SLIME MOLD

The algorithm for the partition frame was based on the growth patterns of slime mold, a single-celled organism that connects multiple points with uncanny efficiency.

→

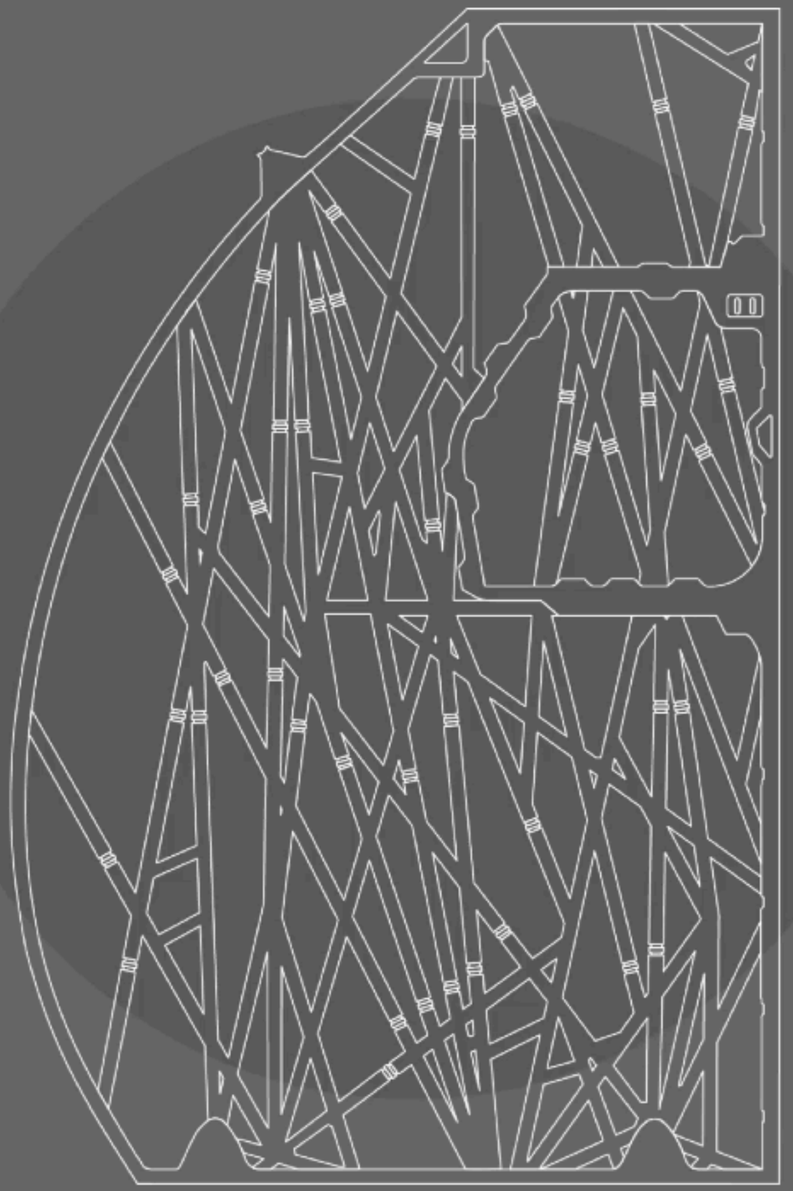
10,000 DESIGN OPTIONS GENERATED FOR THE BIONIC PARTITION

MAMMAL BONES

The algorithm for the structure within the partition frame was based on the grid structures of mammal bone growth, which are dense at points of stress but lighter everywhere else.

→

45% LIGHTER THAN TRADITIONAL AIRBUS PARTITION DESIGN



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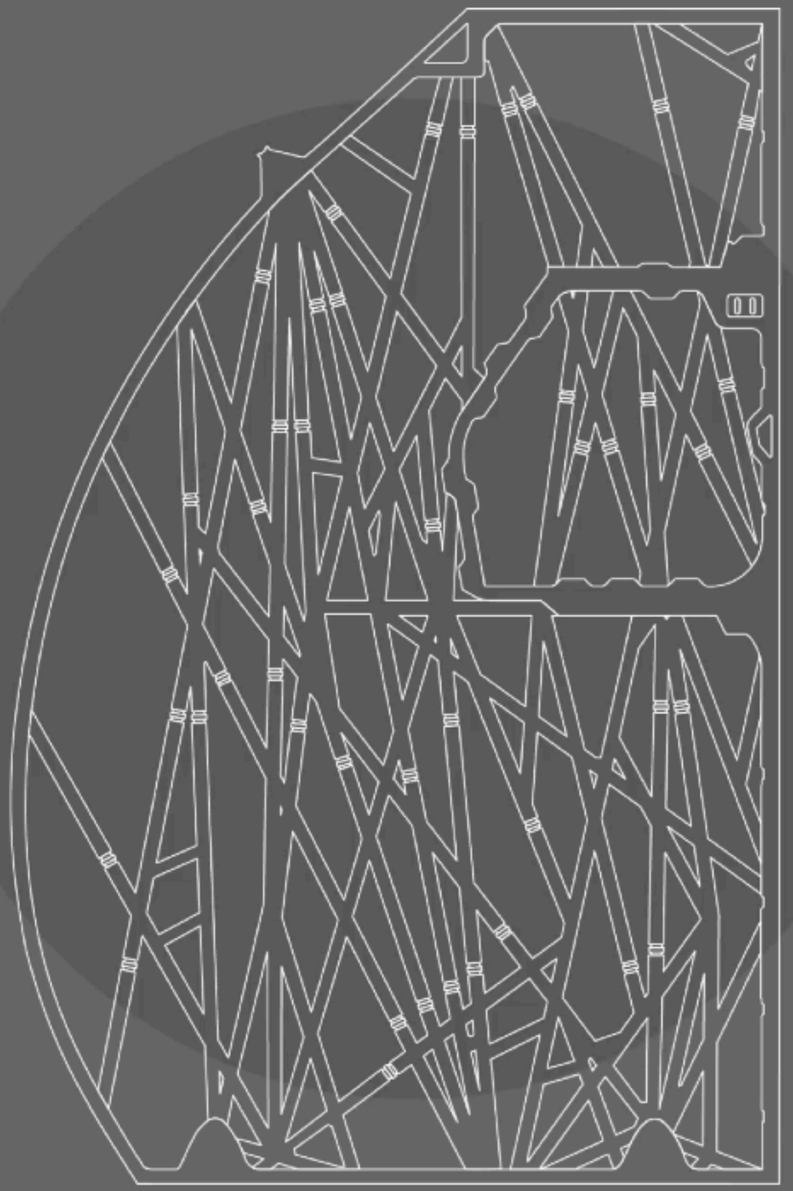

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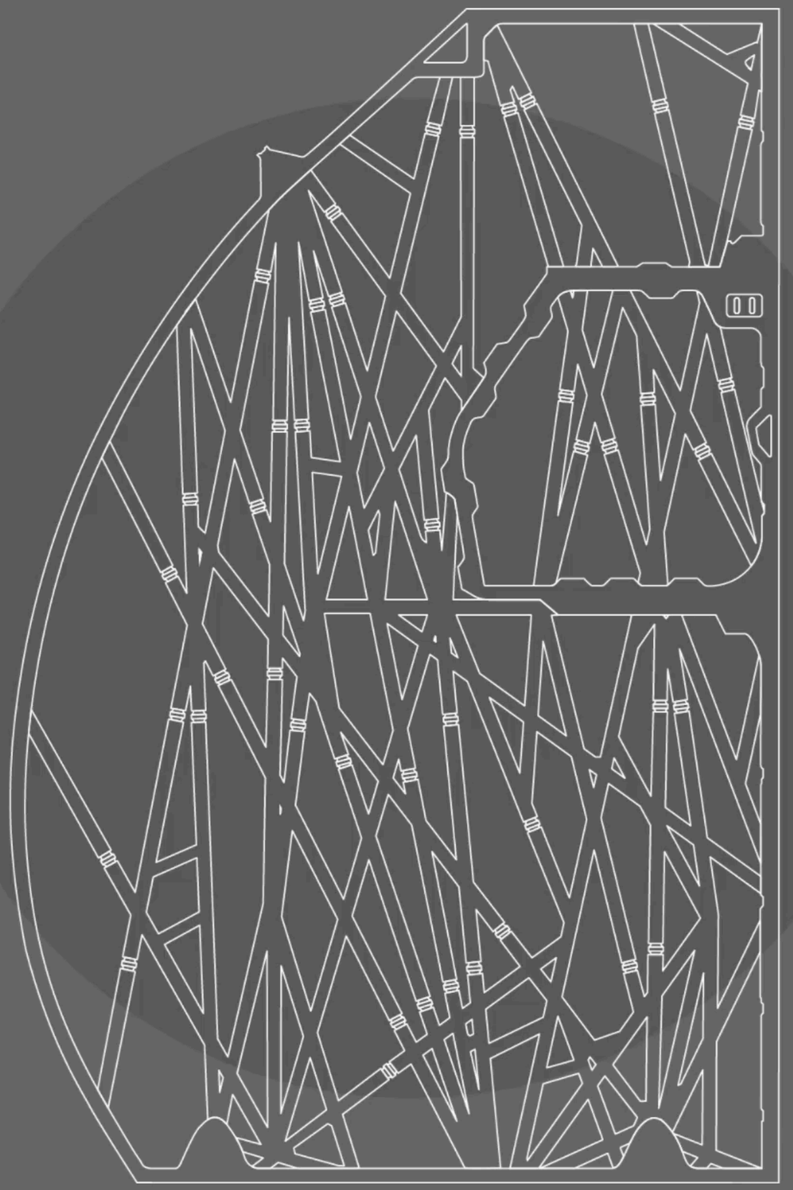

EARLY UX & TECHNICAL VALIDATION - context for early algorithm synthesis

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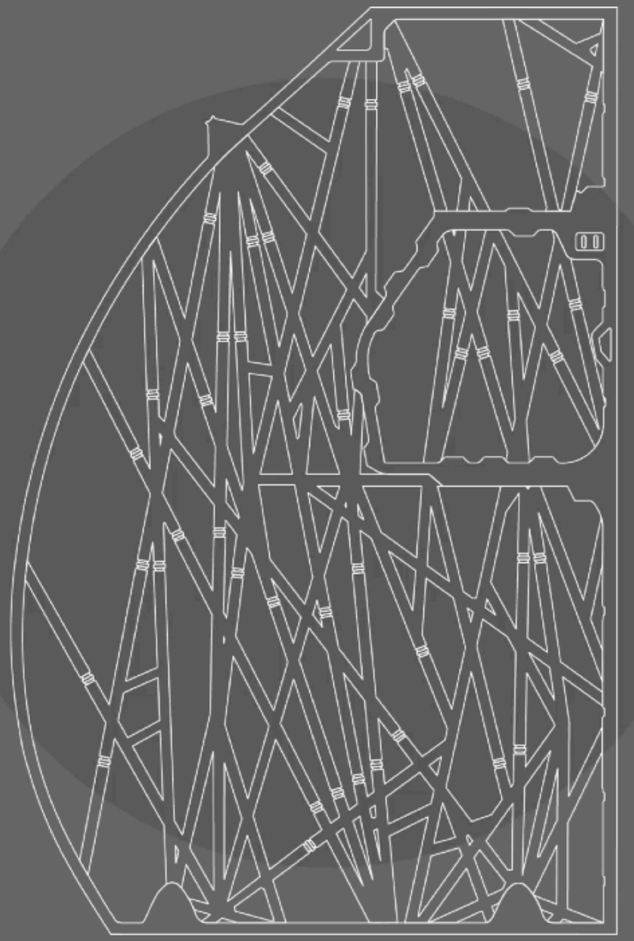

03

Resources

We needed to scale this past an experimental idea.

Major learning from the early validation:

- Decades of work can be leveraged here
- We need to conduct research for technical possibilities
- We need to conduct research for design philosophy translation
- It will need major compute power on-tap, scalability

- How do we leverage internal teams …?
- What already exists in the behemoth of Autodesk …?

FRUGALITY