

# **2006.10.12 CBA Program Review**

**Bits → Atoms: Form**

**Digital Design and Materials**

**Kenneth Cheung ([kccheung@mit.edu](mailto:kccheung@mit.edu)) – 3d digital fab by folding**

**Grace Gershenfeld – GIK**

**Saul Griffith – universality of digital fab by folding**

**George Popescu – GIK material analysis, GIK printer**

**Tushar Mahale – GIK material analysis**

**How can we make (almost) anything from a string of information that specifies a literal string of units, selected from a small, discrete batch of primitives?**

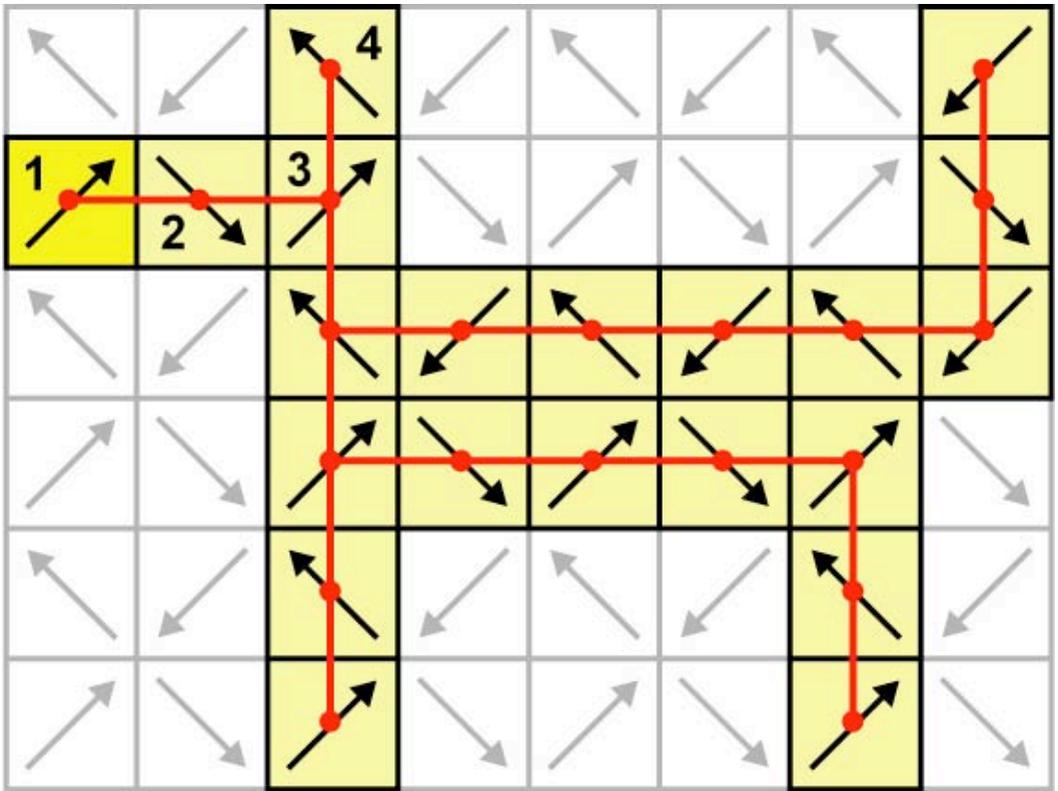
**(Saul Griffith – Ph.D. thesis, 2005)  
universality of fabrication by folding**



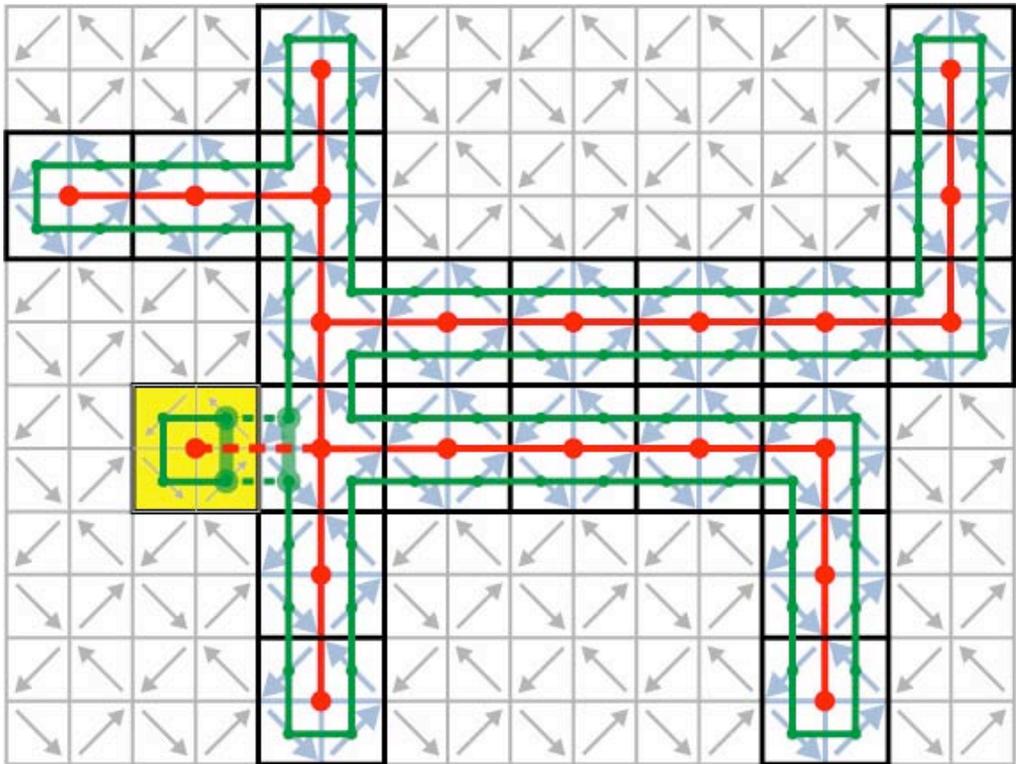
**Any continuous area or volume can be constructed from a single (one dimensional) string of units. The order, or sequencing of a small number of types of units along the string specifies the overall structure.**

**How can we get from a description of an object to the digital information needed to most efficiently fabricate the object?**

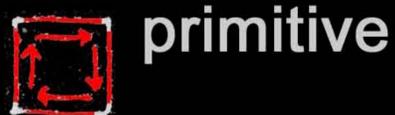
**(Kenneth Cheung – 2006)  
automation of sequence finding; binary \*.stl to code**



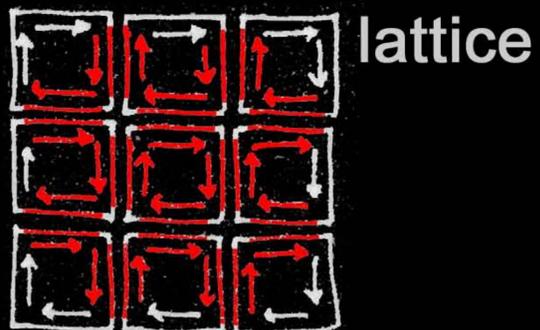
*Figure 1b. A dog comprising square tiles without a Hamiltonian path. A spanning tree is shown in red lines connecting the nodes (red dots) at the centroid of each 'pixel'.*



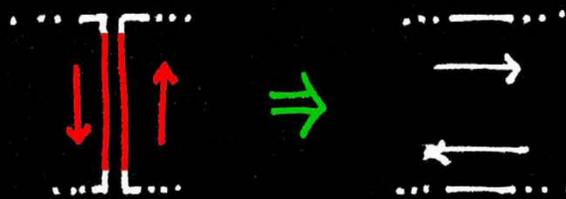
*Figure 1c. The same dog where each pixel has been divided into 4 'sub-pixels' enabling a Hamiltonian path or circuit one pixel wide around the perimeter of the spanning tree. The yellow tile shows the construction by addition of new tiles.*



primitive

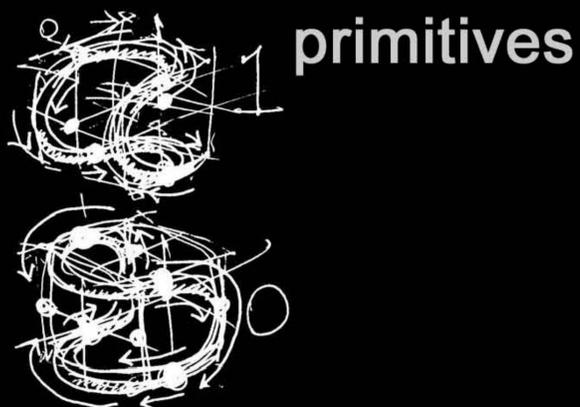


lattice

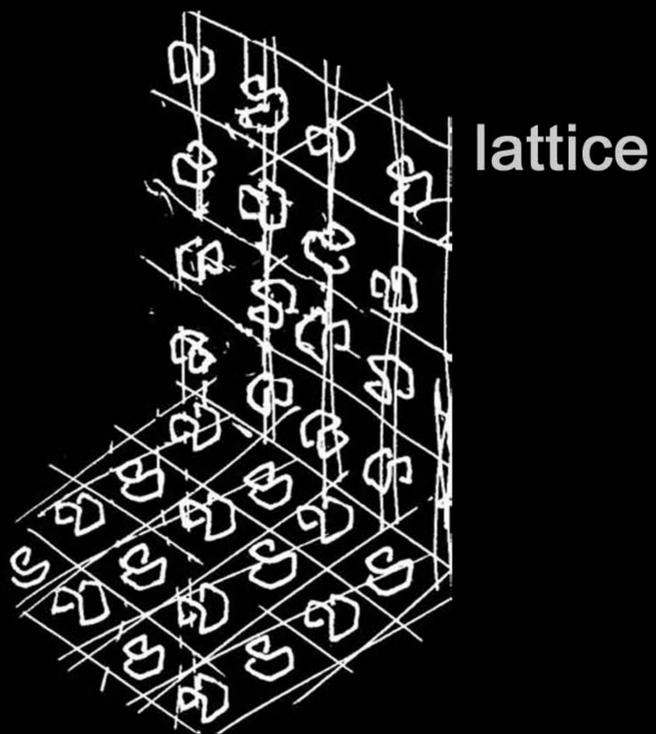


path  
construction  
rule

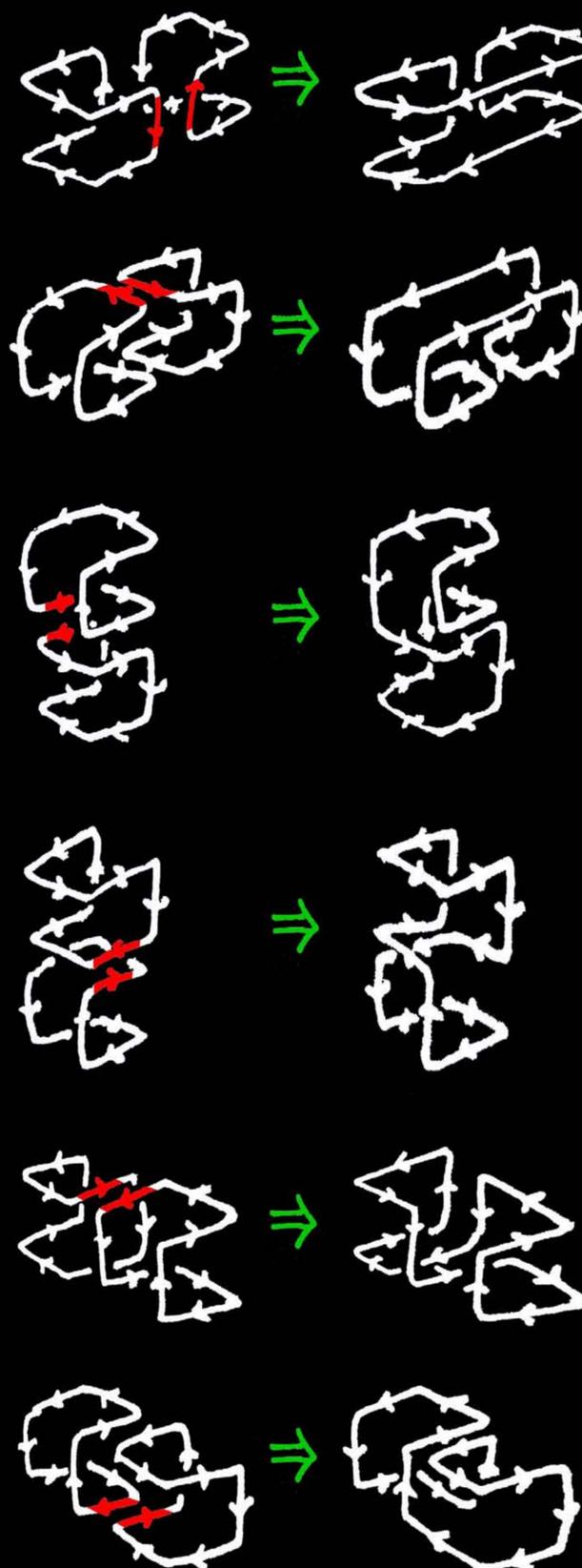
## 2D area filling with squares (Saul Griffith)



primitives



lattice

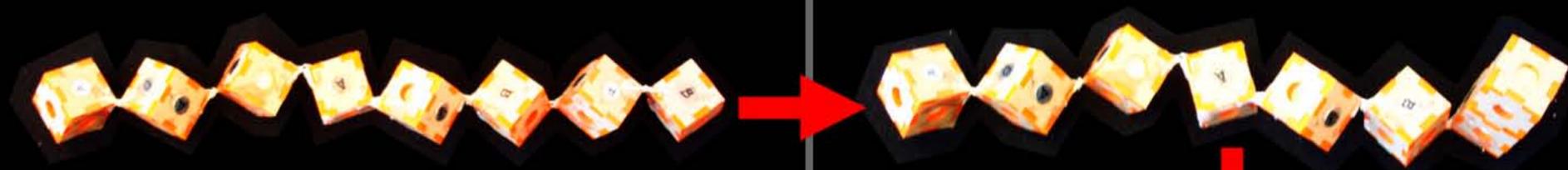


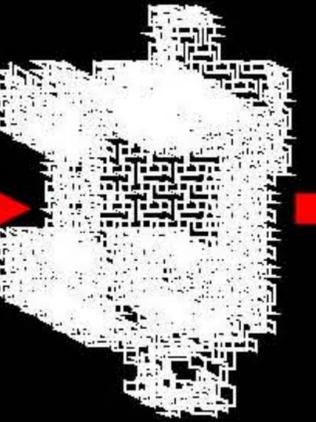
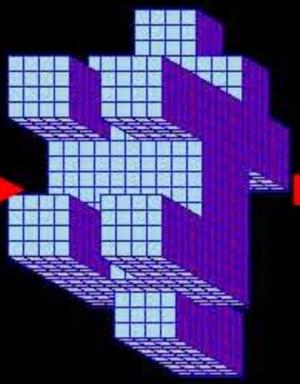
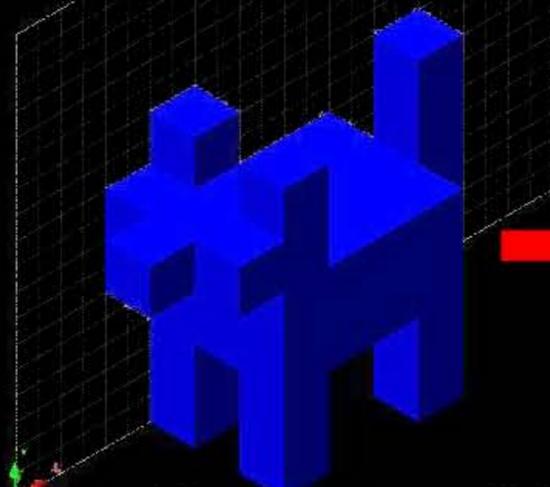
path  
construction  
rules

## 3D volume filling with cubes (Kenny Cheung)

fabrication by  
sequential folding  
(1D-->3D)

(Kenny Cheung - 2006)

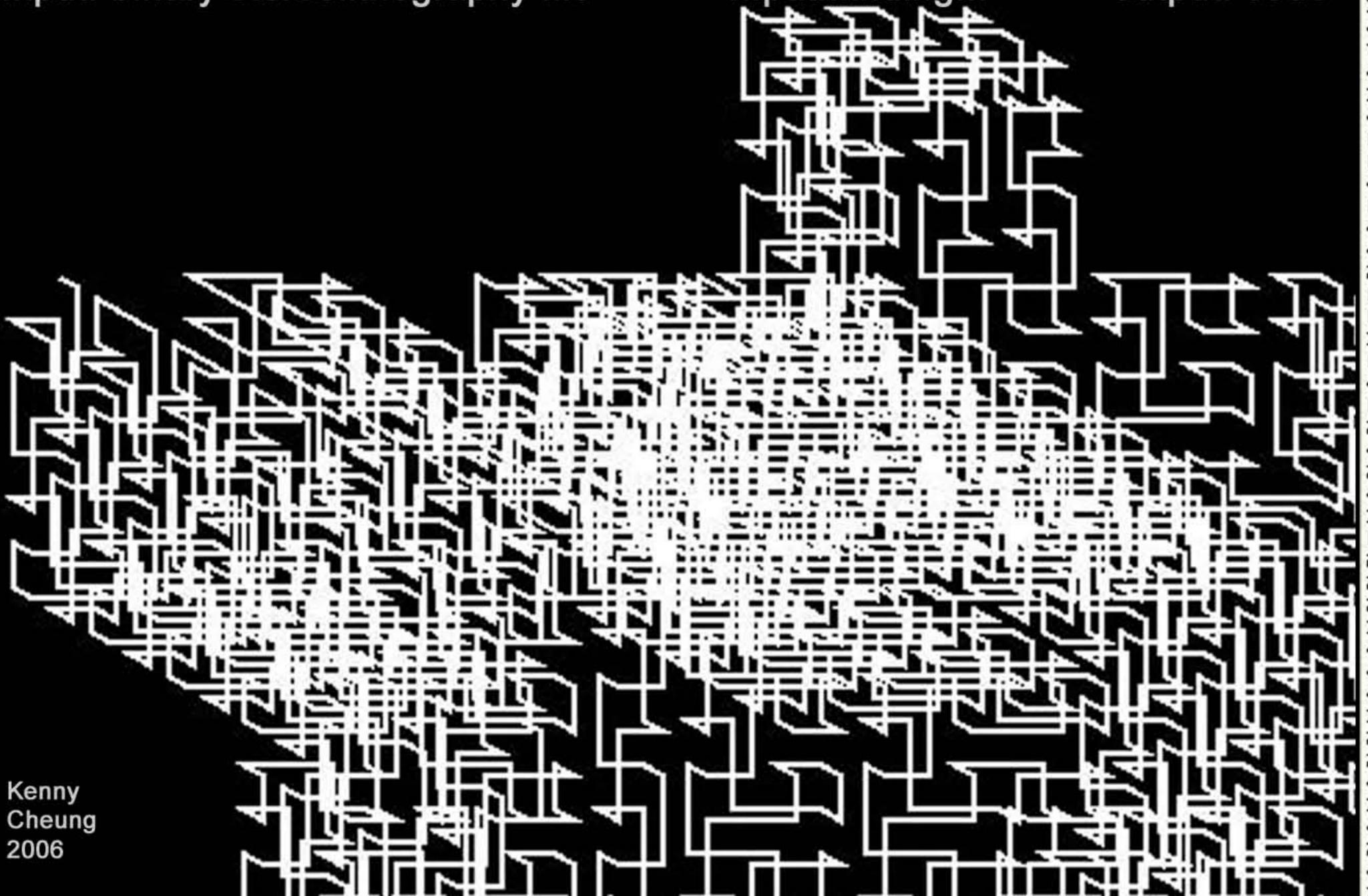




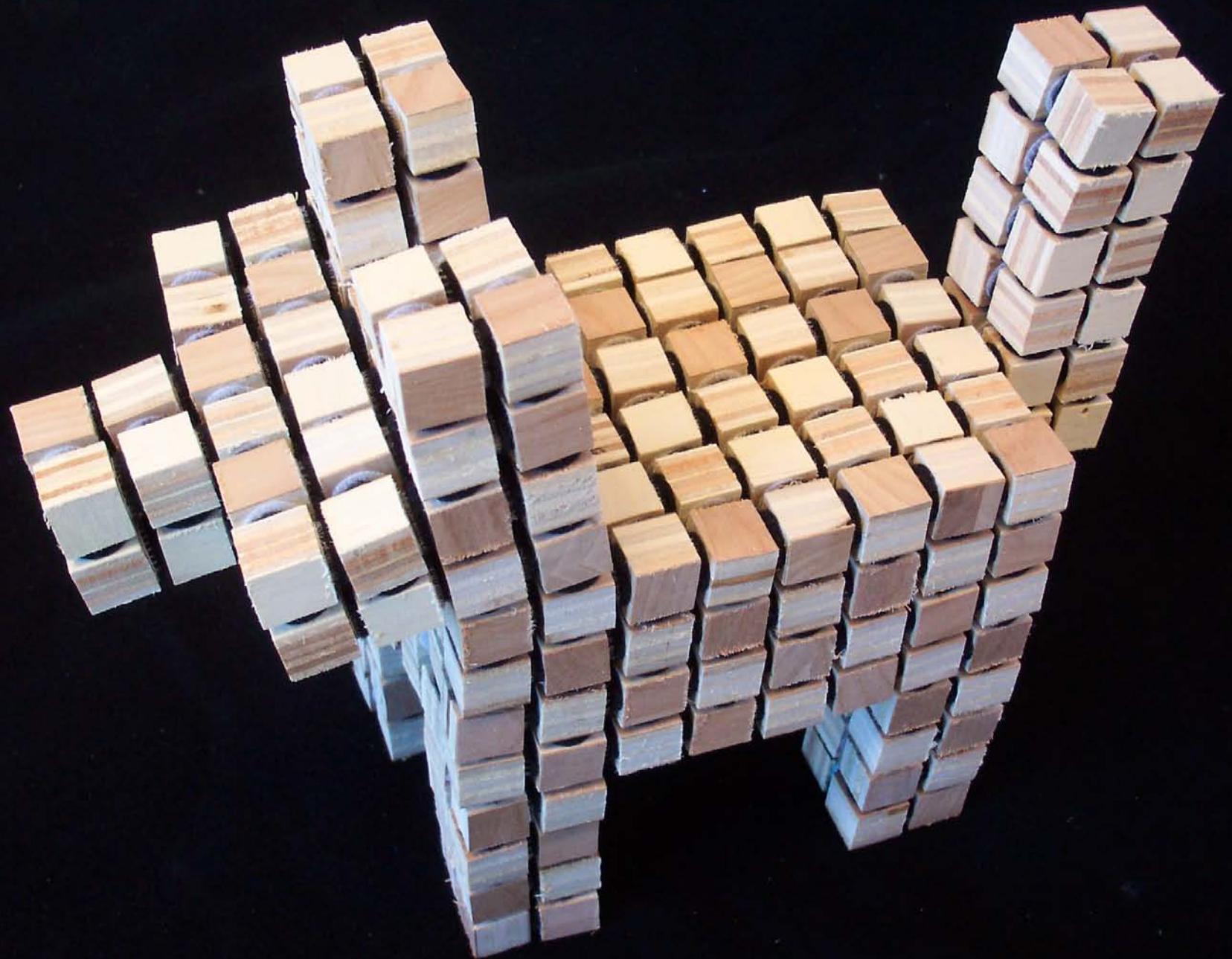
input: binary stereolithography file

...pathfinding...

output: code

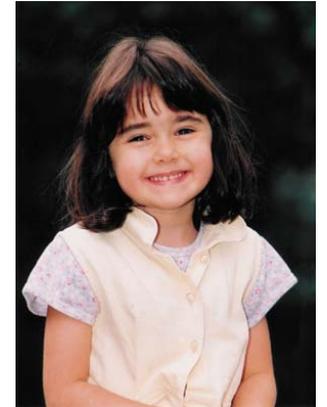


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**Communications underwent a revolution from analog to digital (1945); Computation also underwent a revolution from analog to digital (1955); Now, fabrication is undergoing a revolution from analog to digital materials and processes.**

**(Grace Gershenfeld, George Popescu, Tushar Mahale)  
GIK; material properties; digital material printer**

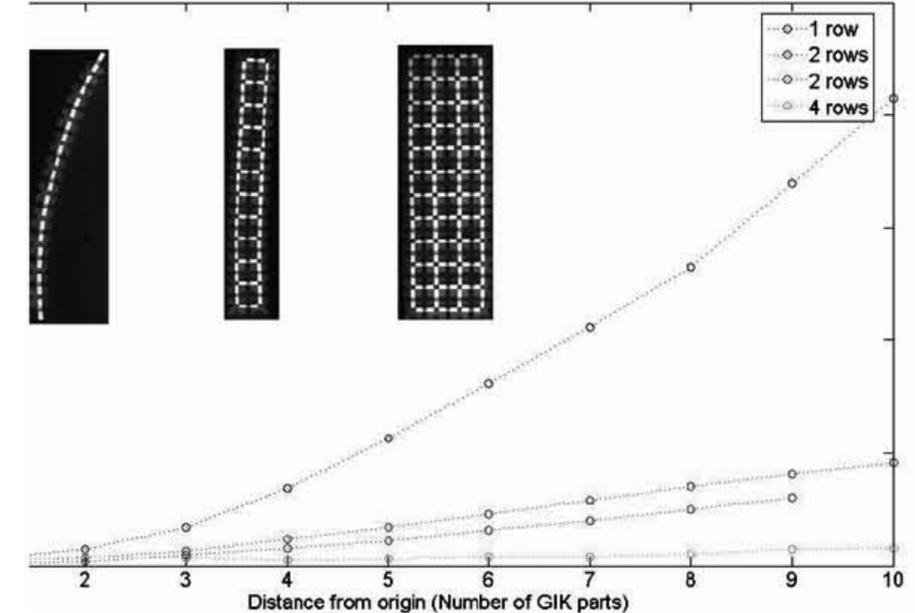
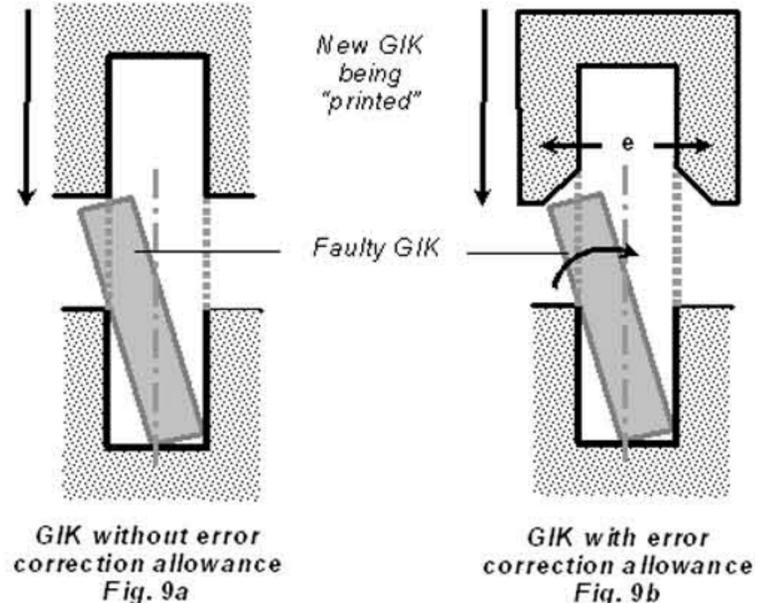
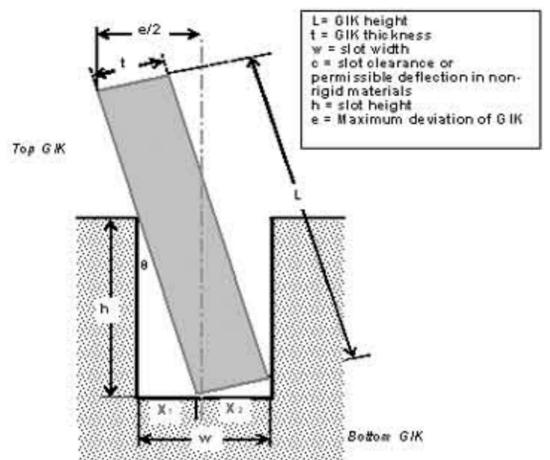


**Digital materials for fabrication have the advantage of being low cost, reversible, and requiring low precision assembly methods. The latter is possible through error reduction, tolerance, and correction means, analogous to those that enable digital communication and computation.**

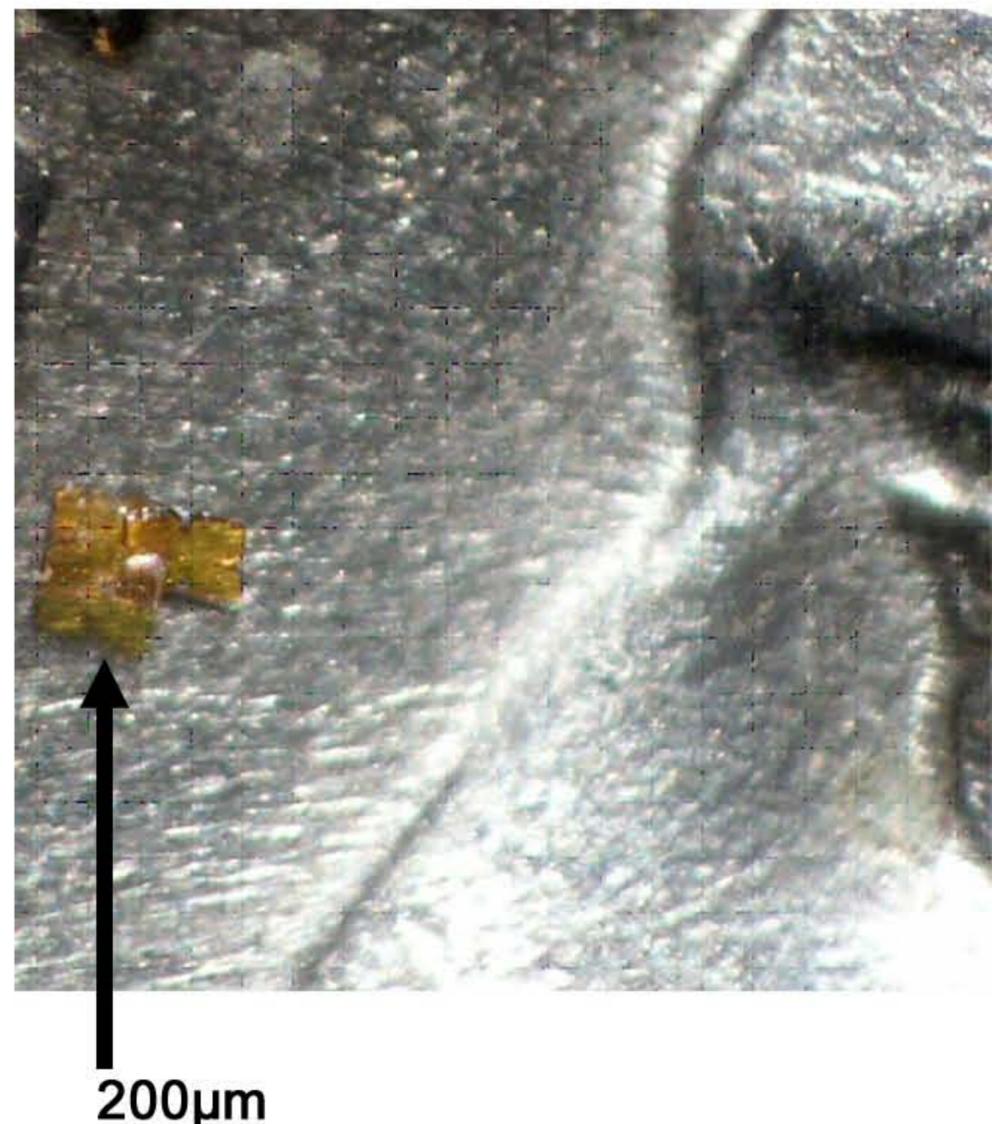
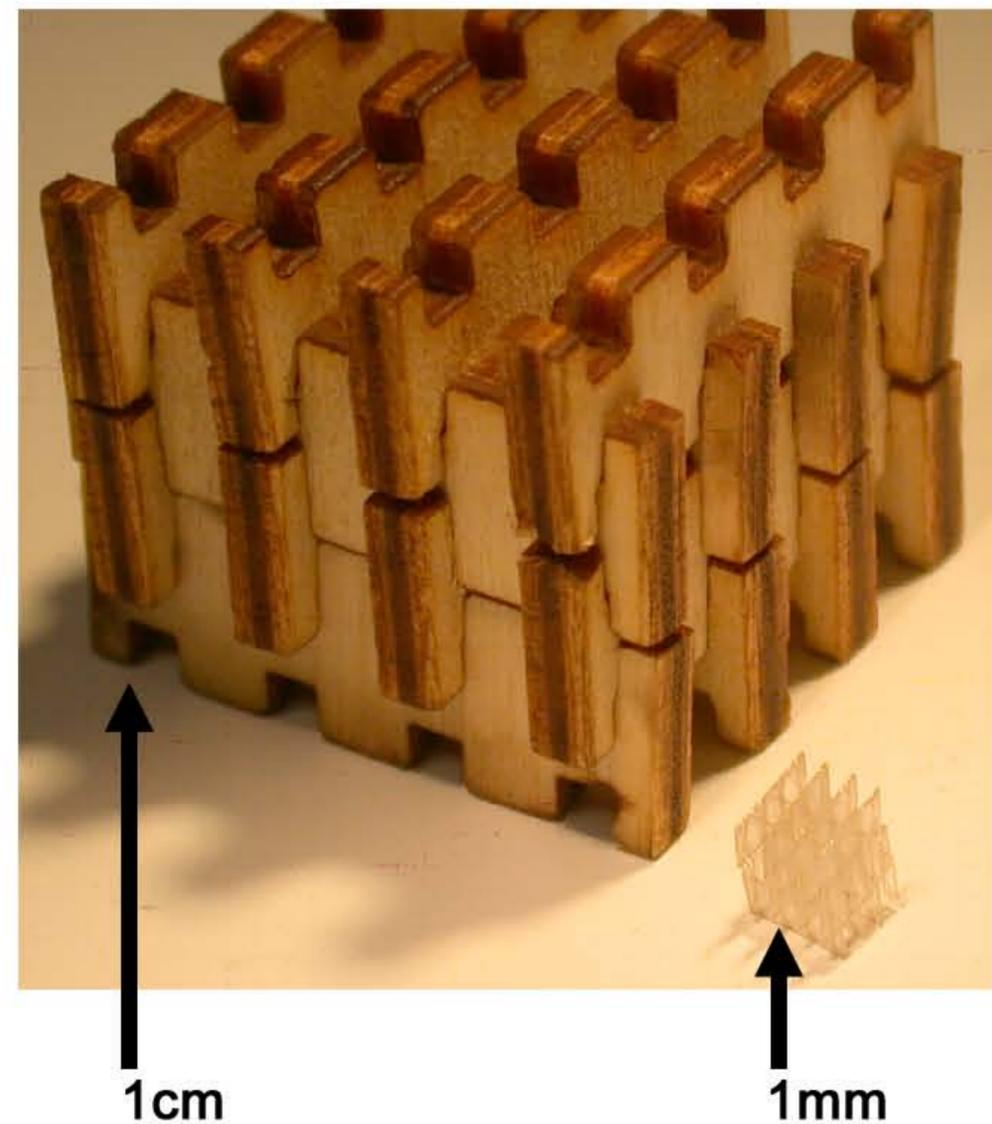
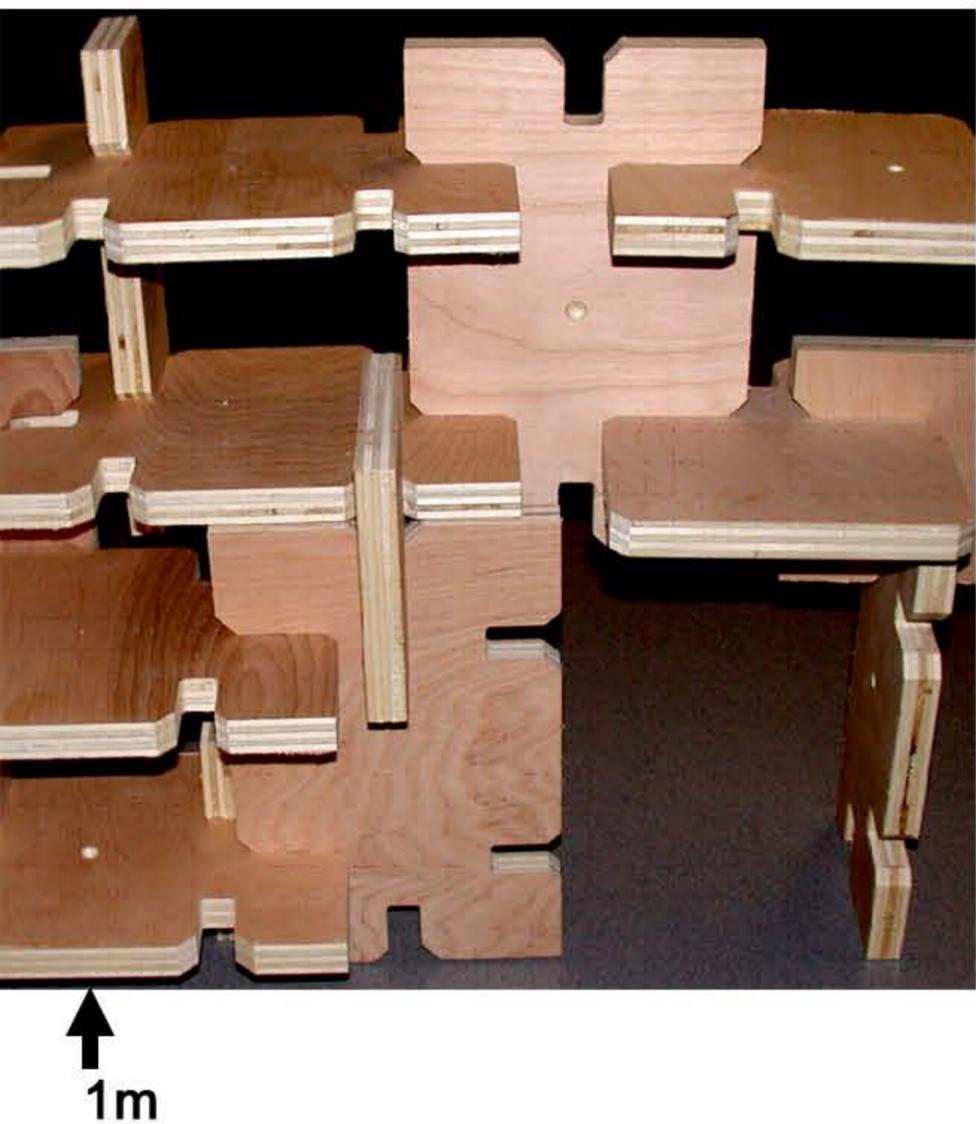


# digital materials (eg., GIK) as the basis of a revolution from analog to digital fabrication (George Popescu)

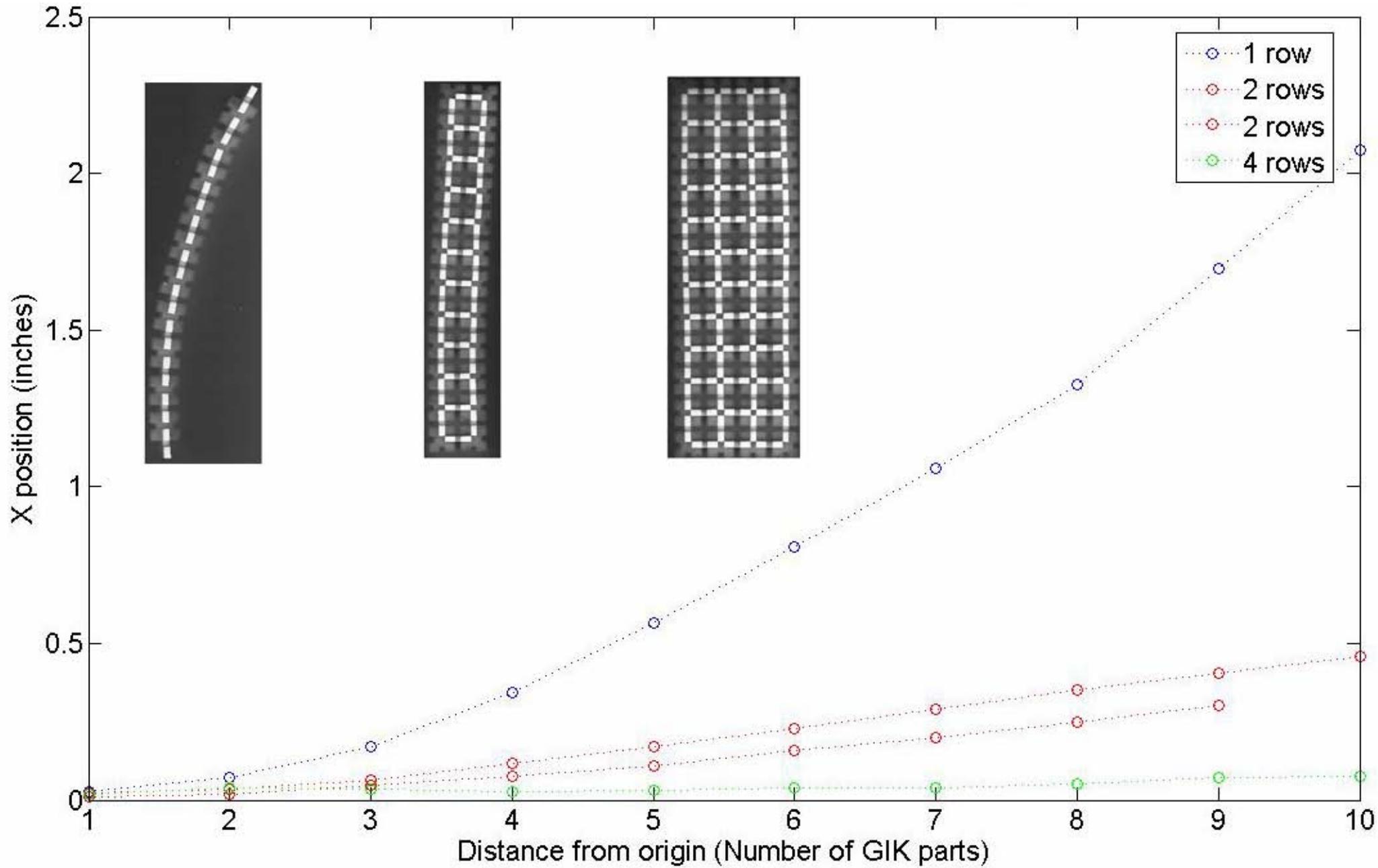
## Error Tolerance, Error Reduction

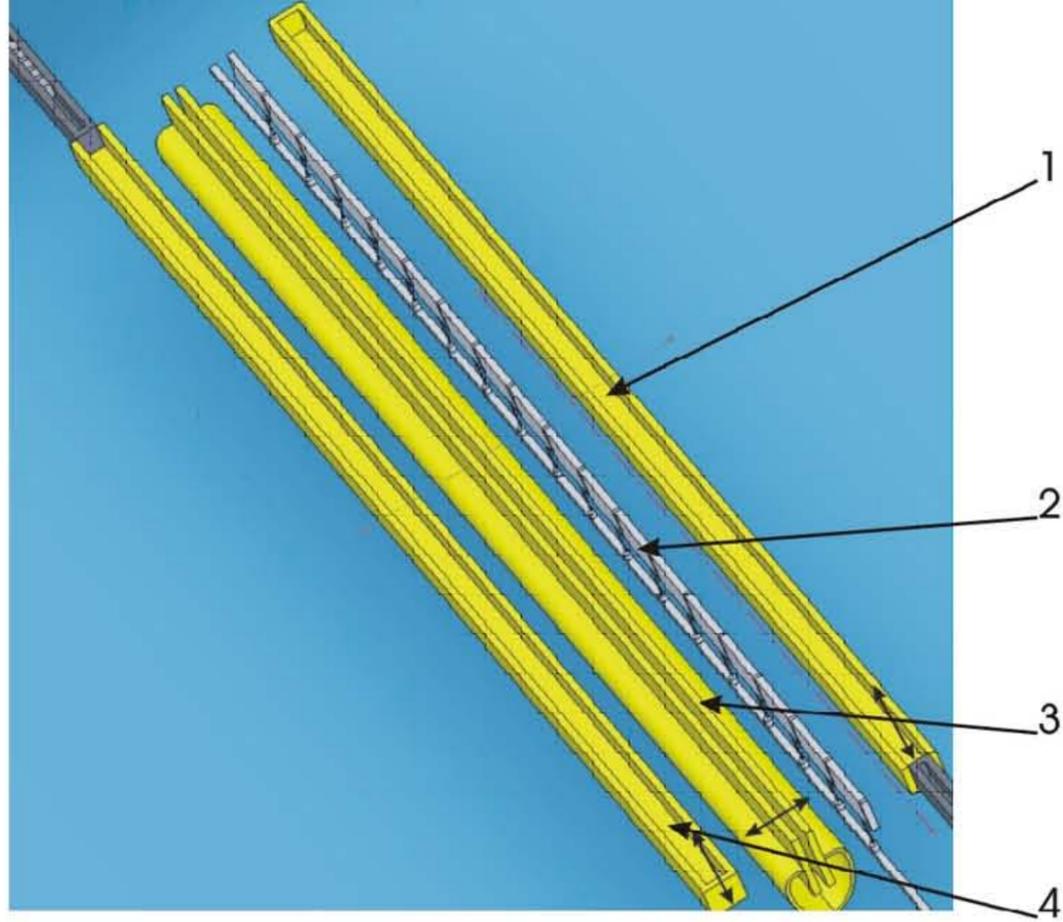


## Multi-scale

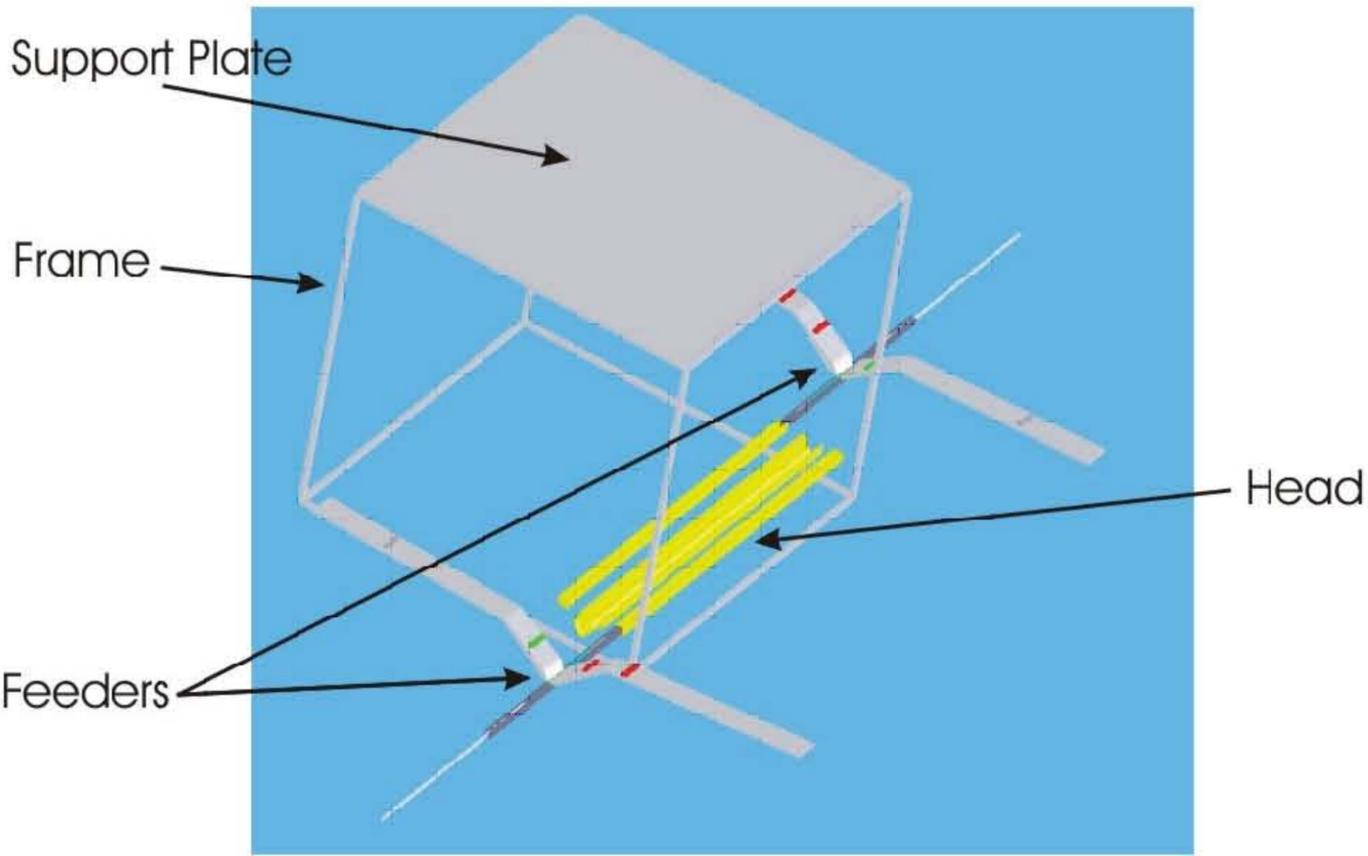
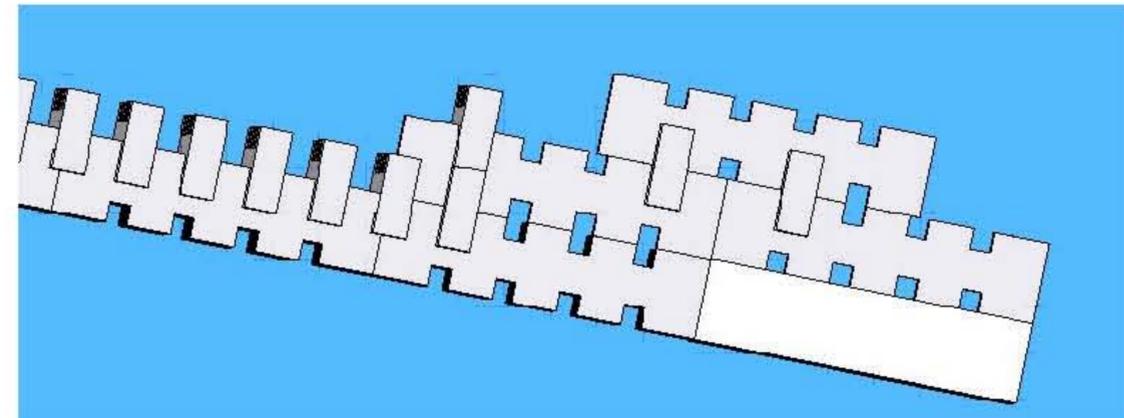
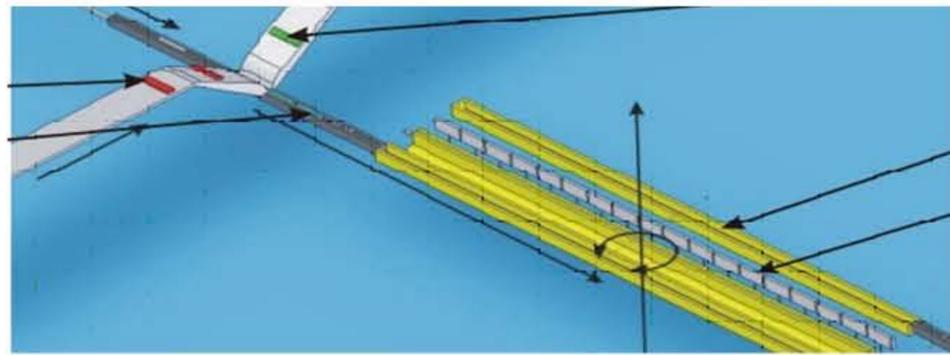


# Error Reduction





- (1) building
- (2) detecting errors
- (3) removing errors
- (4) rebuilding



**Digital Material (GIK) Printer  
(George Popescu)**