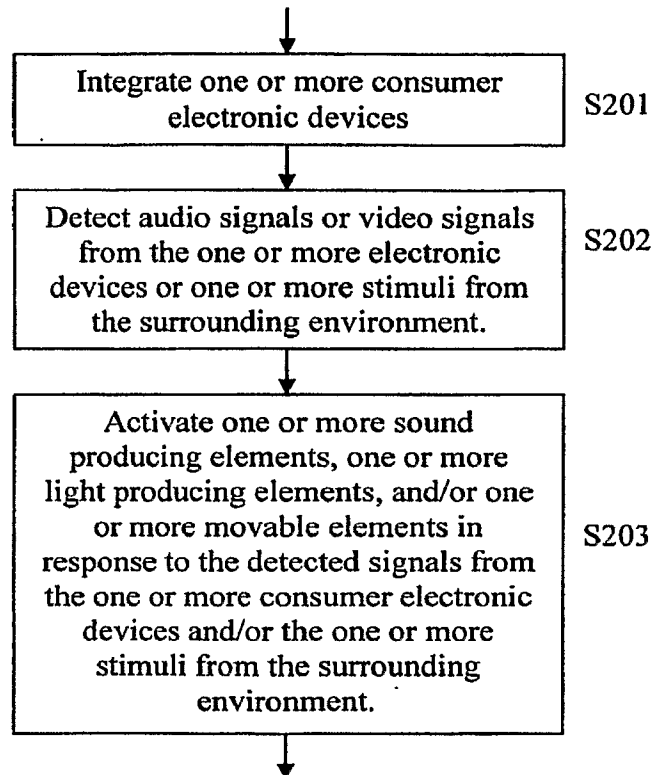
detecting the one or more signals from the one or more consumer electronic devices and activating the light producing elements, sound producing elements and movable elements; and

5 one or more sensors for detecting the one or more stimuli from the surrounding environment and signaling the microcontroller.

FIGURE 1



## FIGURE 2



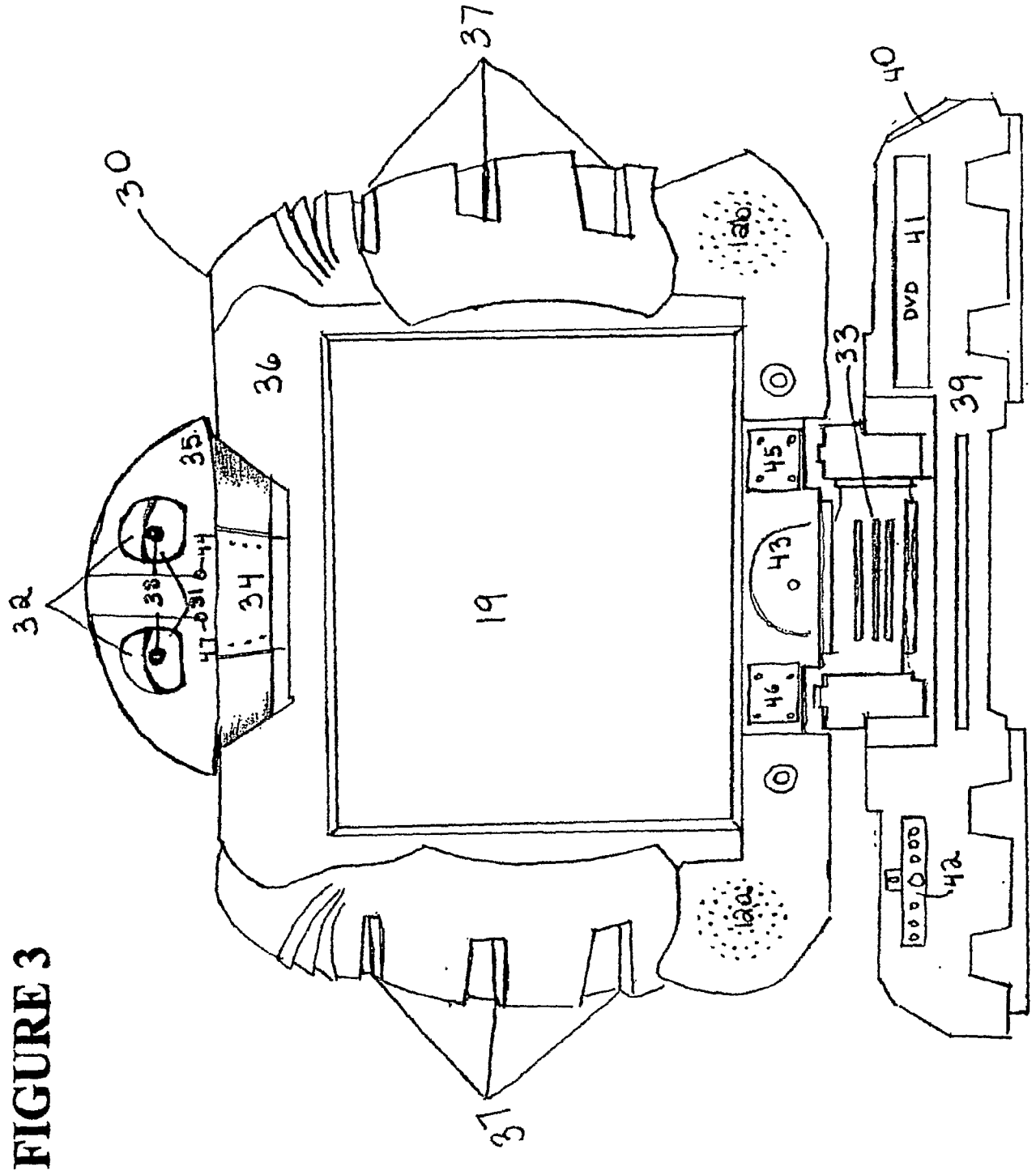


FIGURE 4

