

Geometrical Reconstruction using Acoustic Tactile Sensing

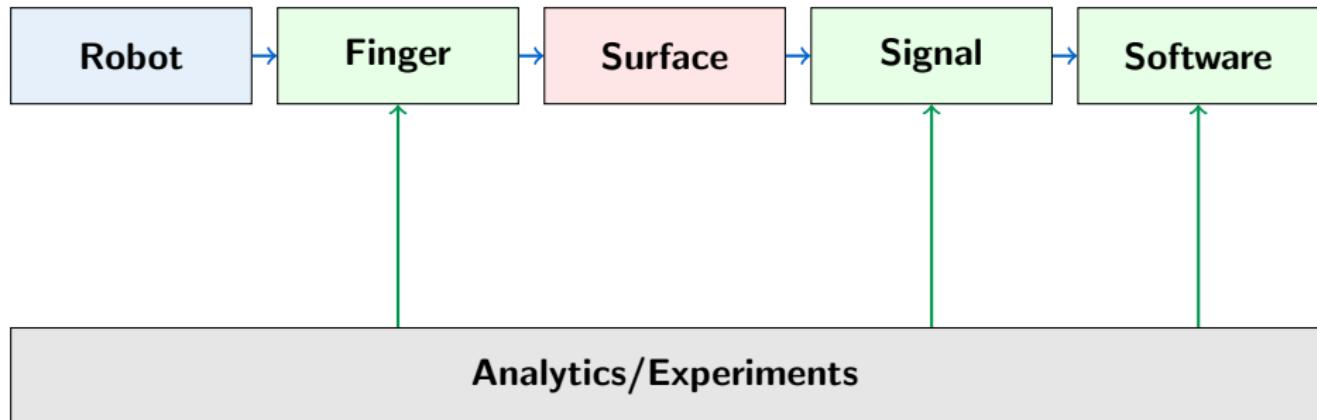
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End-to-end Project Pipeline

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