

In-Situ Design and Manufacturing Tools for Micro-Aerostats in Soft Robotics

Context

Lighter than air structure are usually quite large because of the volume/surface ratio. In HCI most DIY processes to create shape changing surfaces are limited by the size of the machines or by their precisions [1]. In this context a process combining both is relevant to create device floating and interacting with users and environment.

Objectives

The end goal of this thesis is to create new aerostatic devices that could interact with users and their environment. The first step toward this goal is developing the tools and process needed. With such a device there is a new design space to explore.

References

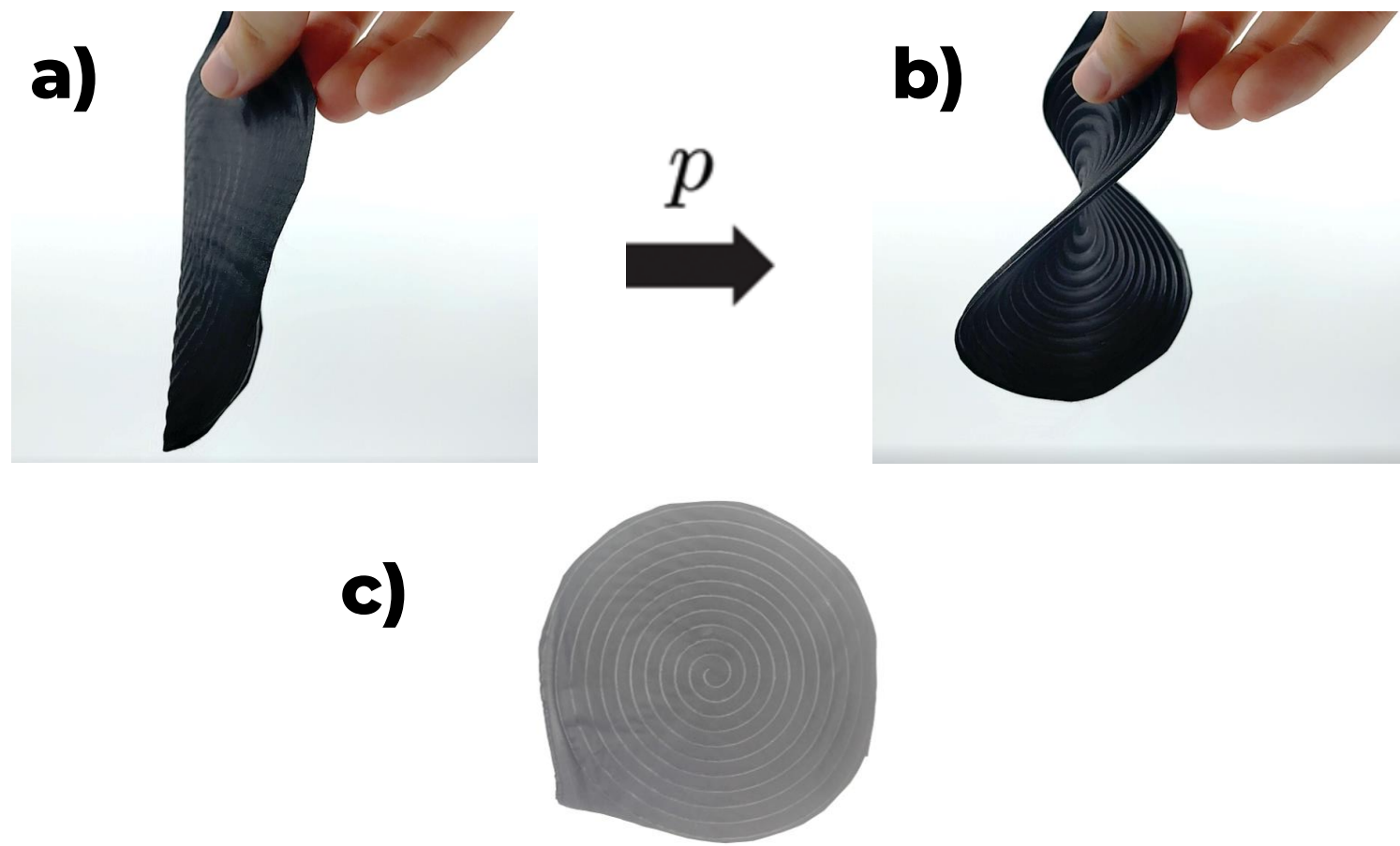
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Creating Balloons that Change Shapes to Interact with their Environment

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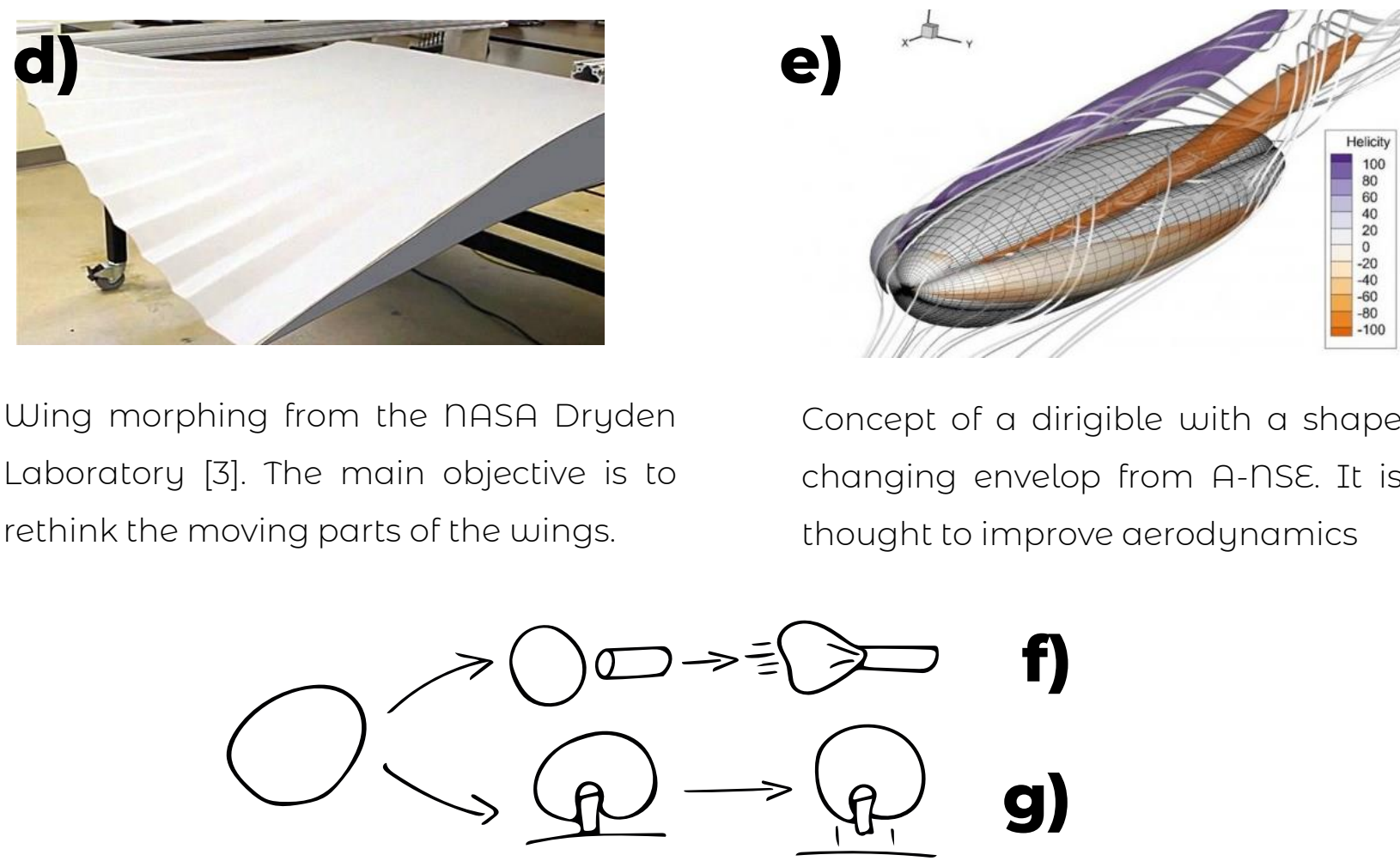
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Principle



Inflating a) channel patterns obtained by heat-sealing superimposed flat quasi-inextensible fabric sheets induces an b) anisotropic in-plane contraction. The c) channel patterns encode the shape of the deployed structure [2].

Applications



Changing the shape could create a variety of application ranging from d) & e) improvement in flight efficiency to new capabilities such as f) slipping through tight spaces or g) grasping.

Interactions

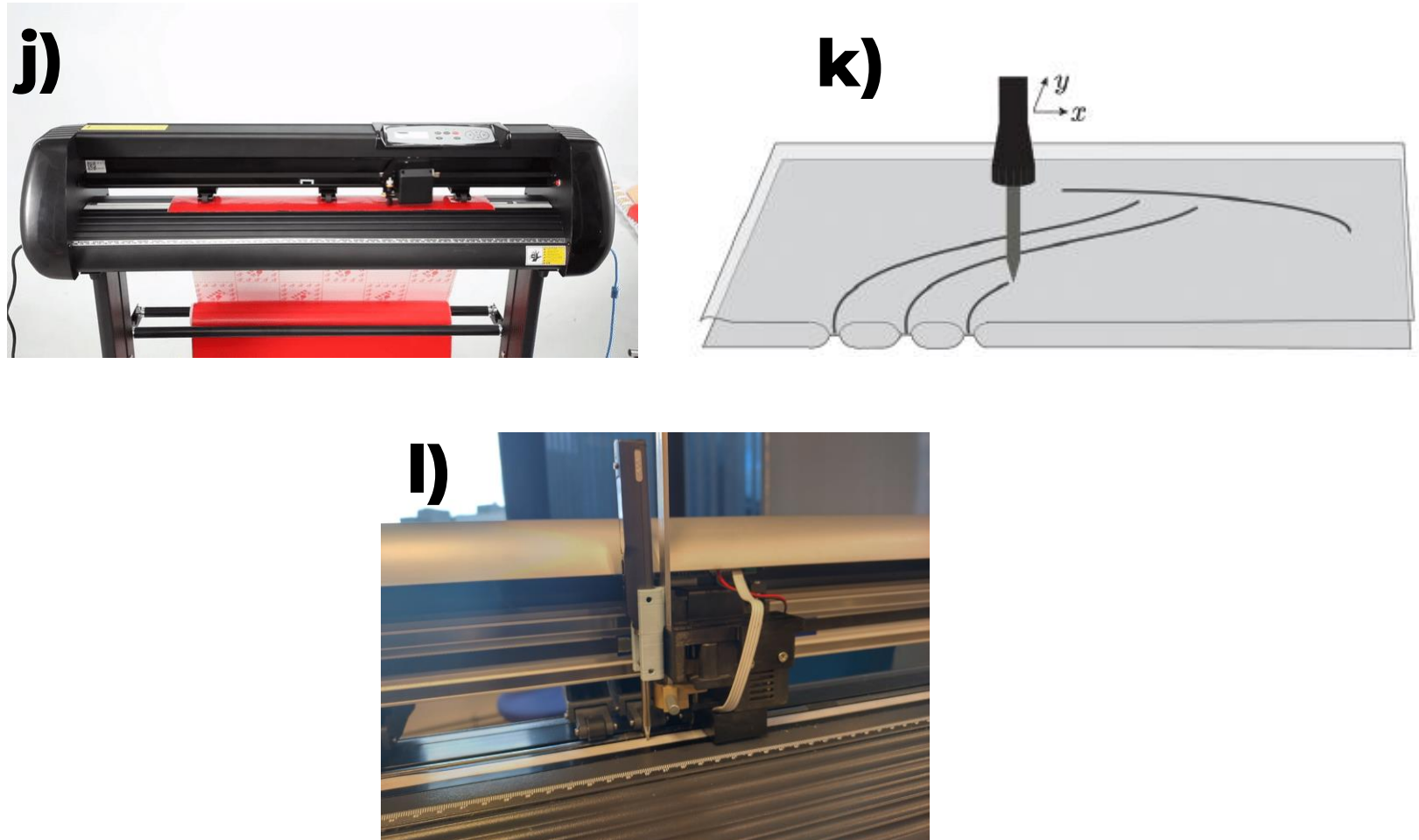


Midair balloon interface presented by Takuro Furumoto. It use a combination of ultrasonic levitation and LTA technology to stay in place and detect input from the users. [4]

« Blade Free Drones » Made by Docomo in 2021. The balloons uses ultrasonic device to propels themselves without using moving parts.

Floating inflatable device will unlock design opportunities recently unveiled by devices using h) & i) ultrasonic levitation. Enabling the device to float by itself may boost its development.

Fabrication



By using a modified j) cutting plotter and a k) soldering iron it is possible to heat-seal two flat superimposed fabric sheets along any desired path with a heating head [2]

Sensing

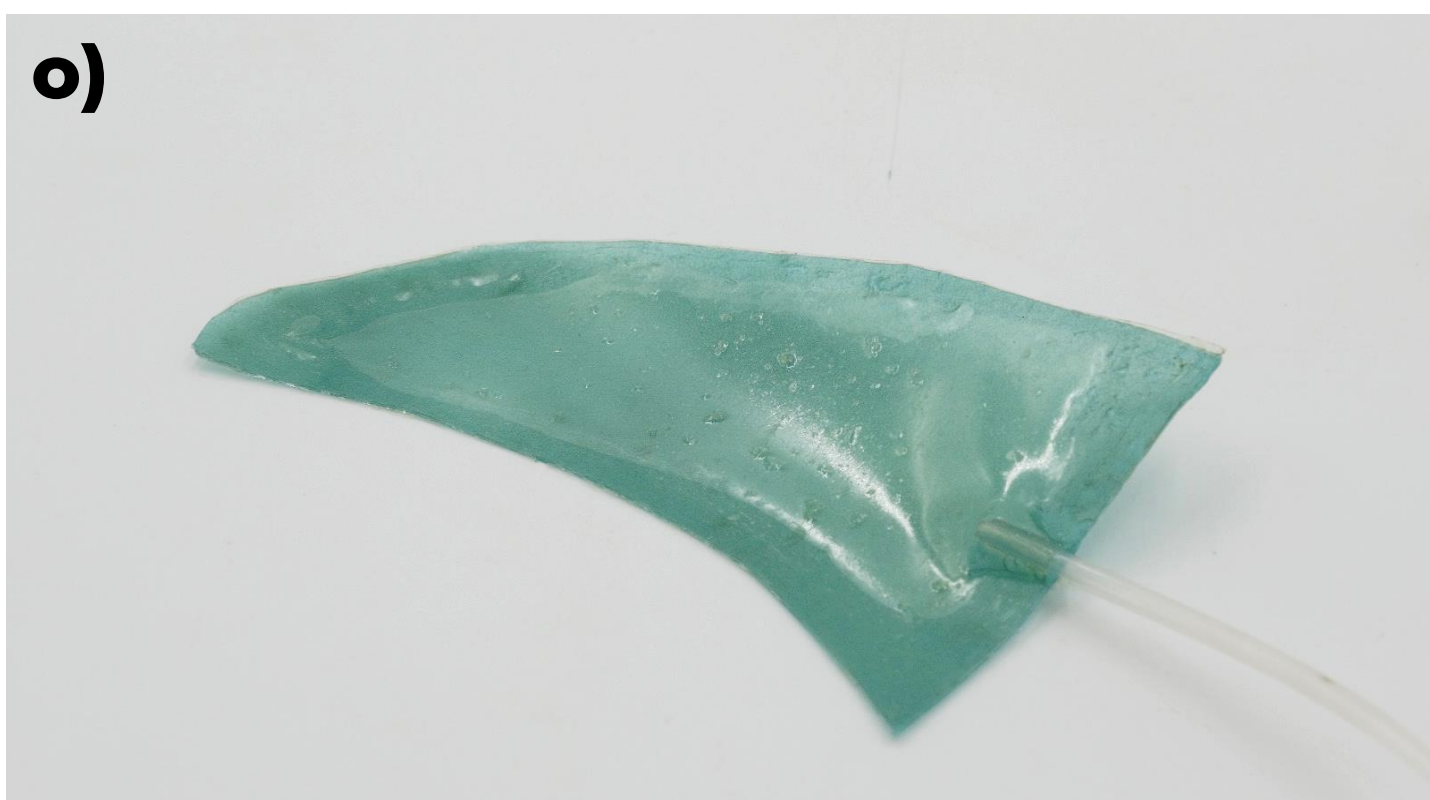


Martha, the Mobile and Inflatable Interface for Human Robot Interaction of Cornell ECE has an internal camera to detect the interaction of the user on its surface [5]

Kristian Gohlke explore Bio-Inspired Fluidic Soft Actuators and Sensors for the Design of Shape Changing Tangible User Interfaces in his Doctoral Research project [6]

The object's ability to sense their envelop shape and interaction with users or its environment has been demonstrated for soft and m) & n) inflatable object of all materials

Future Works



Trials on the process using Agar Agar done by Valentin Martinez-Missir at the DVIC for a study on « soft biobotic »

There are countless of development to imagine once the devices and their process exists such as o) an exploration on the material used or the design space created by those interactions.

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