

Geometrical Reconstruction using Acoustic Tactile Sensing

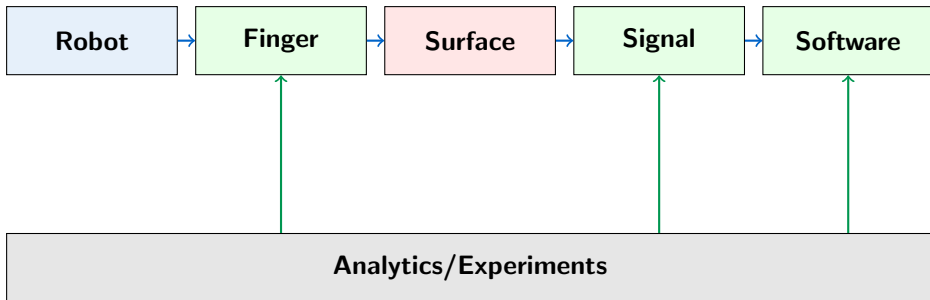
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End-to-end Project Pipeline

Core Process + Iterative Improvement



Conclusion & Look Ahead

1. Validate acoustic finger setup
2. Apply greater force with finger on surface
3. Adjust angle of finger to increase surface contact area
4. Start with static recordings moving slowly to dynamic ones
5. Balance out dataset distribution