

Class Background

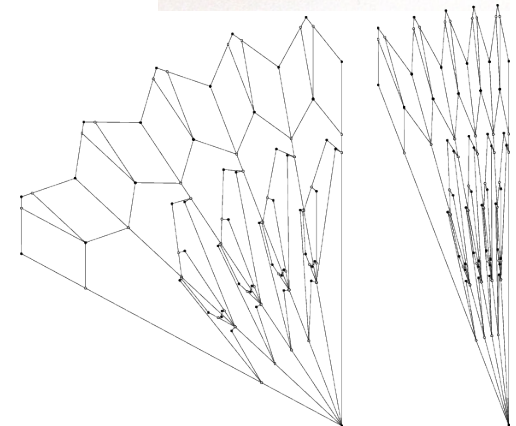
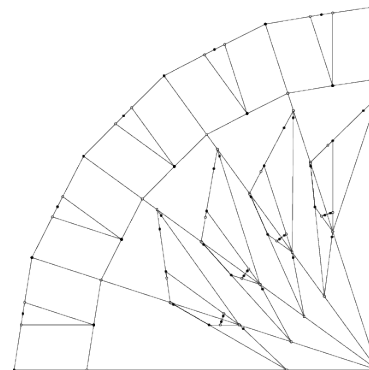
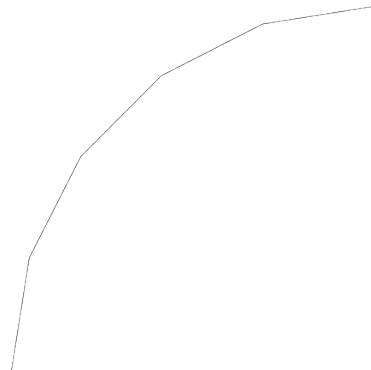
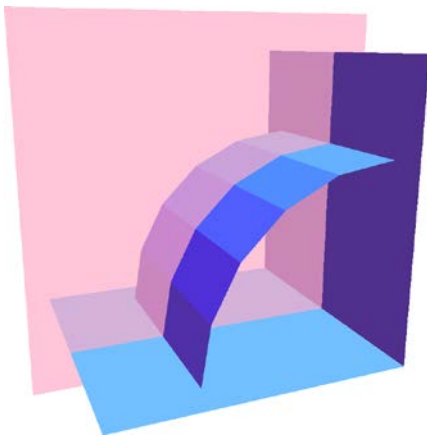
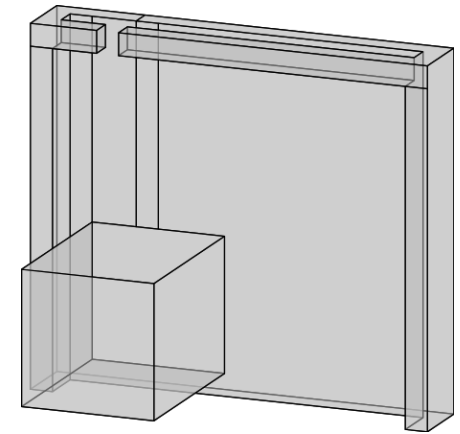
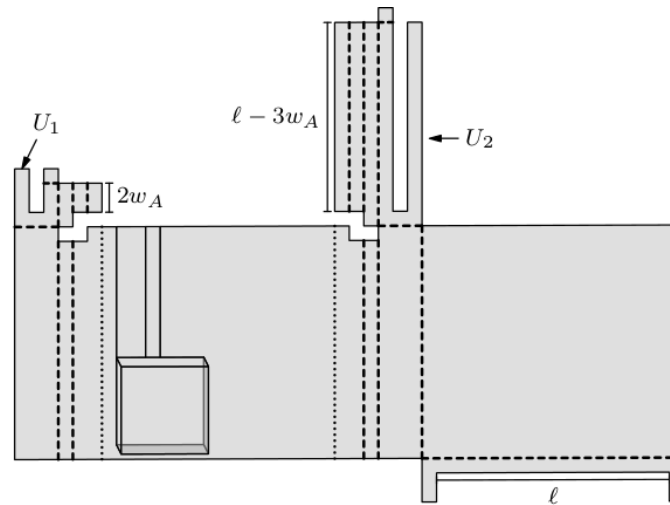
6.S080

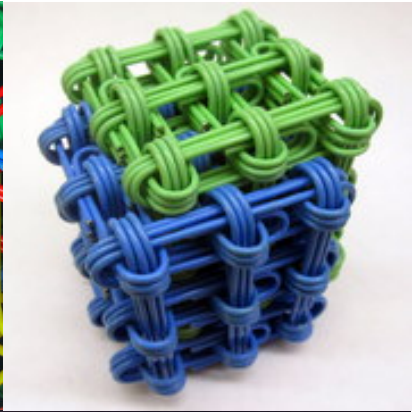
Zachary Abel
zabel@mit.edu

Zachary Abel

zacharyabel.com

MIT Math Department
Ph.D. Candidate
Computational Geometry
Advisor: Erik Demaine



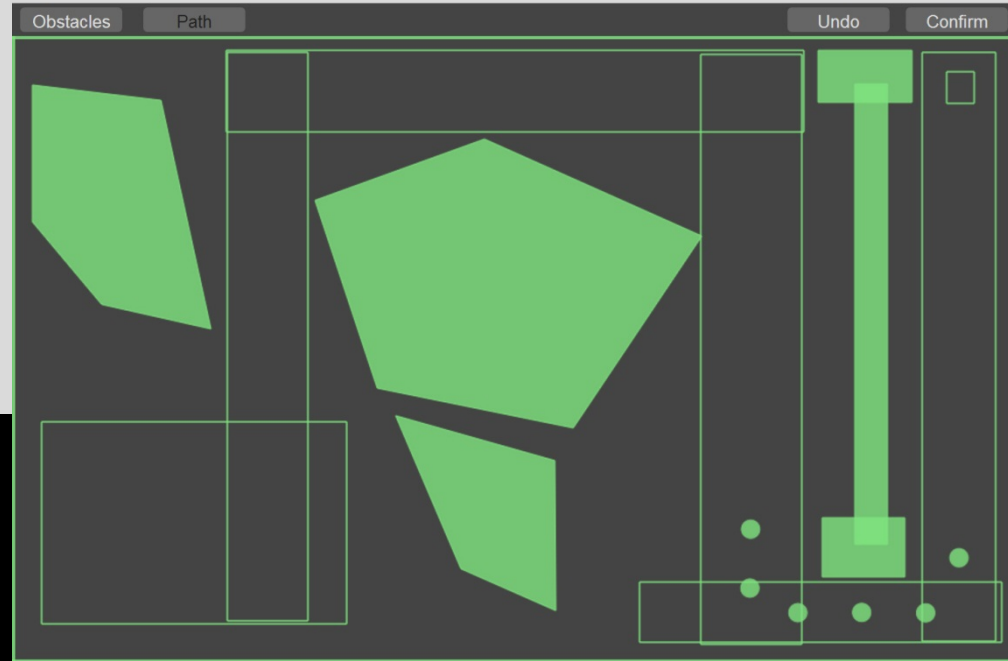
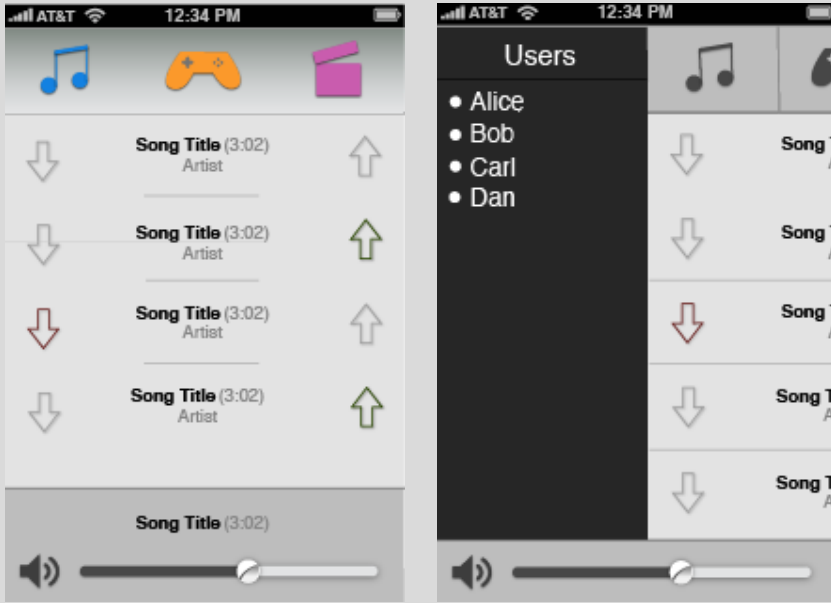


Matthew Arbesfeld
mata@mit.edu

Matthew Arbesfeld

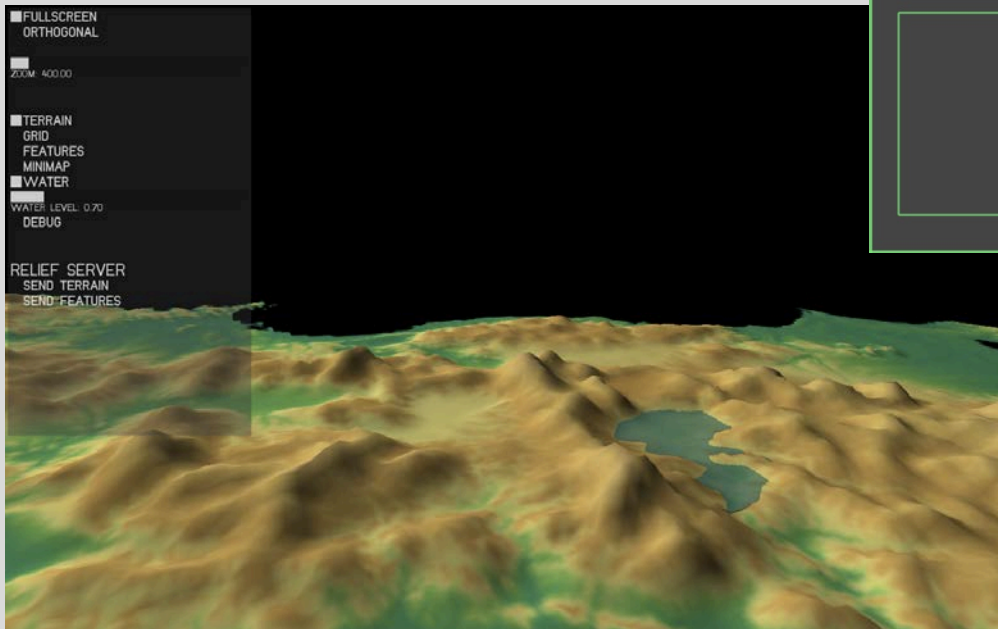
Course 6 Freshman

iOS ↓



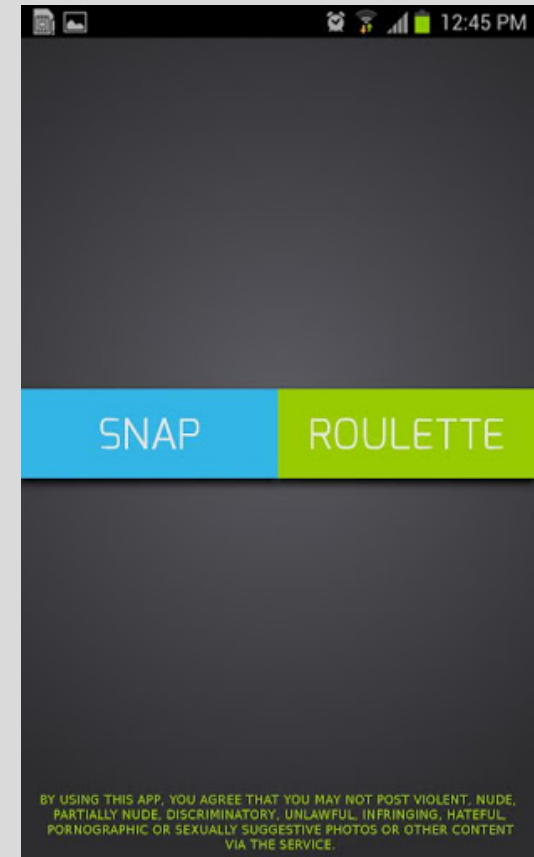
↑
JavaScript / Python

← OpenGL / iOS



Interests

- Algorithms (C++, Java, Python)
- Computer Graphics
 - OpenGL 4.0 / GLSL
 - Skia (Google Chrome)
 - 3ds Max
- Mobile
 - iOS
 - Some Android
 - Ruby/Rails



Sophia Brueckner
sophia@media.mit.edu

SOPHIA BRUECKNER

I'm a first year masters student in Media Lab.

I started out doing researching thin films in a materials science lab 10 years ago and ended up a conceptual artist.

In between, I did an ScB in Computer Science/Applied Mathematics at Brown, was a software engineer and did user interface design at Google (iGoogle), worked at Google Research, did an MFA at RISD, and rock climbed a lot.



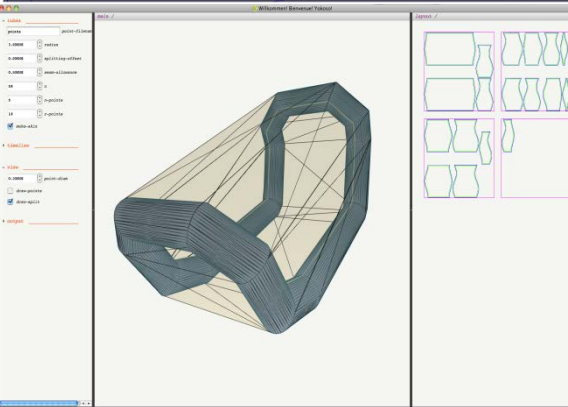
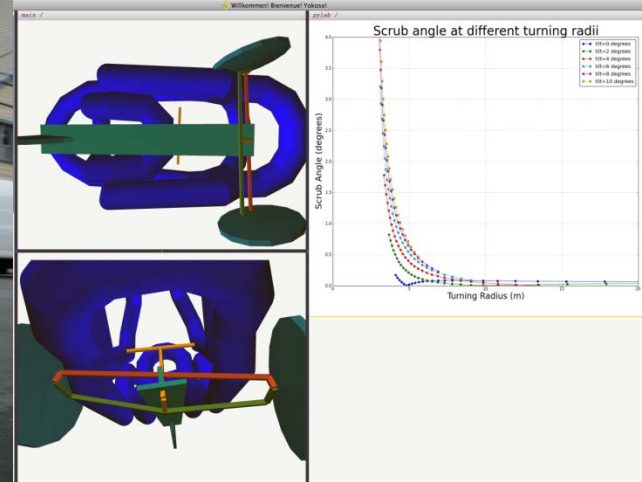
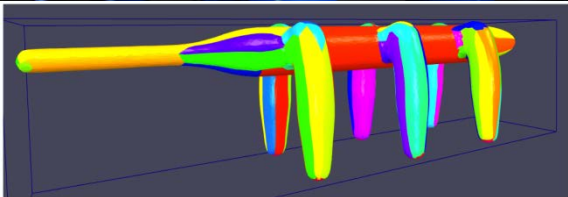
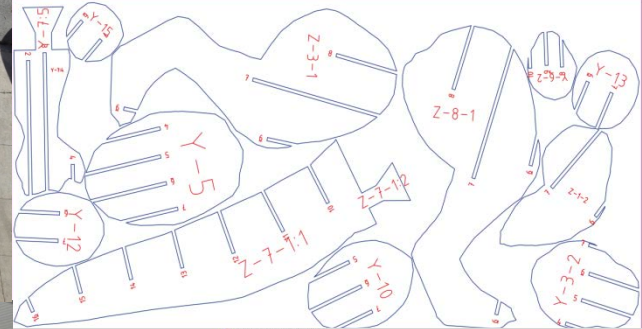
SOPHIA BRUECKNER

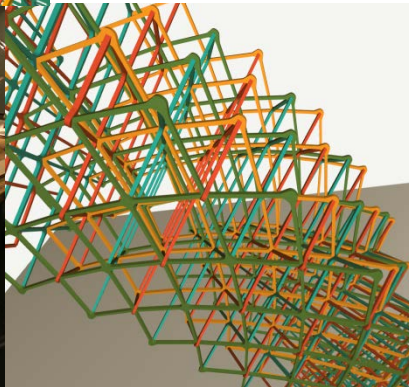
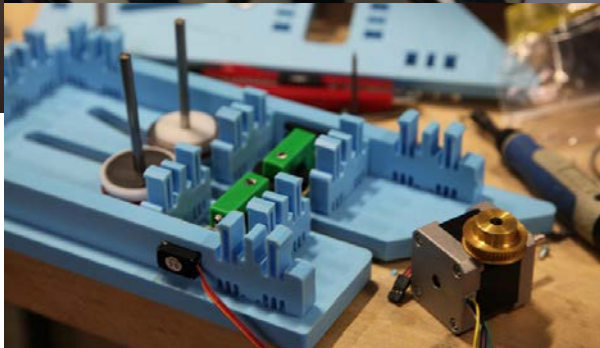
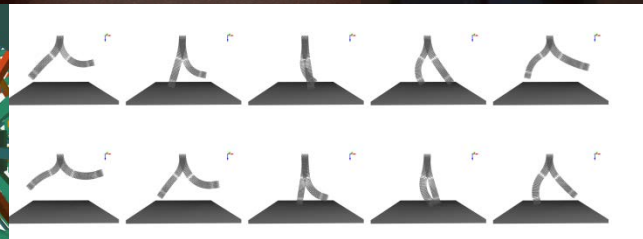
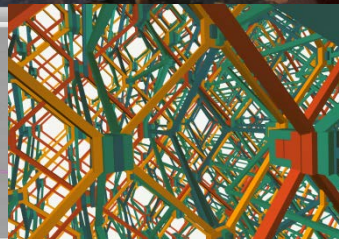
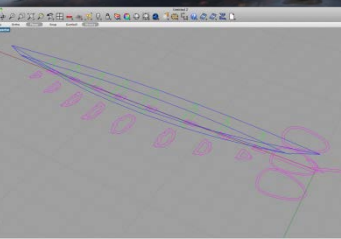
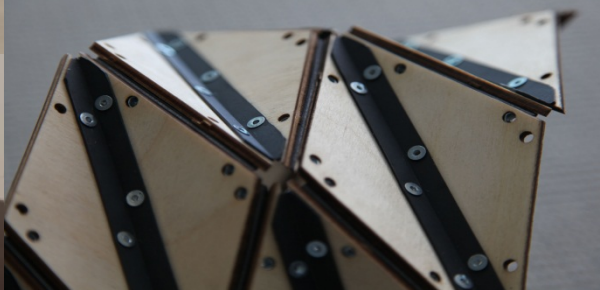
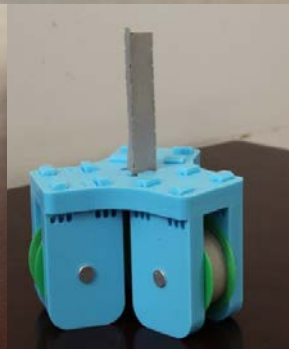
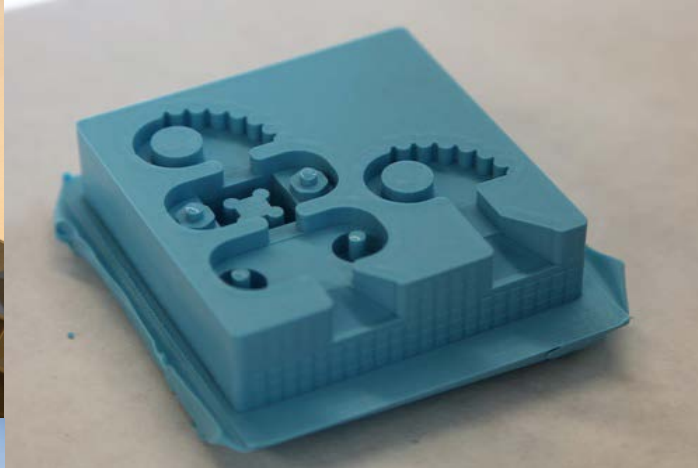
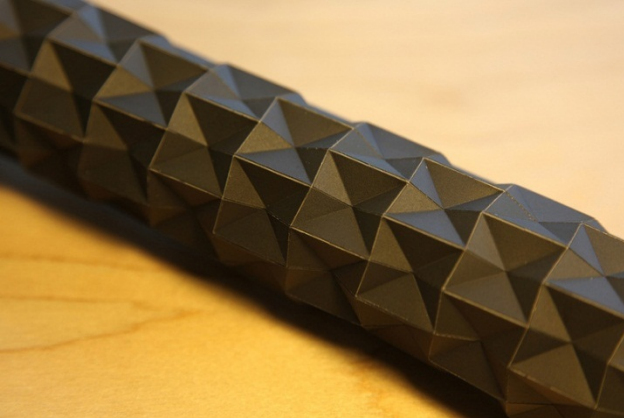
I make generative and sound art, paint, and love learning how to make things. I recently started thinking about how I can incorporate my computer programs with sculptures.

Right now, I am interested in making kinetic sound sculptures inspired by speculative instruments/music from science fiction stories.

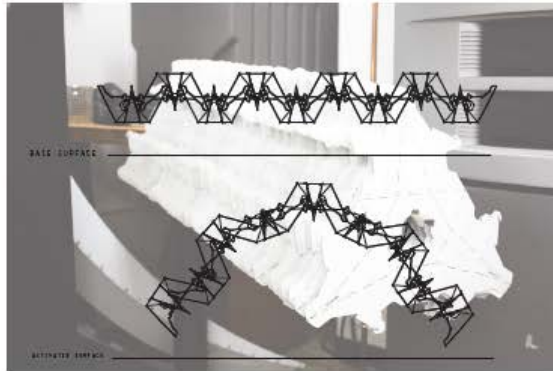


Sam Calisch
calisch@mit.edu

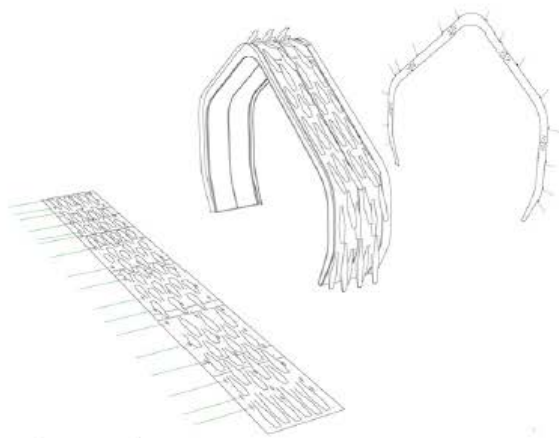




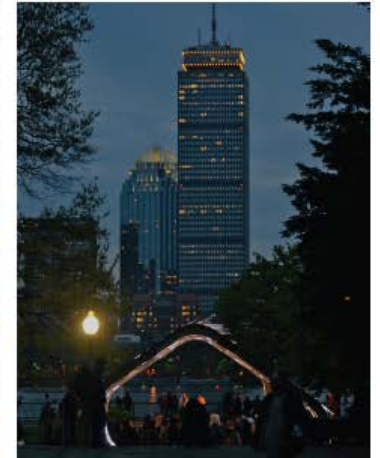
James Coleman
colemajr@mit.edu

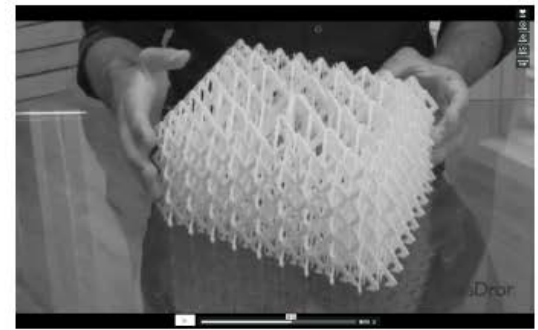
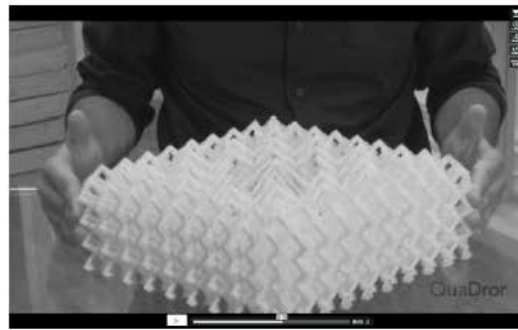
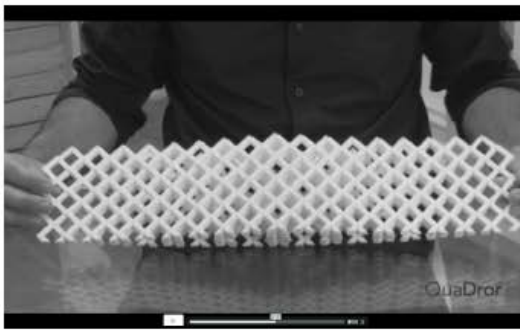
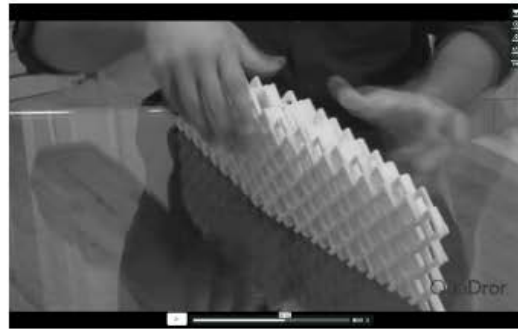
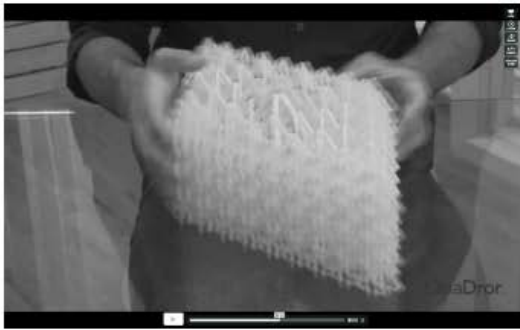


MIT 150 fast festival



prior work





Dror Expanding frame



Felix Candala

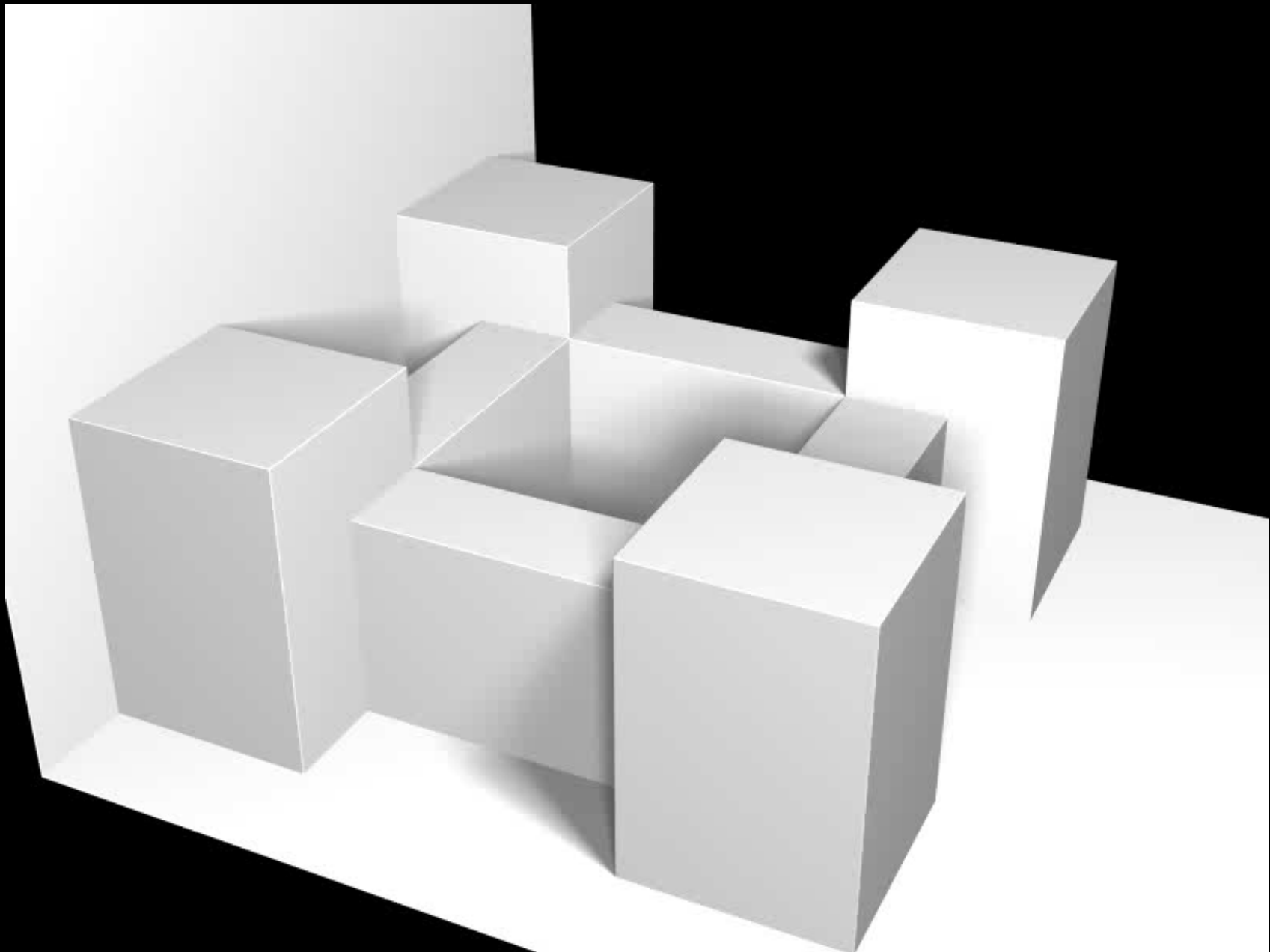


Perfecting 3DL

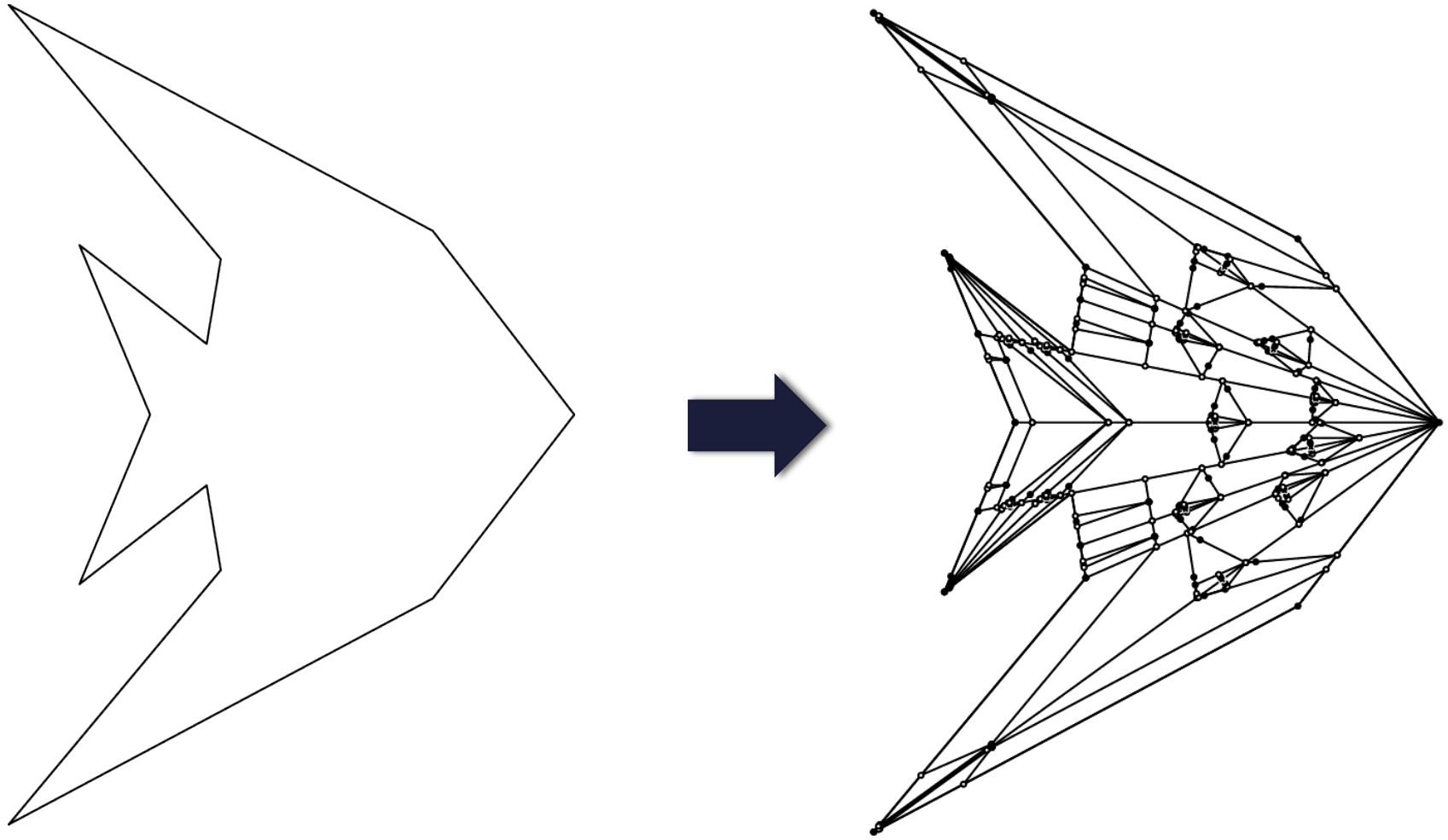
The most advanced sail in the world

North Sails 3DL

Sarah Eisenstat
seisenst@mit.edu



Algorithm from the paper "Algorithms for designing pop-up cards," by Zachary Abel, Erik D. Demaine, Martin L. Demaine, Sarah Eisenstat, Anna Lubiw, Andre Schulz, Diane L. Souvaine, Giovanni Viglietta, and Andrew Winslow.



Algorithm from the paper "Algorithms for designing pop-up cards," by Zachary Abel, Erik D. Demaine, Martin L. Demaine, Sarah Eisenstat, Anna Lubiw, Andre Schulz, Diane L. Souvaine, Giovanni Viglietta, and Andrew Winslow.

Phillip Ewing
phewing@mit.edu

// background

Education:

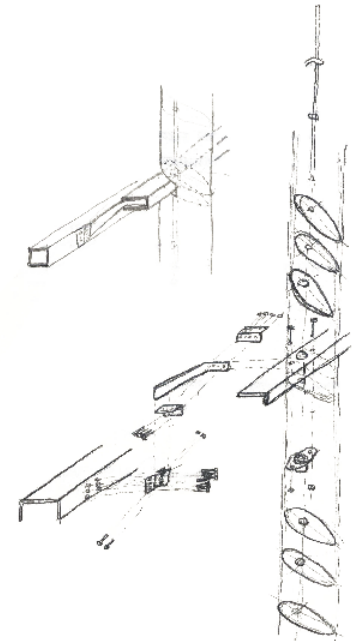
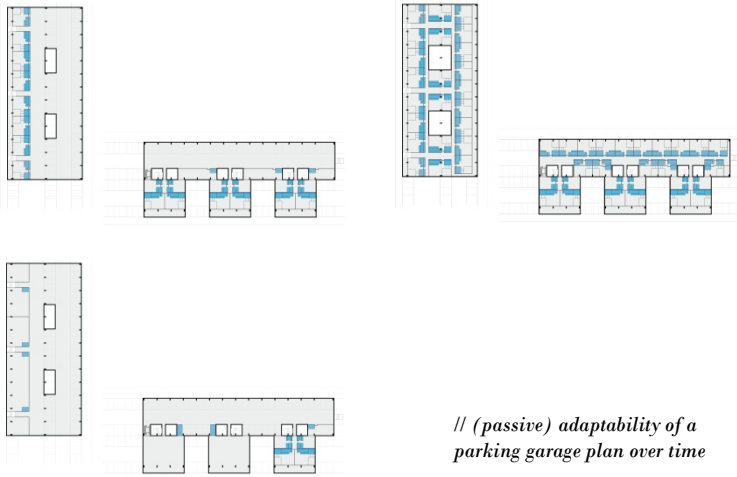
- Bachelor of Architecture, (B.Arch) Auburn Univ. '12
- Bachelor of Interior Architecture, (B.I.Arch) Auburn Univ. '12

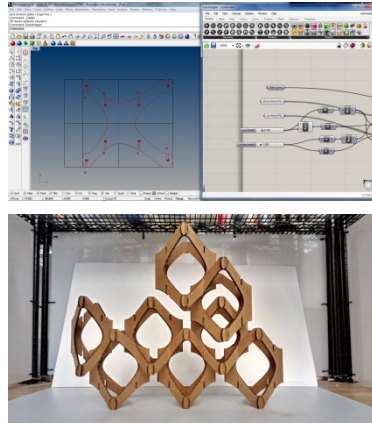
Starting interests:

- Architecture as an articulated “mechanism” for environmental control
- Active vs. passive transformation of space

To be explored:

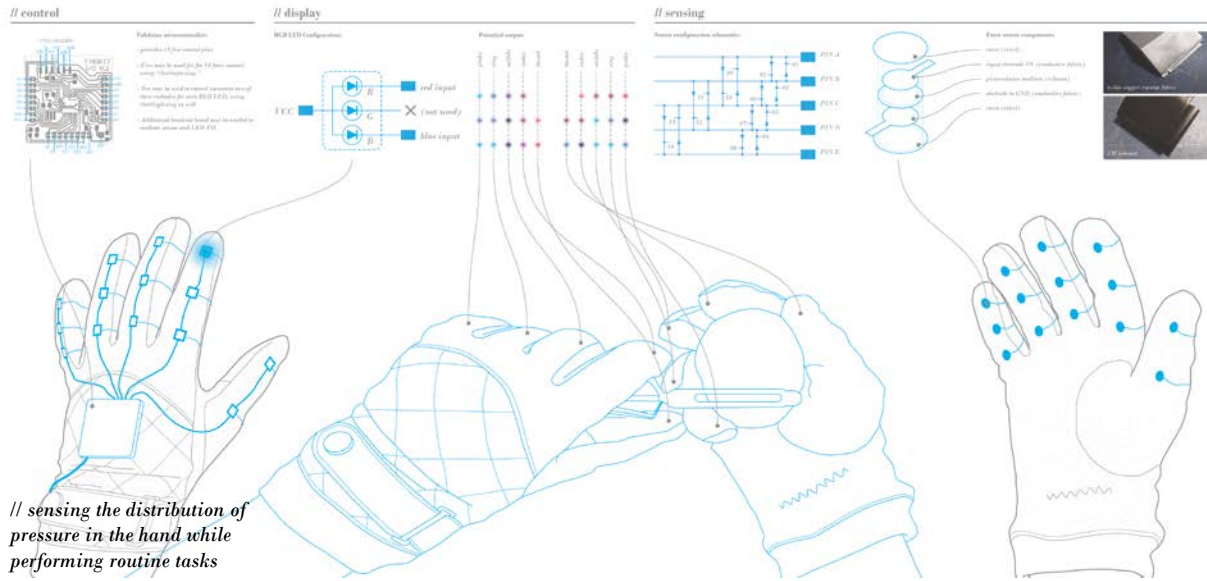
- Active transformation of the architectural envelope to accommodate interior function



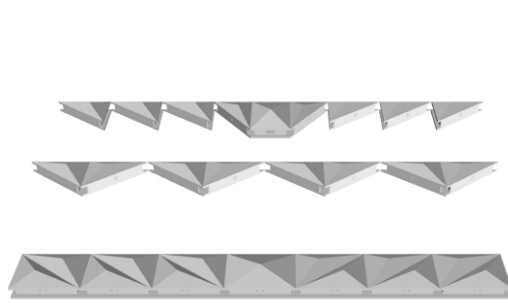
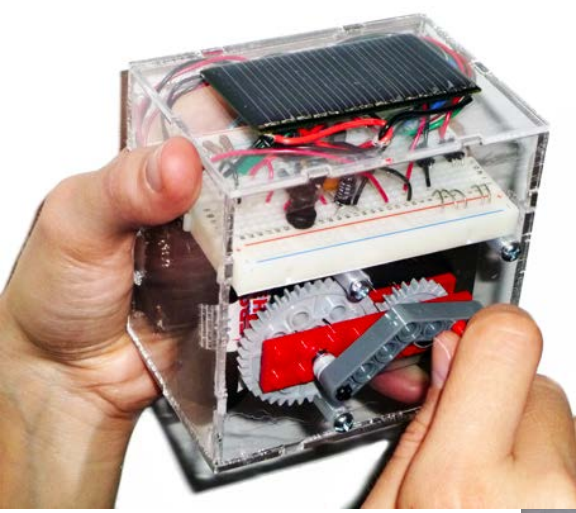
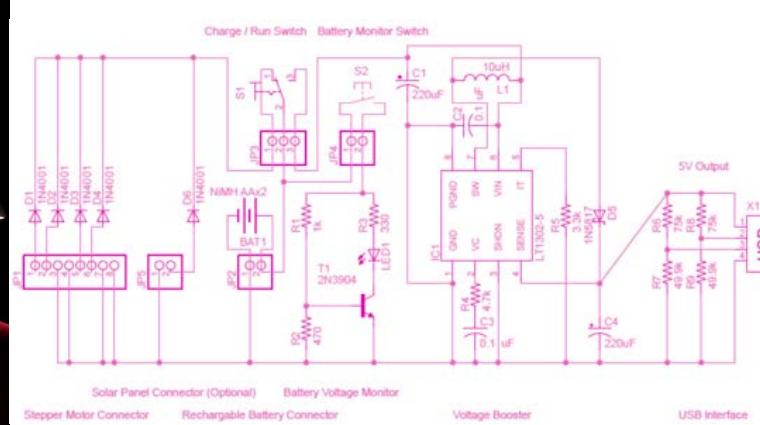
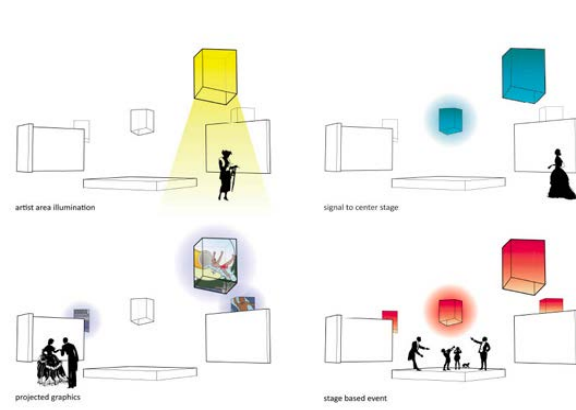


// current interests

- “Soft”, material-driven actuation
- Digital (+ analog) fabrication
- Body-centric responsive systems/environments



Jennifer Broutin Farah
jbroutin@media.mit.edu



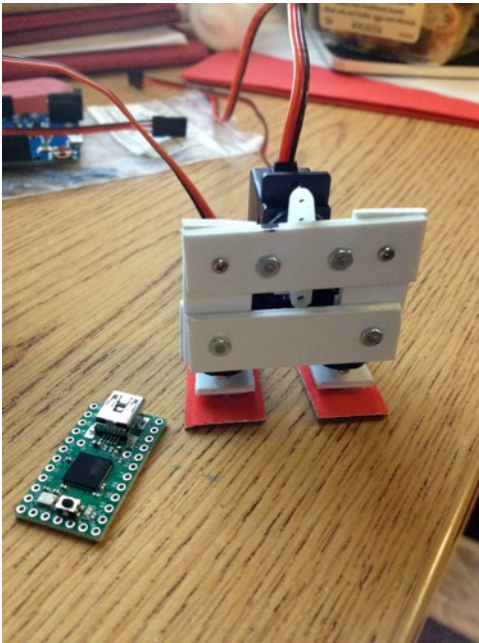


Katy Gero
kgero@mit.edu

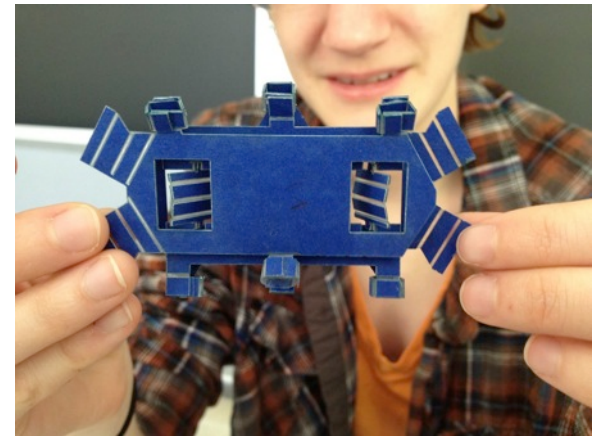
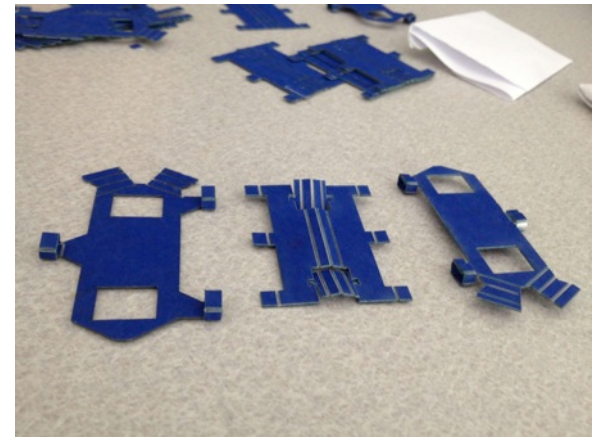
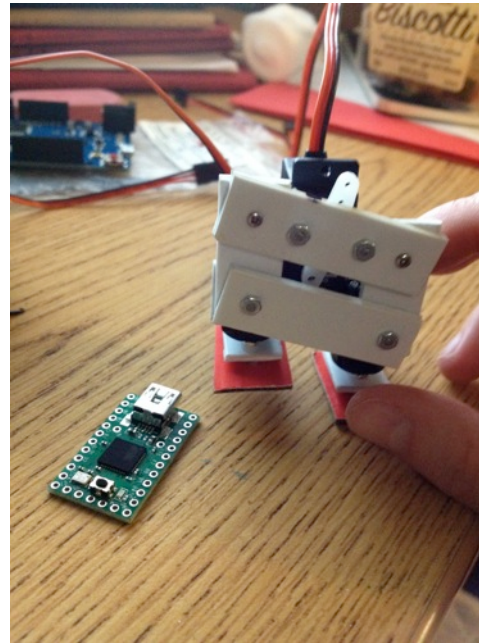
Katy Gero

Mechanical Engineering
Class of 2013

Projects:



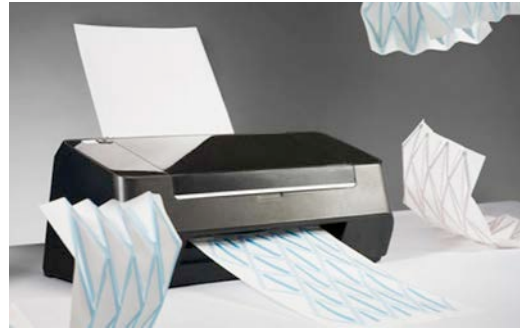
^ Small Walking Robot¹



Foldable Hexapods² >

1. <http://www.youtube.com/watch?v=DWSbFfW3IC4>
2. <http://robotics.eecs.berkeley.edu/~ronf/Prototype/index.html>

Interests + Inspiration:



^ Hydro-Fold by Christophe Guberan

Theo Jansen's Strandbeest >



^ Hoberman Switch Pitch Throwing Ball

√ Taking Things Apart



Mason Glidden
mglidden@mit.edu

Mason Glidden

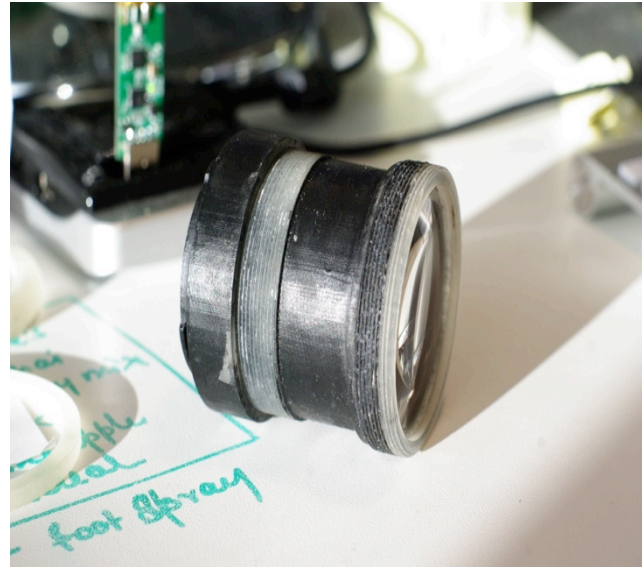
Junior, 6-3

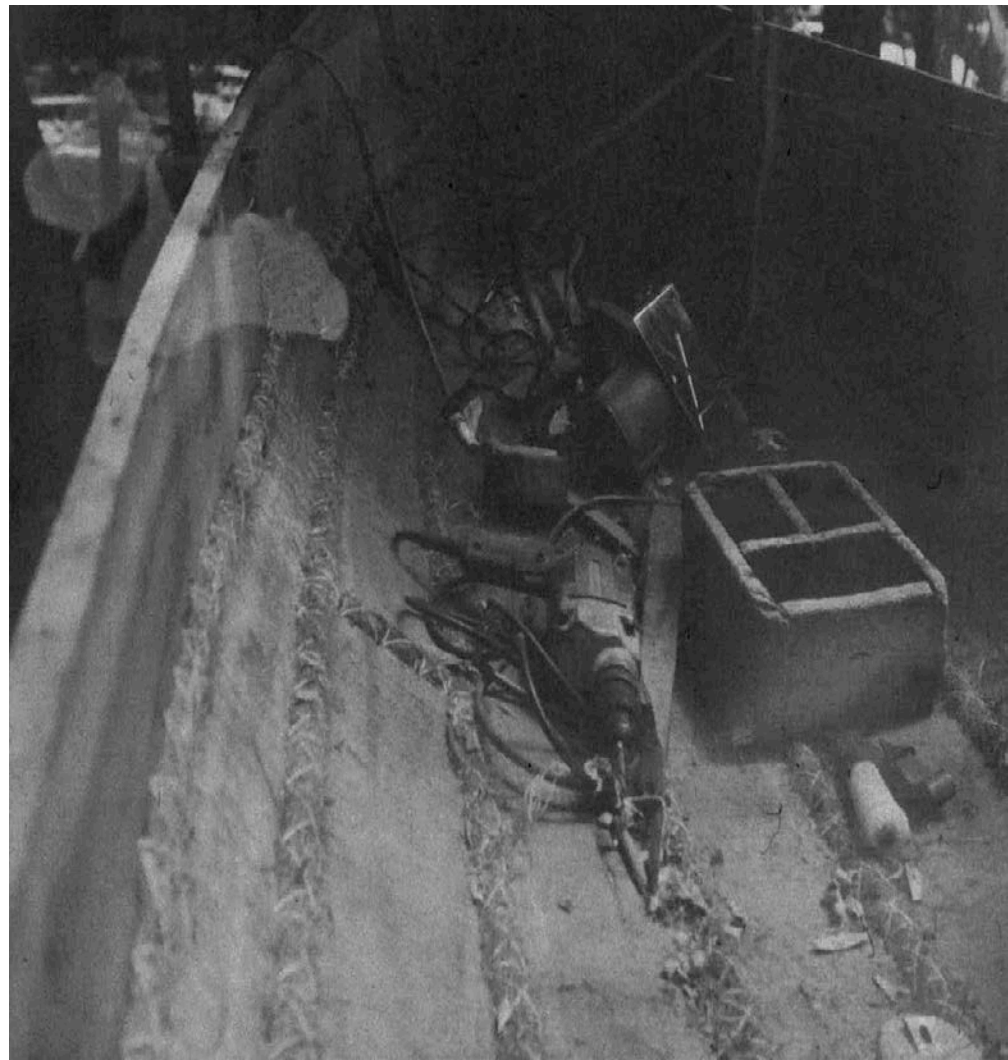
Google yelp.





Pragun Goyal
pragun@mit.edu





Bianca Homberg
bhomberg@mit.edu

Background

Bianca Homberg

Robotics

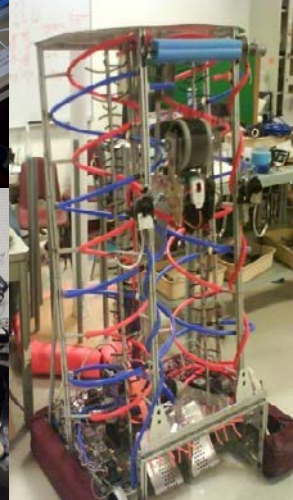
- MASLab
- UROP – Robust Robotics Group
- FIRST Robotics Competition
- DASCH Project

Relevant Classes

Past: 6.006/6.046, 9.66, 18.404

Current: 6.002, 6.S064

Undergrad, Year 2



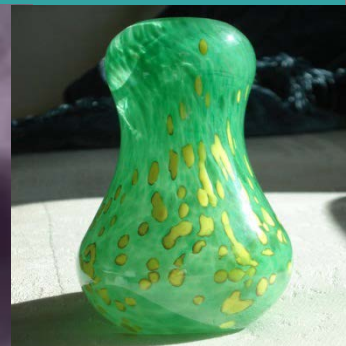
Interests for projects

Bianca Homborg

Robotics-related

Transforms dynamically to
traverse varied terrains easily

Transform object by storing
energy in springs, energy is
released in a different way

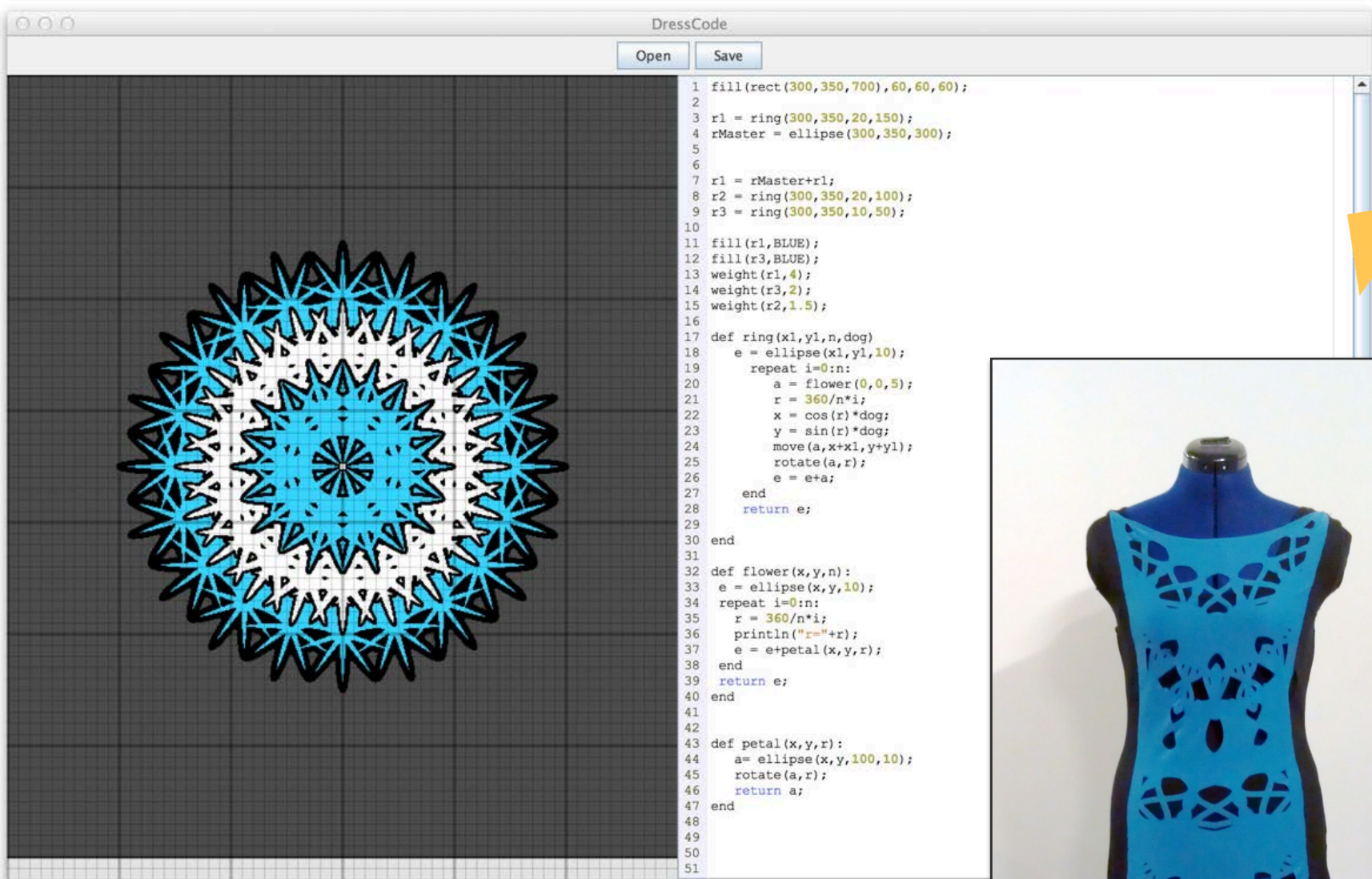


Jennifer Jacobs

jacobsj@media.mit.edu



and computation



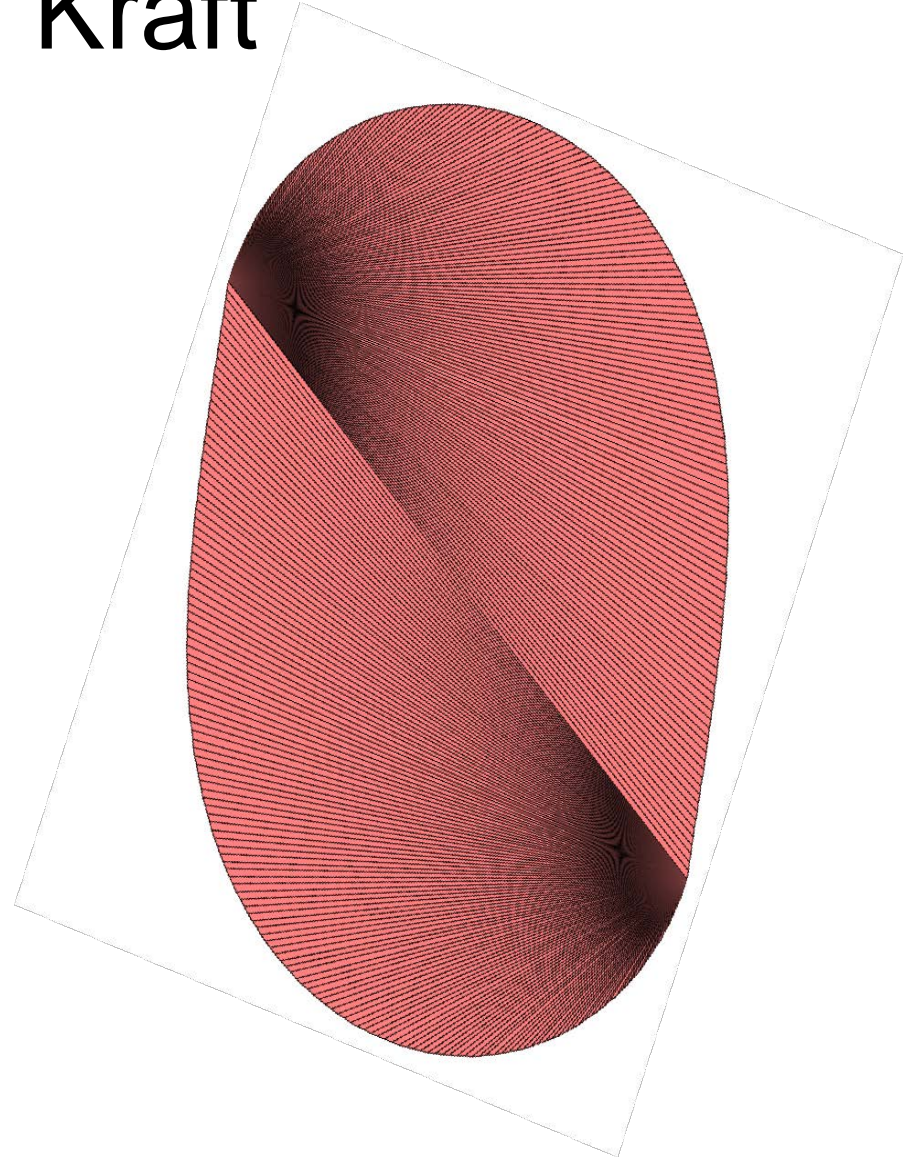
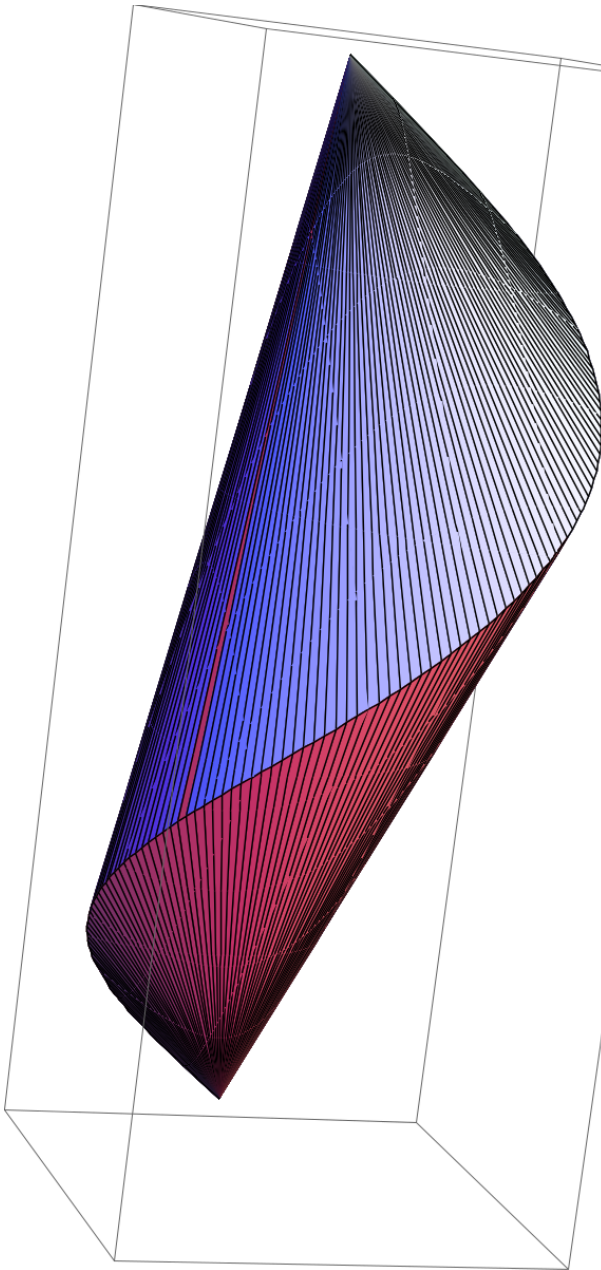
al tools to support fabrication

Ben Kraft
benkraft@mit.edu

Ben Kraft

- Sophomore in Course 18
- Took 6.849, and have other miscellaneous background in mathematical origami
- Interested in the more mathematical side of things, figuring out the mathematical foundations of what we can build
- Did research in mathematical origami/folding relating to pleat folding and pita forms

Ben Kraft



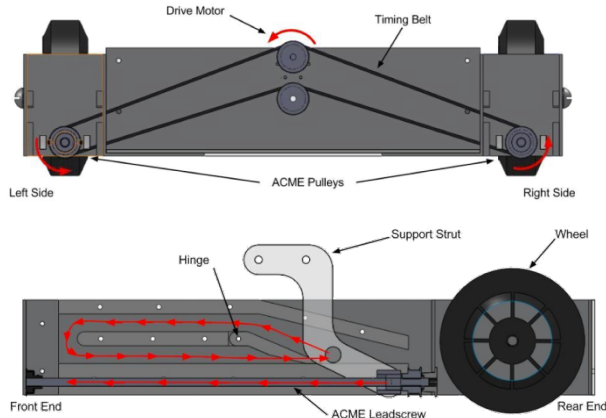
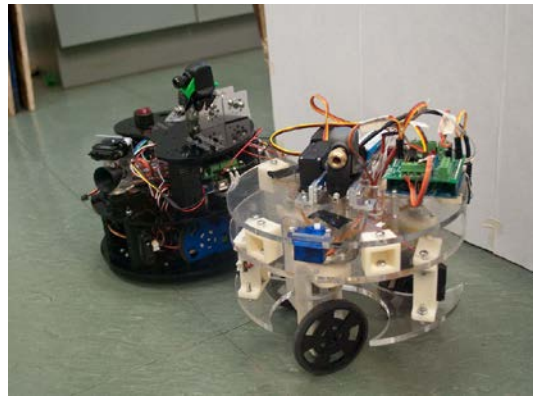
Will Langford
will@mit.edu

Will Langford (background)

MechE @ Tufts

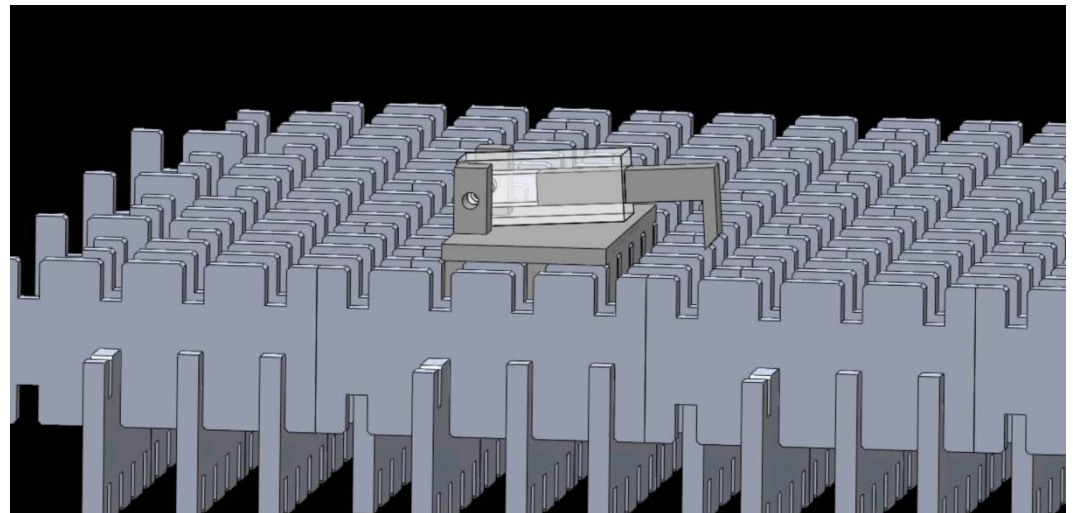
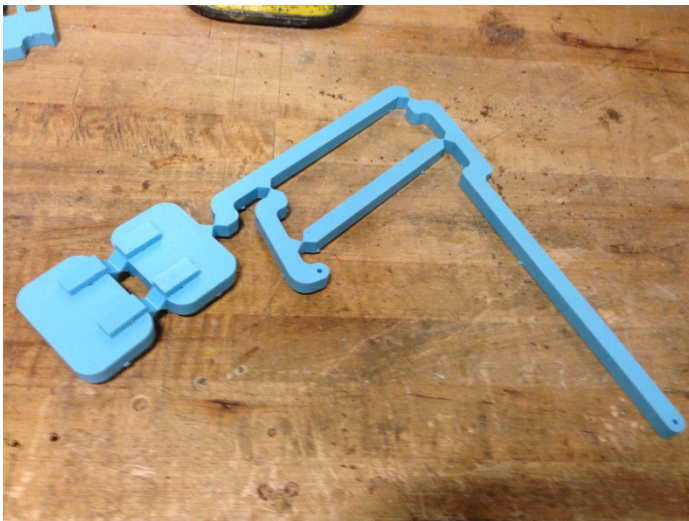
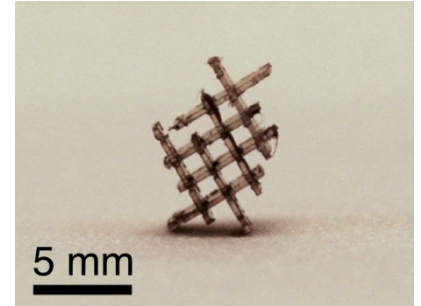
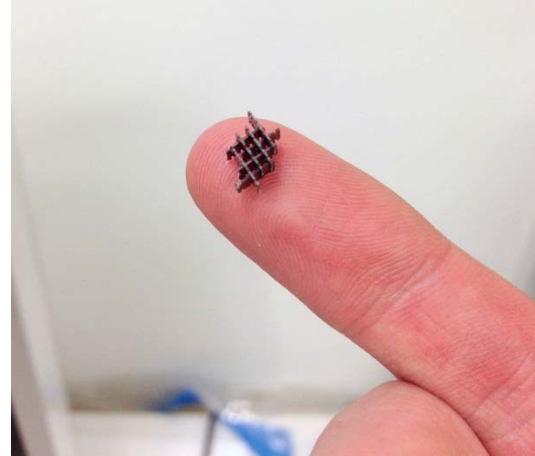
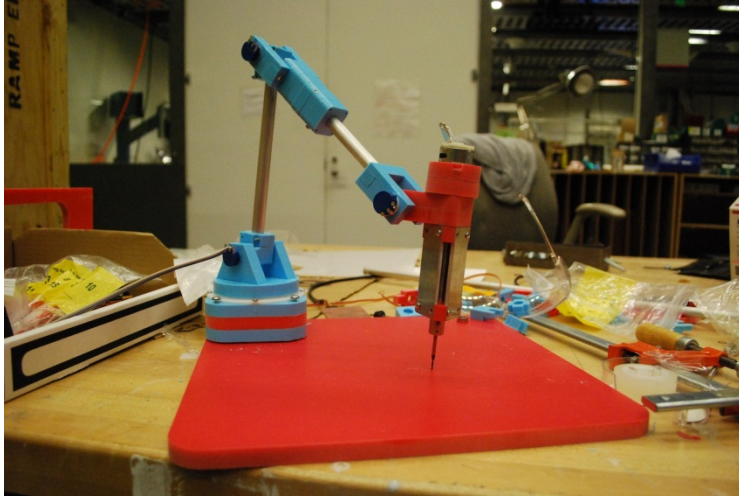
Tufts Robotics Club

Makerbot



Will Langford

(current projects/interests)



David Lawrence
dlaw@mit.edu

David Lawrence

Undergraduate in mathematics,
electrical engineering, and computer science

Interests

Embedded systems

Linux development

Power electronics

Machining

General cool things in math & CS

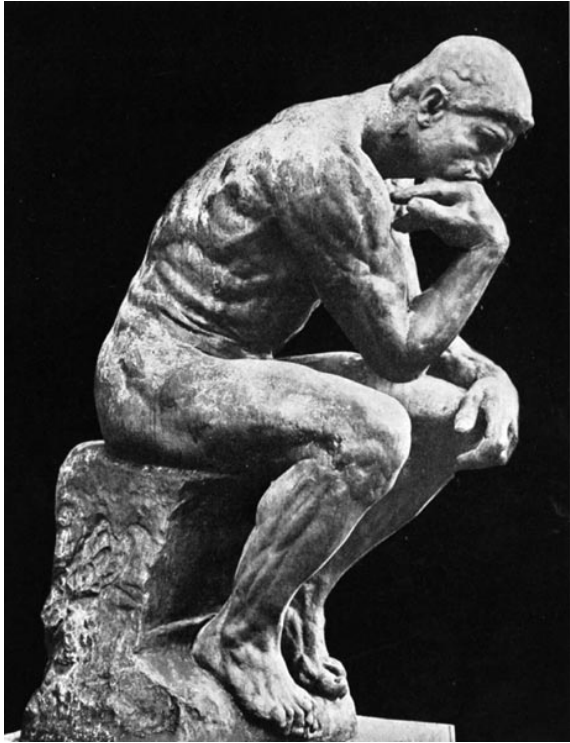
Projects



Mass Ave bridge, May 2011

Sunny Long
sunny_l@mit.edu

Sunny Long Course 6 & 14



Sunny Long
Course 6 & 14

**6.S080:
Mechanical
Invention
through
Computation**



Paulina Mustafa
pmustafa@mit.edu

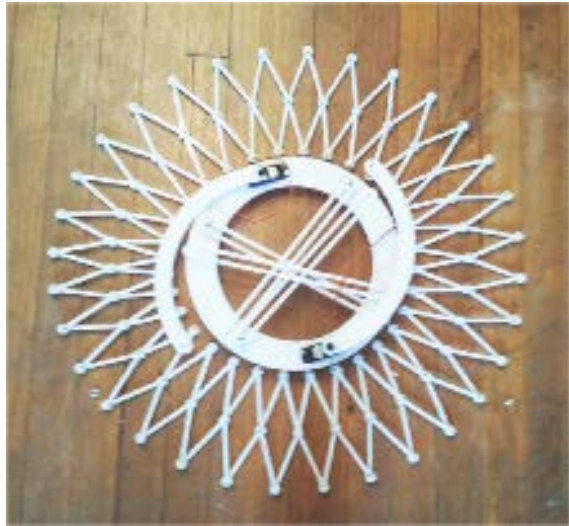
Expandable Hat

A hat that blocks just the right amount of light

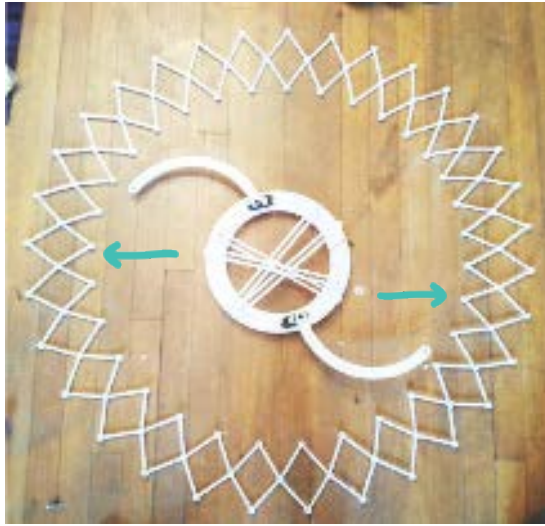
light by expanding under strong light, and compressing under lower light. It is a proof of concept that explores interactive clothing and objects that respond to the



low light



strong light

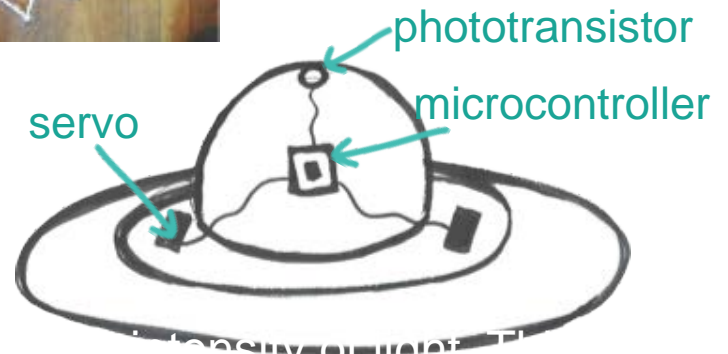
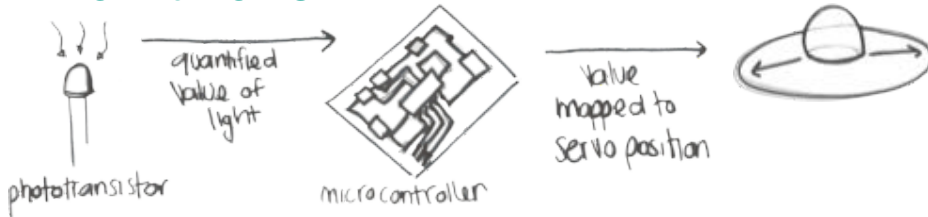


me and the hat



This is the first time I wore my fab-able expandable hat!

how it works:

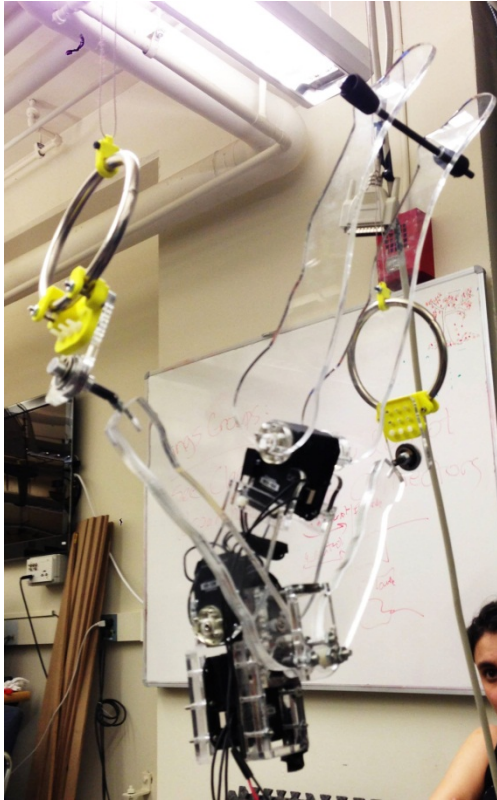


read by a Fabduino, which is a PCB that mimics the architecture of an Arduino and is programmable in Arduino IDE. The Arduino maps the value to a position of a servo and writes the same position to both servos, accounting for limits and velocity. The servos open/close two arms simultaneously, changing the size of the

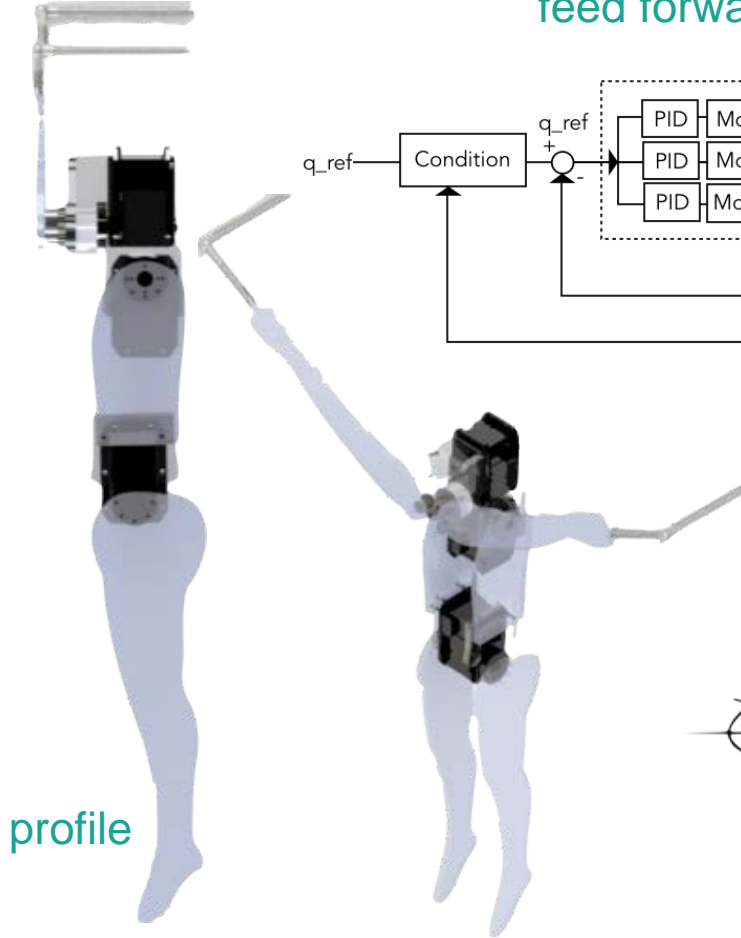
Gymnast Robot

A robot that performs gymnastics routines

This robot has human-like proportions and joints that mimic human joints. It is able to perform a routine of different holds common in gymnastics rings events.

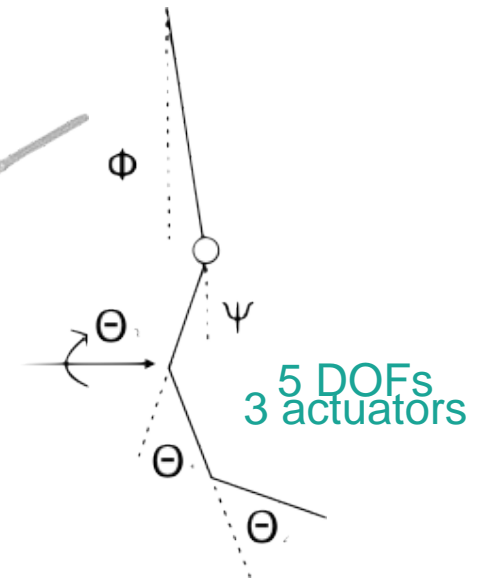
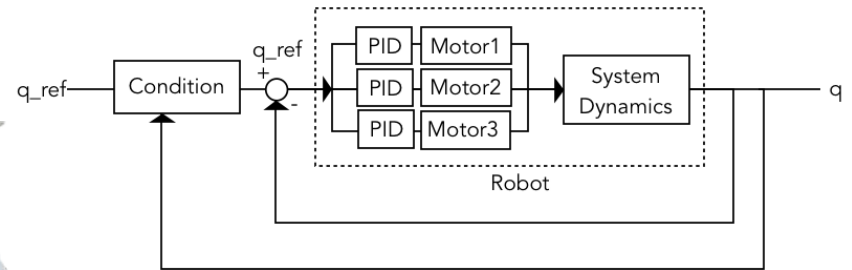


inverse iron cross



profile

feed forward controls

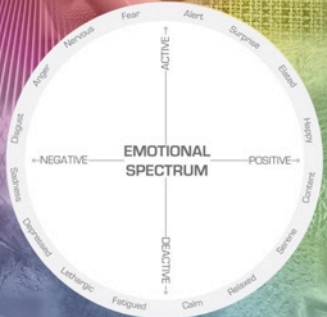
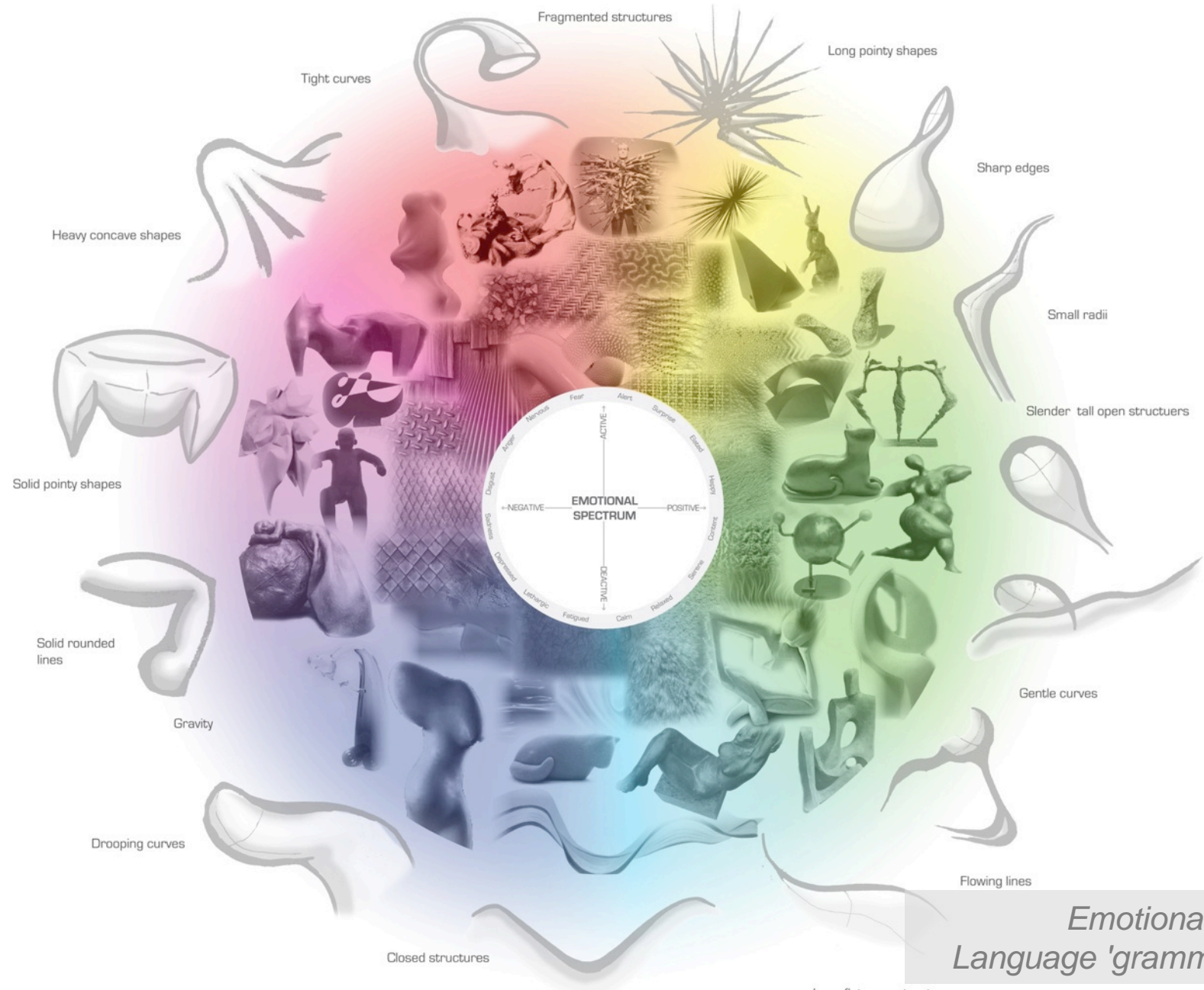


actuators. One actuator drives a gear train that opens and closes the arms, and second actuator rotates the arms an orthogonal plane, together simulating human shoulder joints. The third actuator controls the legs. The robot was controlled using feed forward control and PID. It was team project, but I was the lead on the

Philippa Mothersill
pip@mit.edu

Tactile Allegory

Activating the design language of objects to communicate abstract emotive information through physical objects



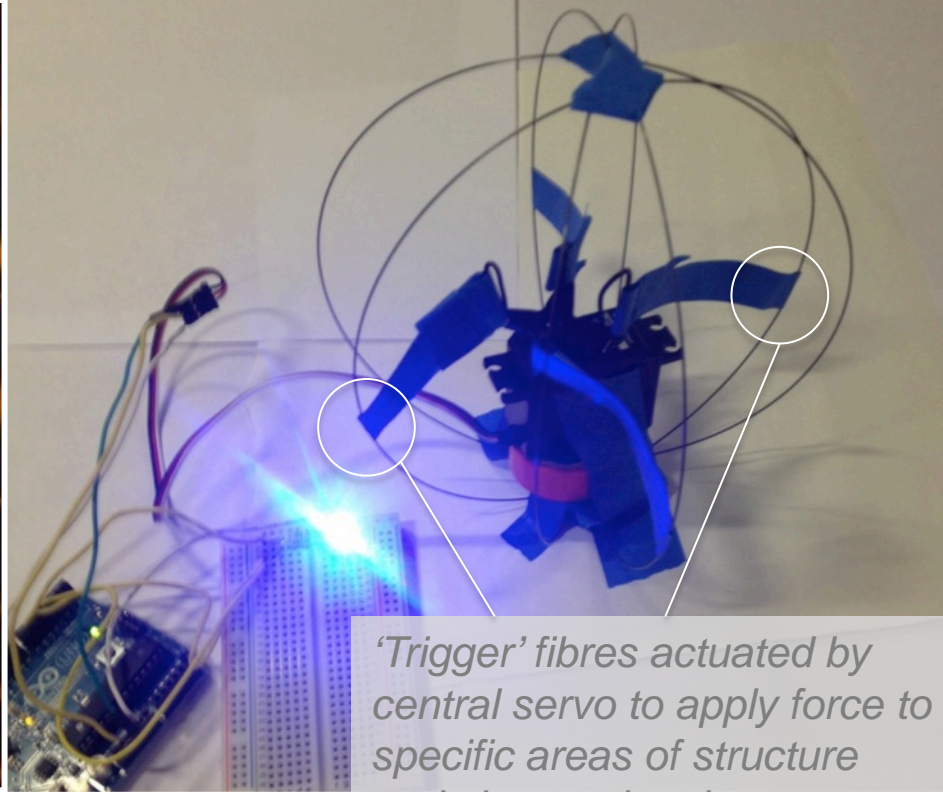
Emotional Design Language 'grammar' map

Long flat open structures

Dynamic composite materials

Solid fibres embedded in flexible matrix can change the form through varying mechanical properties of the material

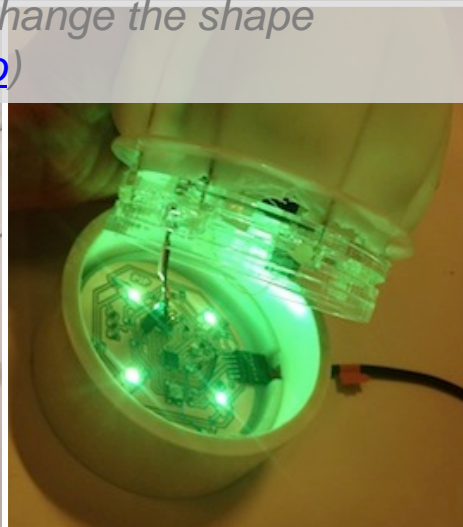
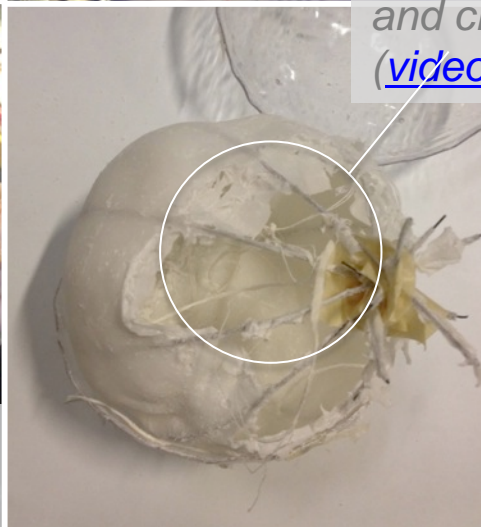
Variable bending stiffness in multi-material woven composites



'Trigger' fibres actuated by central servo to apply force to specific areas of structure and change the shape
[\(video\)](#)



Anisotropic deflection in curved fiber composites

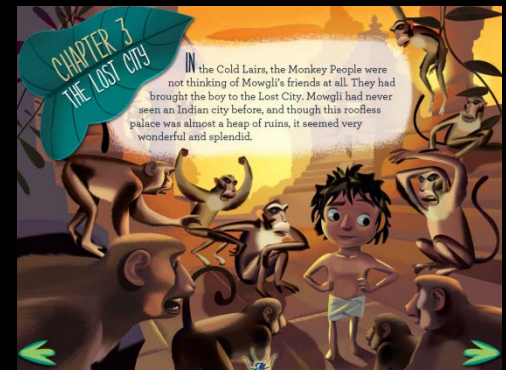


David Nunez

dnunez@media.mit.edu

David Nunez

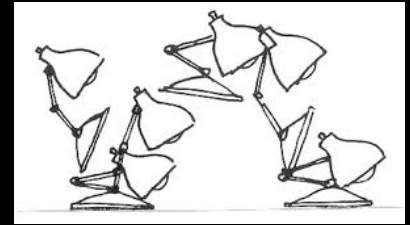
Media Lab: Personal Robots Group



www.davidnunez.com
dnunez@media.mit.edu

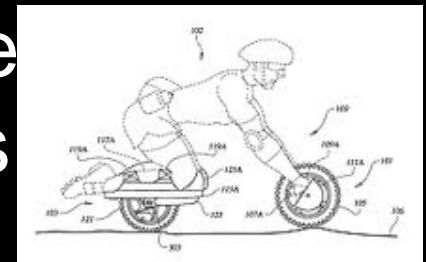
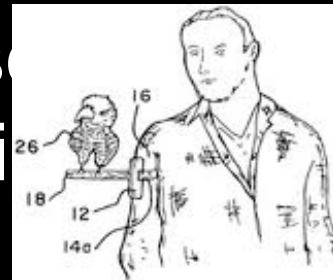
Things I Want to Make:

- Tool for designing Emotive, Parametric Animation of Mechanisms



- “Automatonimator” - Design Tool for Automaton / Toy Cams & Linkages

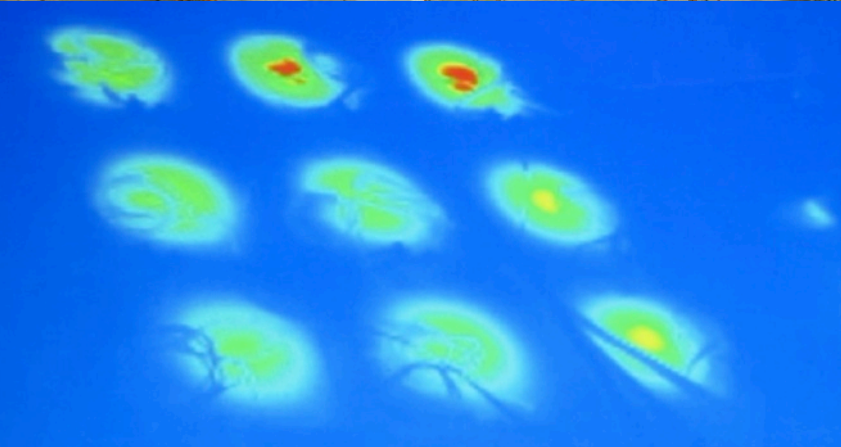
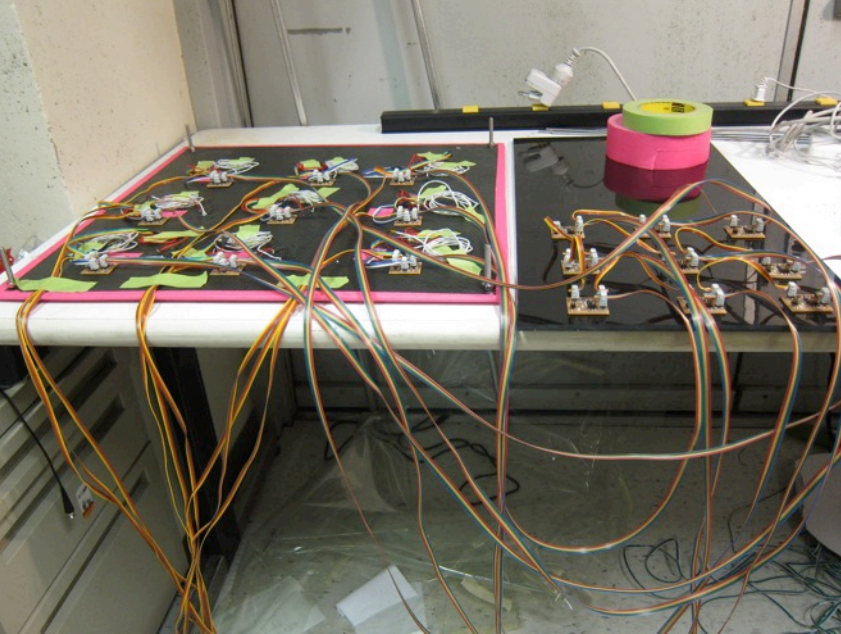
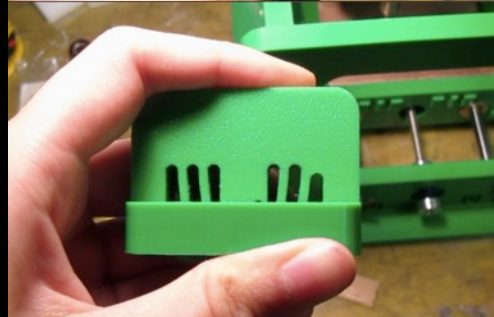
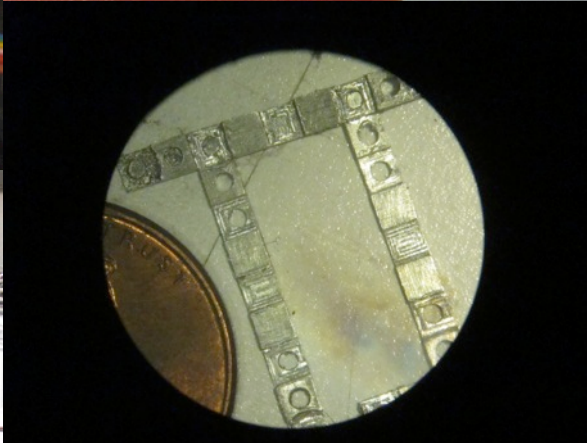
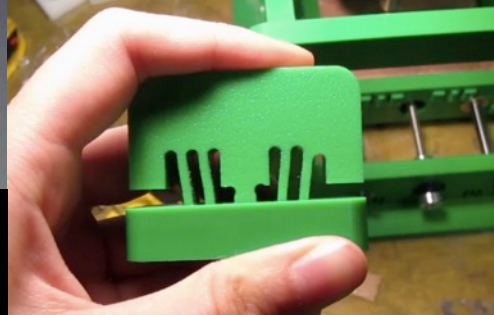
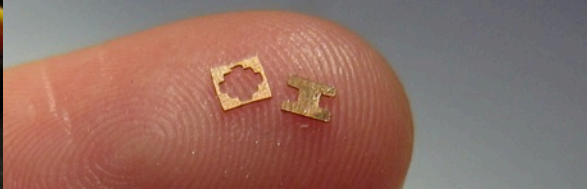
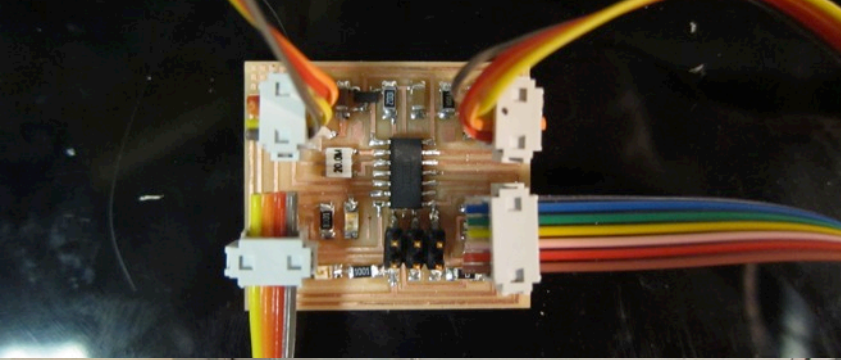
- Inventions via Algorithmic combination of basic mechanisms culled from patent libraries



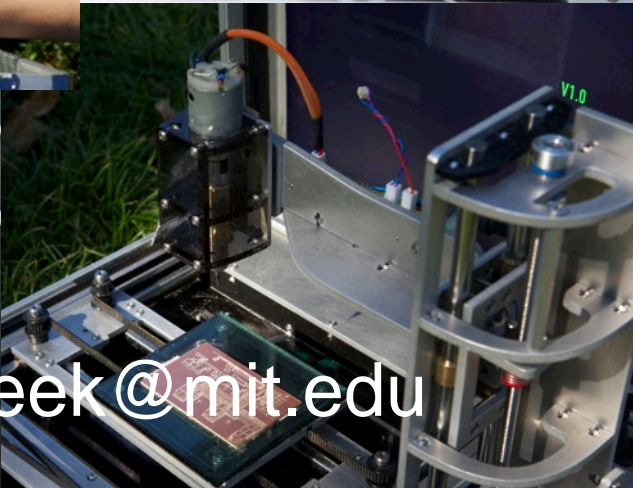
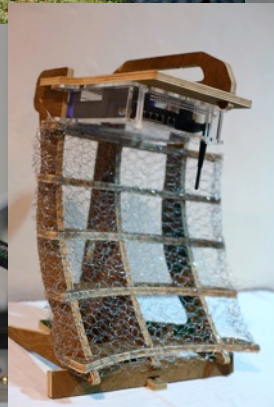
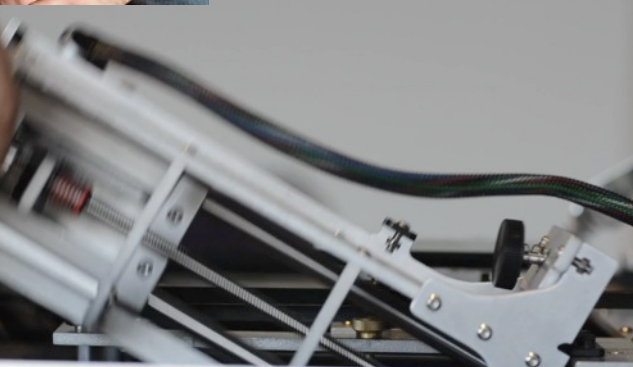
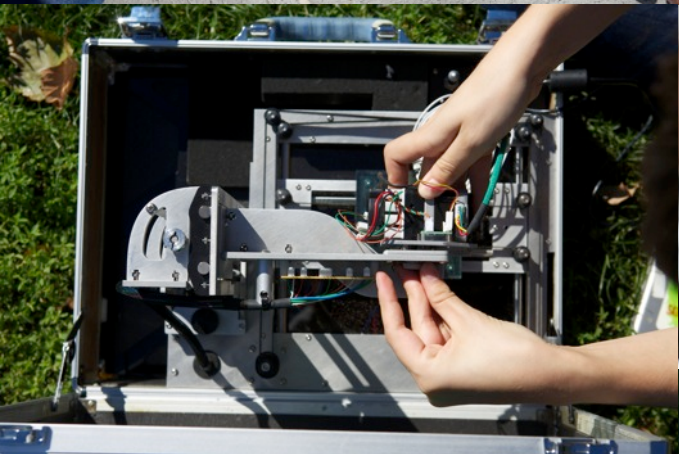
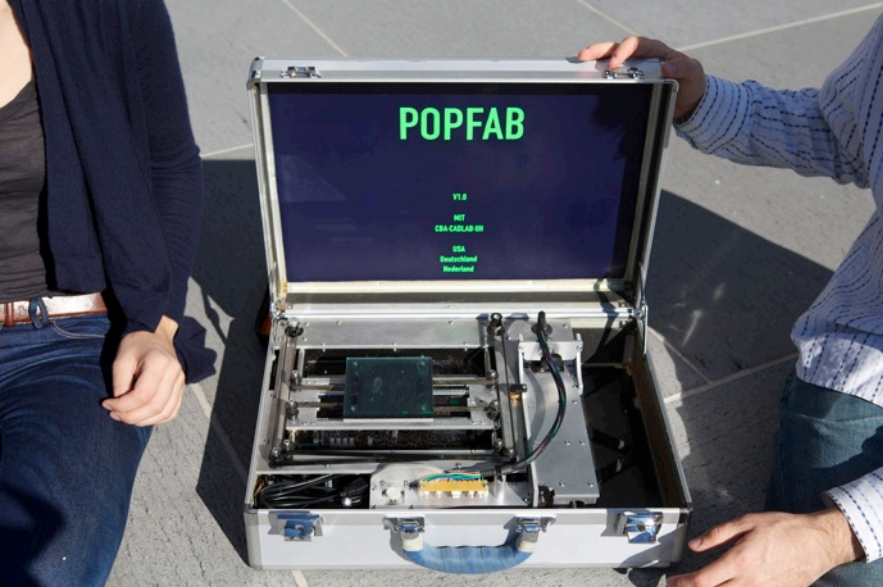
www.davidnunez.com

dnunez@media.mit.edu

Nadya Peek
peek@mit.edu



Nadya Peek – peek@mit.edu



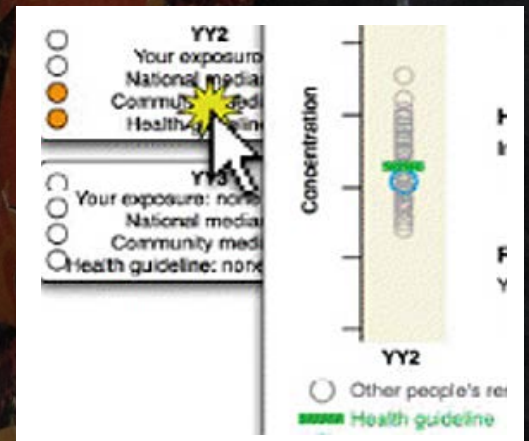
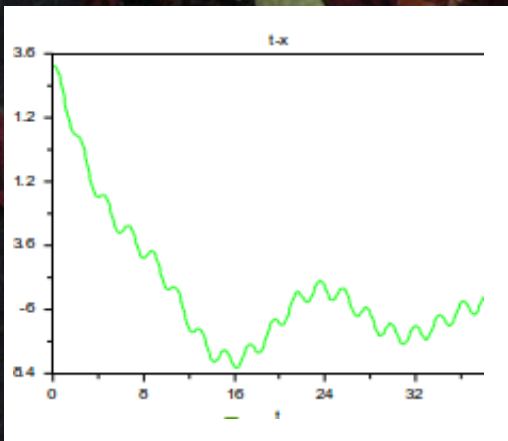
Nadya Peek — peek@mit.edu

Laura Perovich
perovich@mit.edu

Laura Perovich

MIT Media Lab

Object Based Media



Textiles



soft shapes

swarm of size changing objects

Edwina Portocarrero
edwina@media.mit.edu



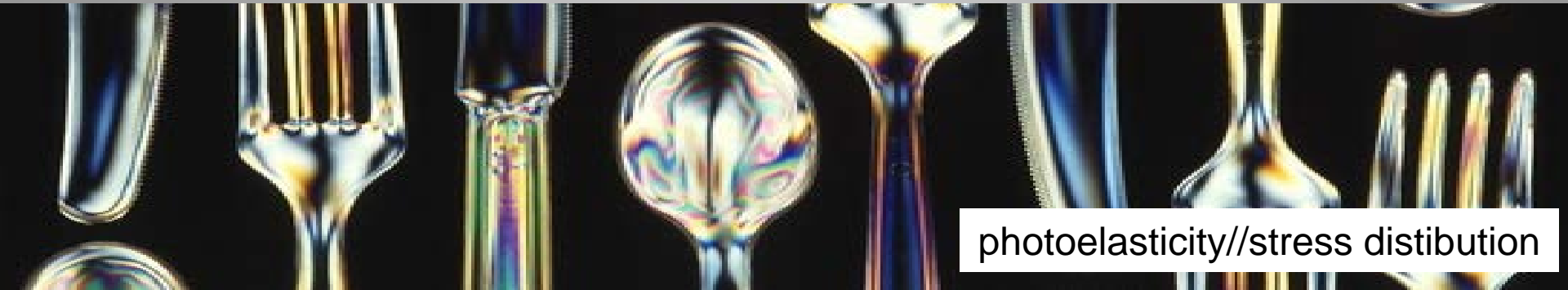
robert lepage



pina bausch



frank gehry



photoelasticity//stress distribution



edwina@media.mit.edu

glenn canyon, utah

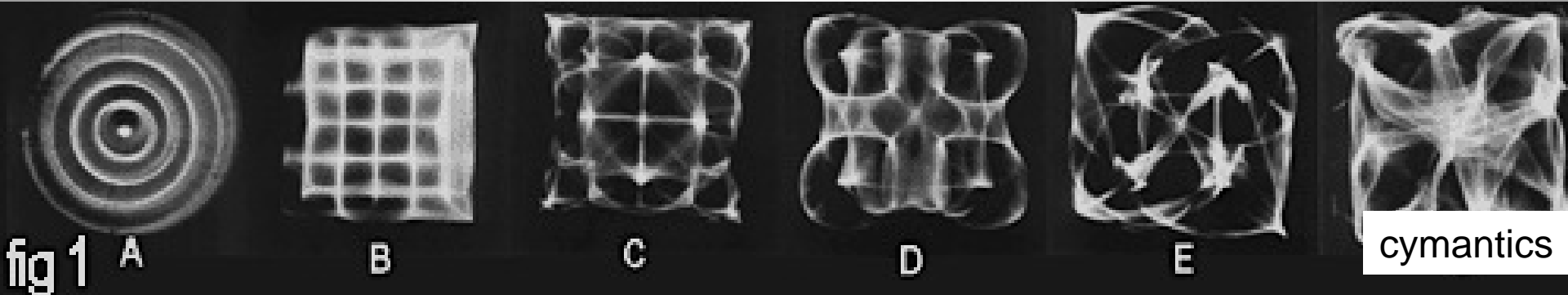
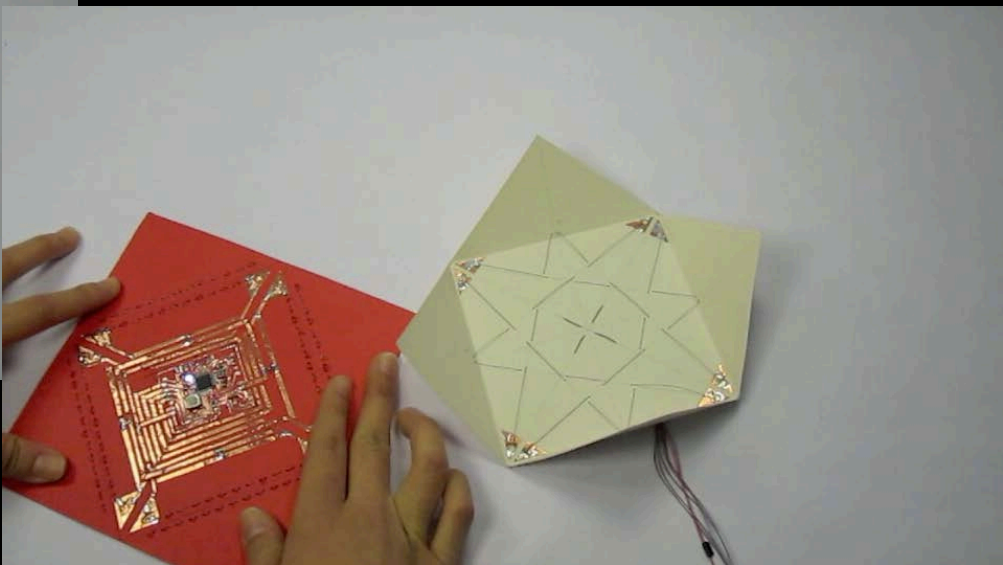
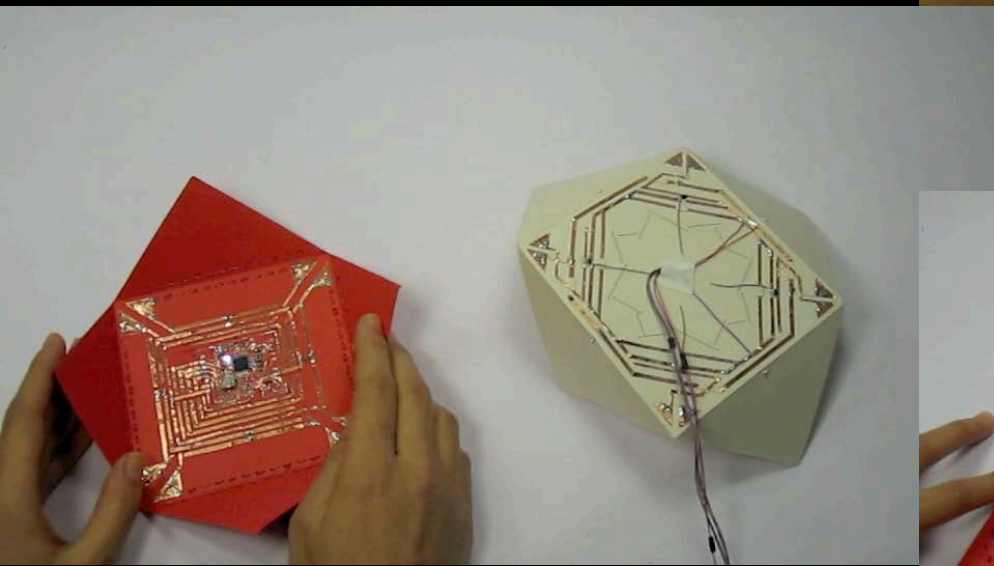
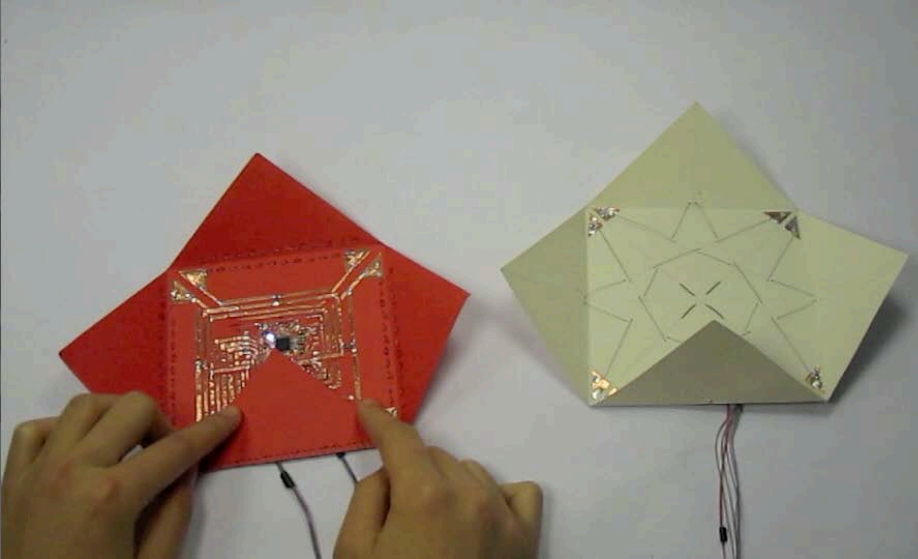


fig 1

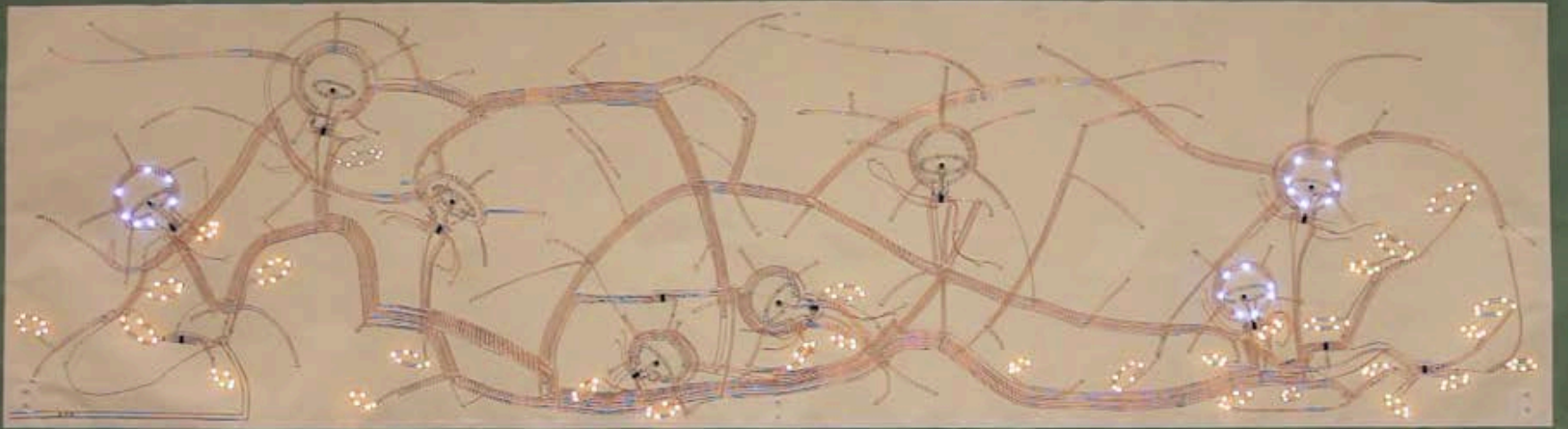
cymantics

Jie Qi

jieqi@mit.edu







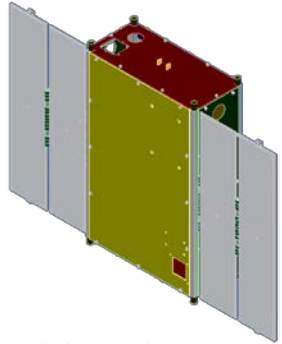
Michelle Rosen
mrosen@seas.harvard.edu

Michelle Rosen

- First year PhD student in Mechanical Engineering at Harvard
- BS in Mechanical Engineering from University of Maryland
- Microrobotics Lab - intermittent (flapping and gliding) flight
- Interested in computational modeling, fluid dynamics, small mechanisms



- Past and current projects



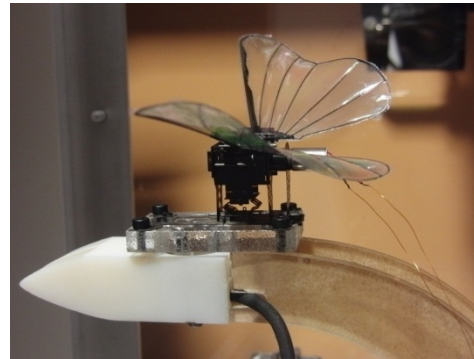
Deployable solar panels for Small Satellite (NASA Internship)



“Pop up” jumping and gliding microrobot



Mobile intestinal imaging robot



Current Project – Meso-scale intermittent flight robot

- Background in mechanical engineering, including design, prototyping, and modeling

George Samartzopoulos
gsamar@mit.edu

George Samartzopoulos

SMArchS Candidate 2014

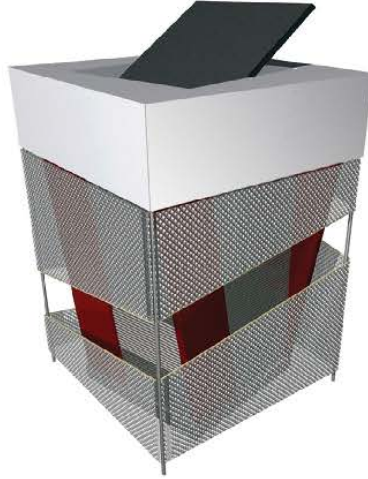
Multiple uses – Urban Box can adapt to various programmatic scenarios. It becomes a product selling and information center. It can adapt to any type of urban space and withstand all climate conditions.

Multiple different intermediary spaces are formulated through the transformative nature of the Box. Many qualities of "in" and "out" spaces. Information thus is approached in multiple ways.

Here, function shapes form. In-out possesses a profusely protean nature, reinforcing the social consistency of Mediterranean societies.

Indefinite and socially vibrant spaces are generated. A multiform, fragile, plural and ephemeral space.

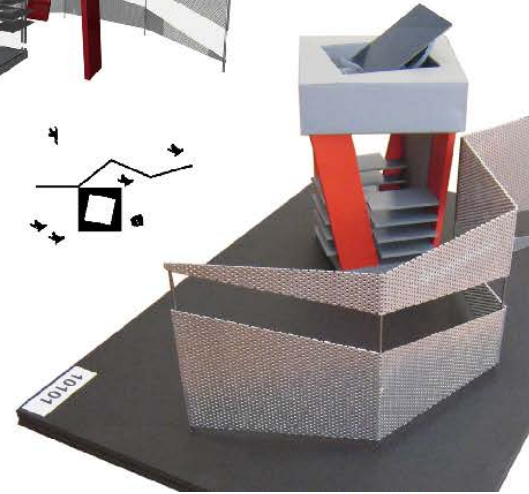
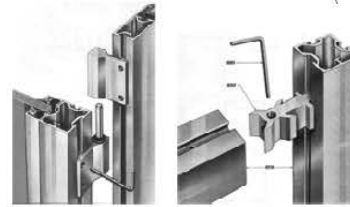
The folding sheath can acquire multiple forms and accommodate different uses; it becomes an organization element of the urban space.



The double shell of the construction generates satisfactory variable spaces between the sleeve and the inside core.

The distorted yet rational form of the inside construction allows access from all sides. The metal perforated surface can sustain interventions when placed in the urban environment, without dissolving the construction's overall aesthetic quality.

The mobile sheath of the construction can be used for suspending posters, products and even vegetation. Advertisements can be placed on the top of the construction.



The "Urban Box" in two different forms.

Exhibition of the Greek National Student Architectural Competition "Urban Box", in which I have obtained the 1st Prize, at the "Benaki Museum", in Athens. The construction that I designed was realized and is presented at the atrium of the museum.

The competition was organized by the Hellenic Institute of Architecture and the sponsor of the construction was the Aluminium Association of Greece.



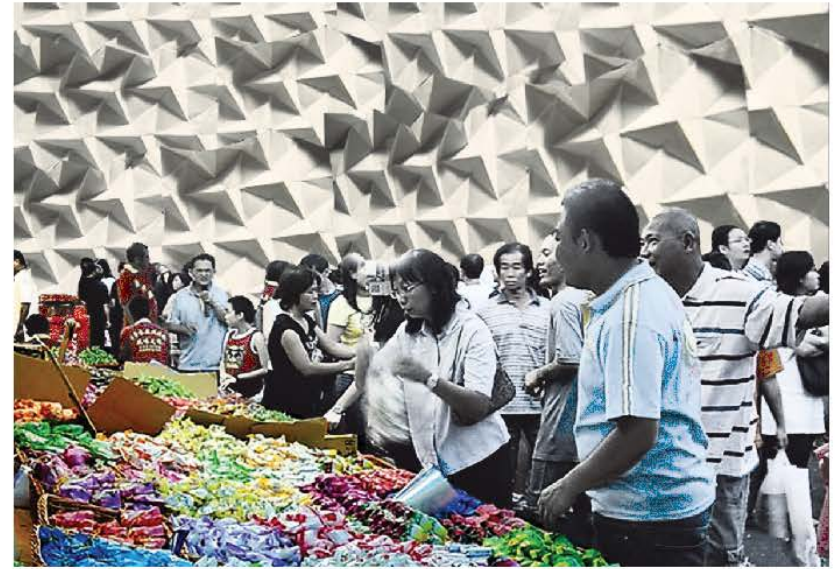
Adaptable foldable structures for temporary uses in Athens

George Samartzopoulos - Nora Granitsivi
professor: Laskaris Nikolaos

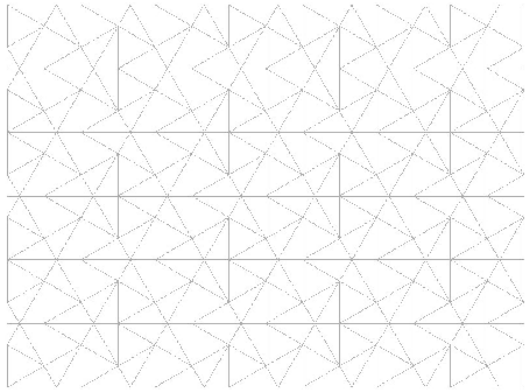


Creation of a flexible structure, which can be formed according to the dimensions of each plot and the function it will accommodate.

The construction can bear big weight, even though it is light in its composure. The unit acquires its form in space according to the way the forces are applied on the four sides.



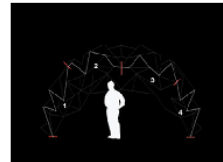
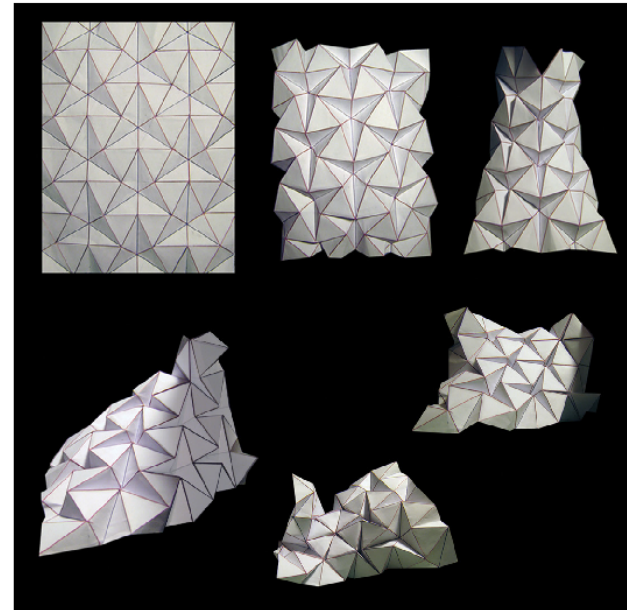
ADAPTABLE FOLDABLE STRUCTURES FOR TEMPORARY USES IN ATHENS



The origami technique allows a surface to acquire multiple forms.

The overall structure is formed from the multiplication of the basic unit. The material used is mainly cardboard and pvc.

Creating a surface with such parameters makes it possible to achieve strong structural qualities with less material, weight and also to achieve spatial configurations which can change according to the way forces are applied to the surface.



Henry G. Skupniewicz
hskup@mit.edu

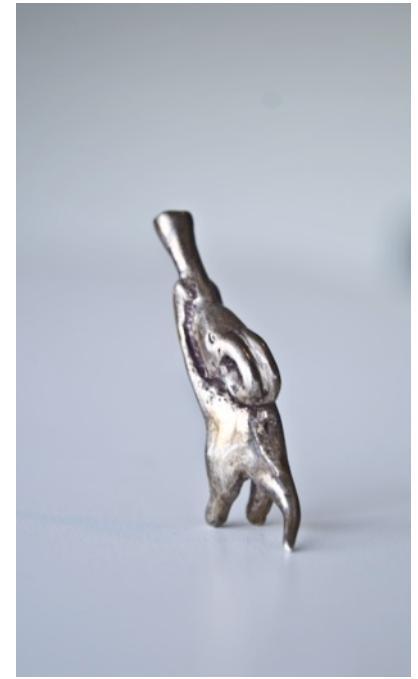
Henry Skupniewicz

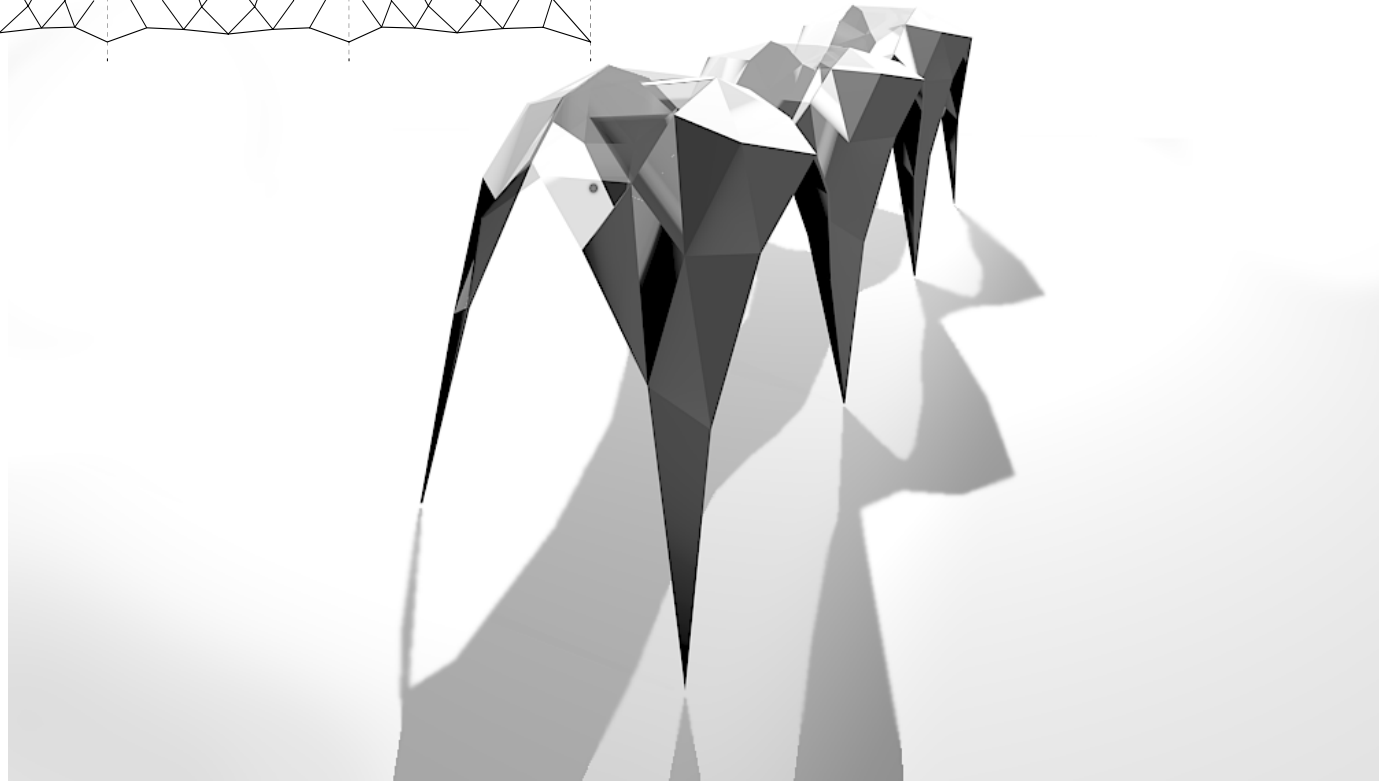
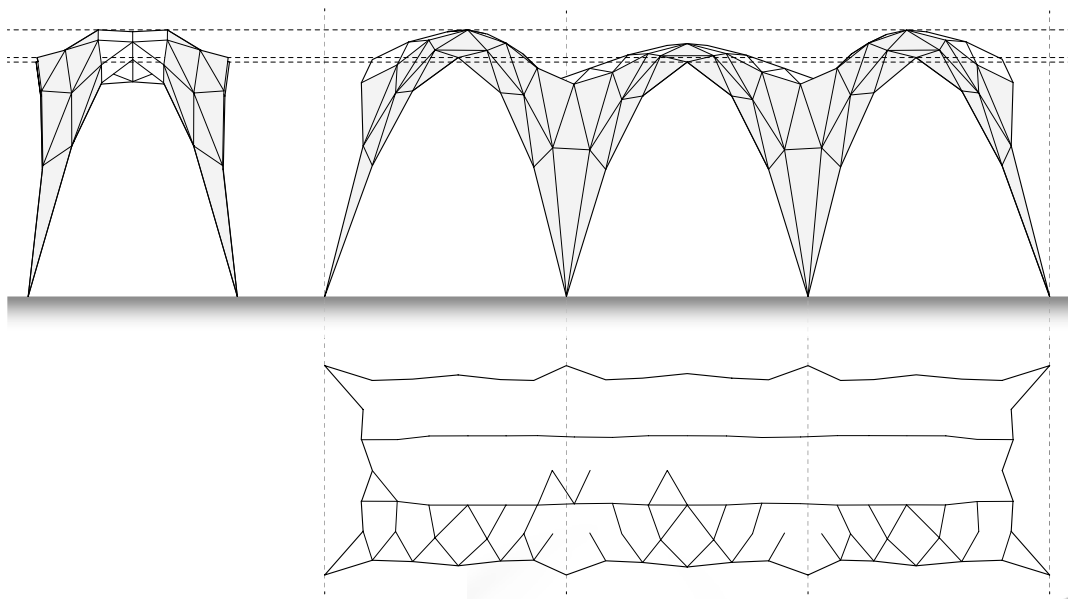
hskup@mit.edu

Department of Architecture

Design & Computation Group (MIT 2013)

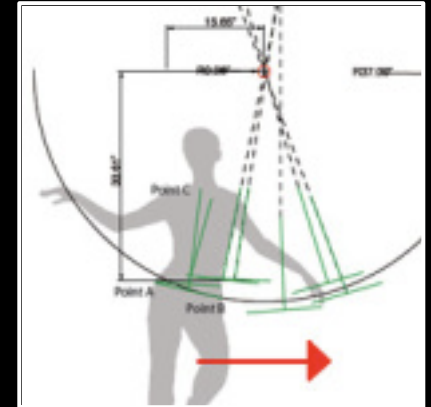
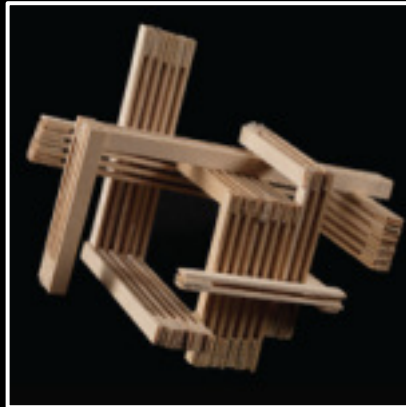
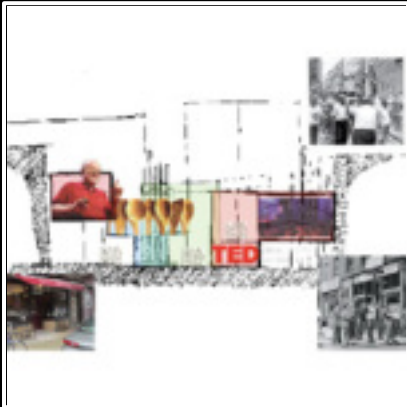
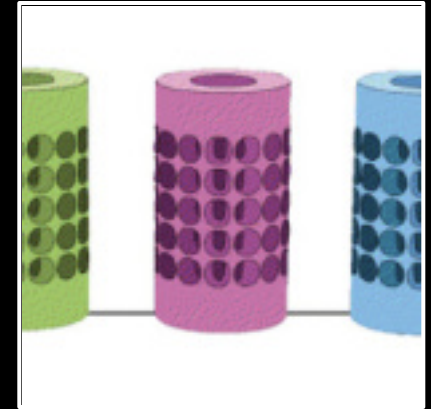
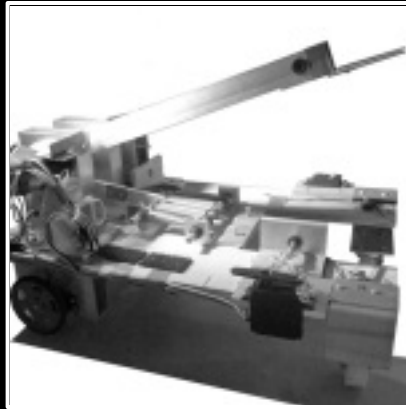
- Interested in the intersection of design, computer sci., mathematics, and engineering.
- Loves graphic design and anything with “graphic” elements
- Big fan of toys and manipulatables
- Backgrounds in craft and fabrication in addition to CAD and related applications





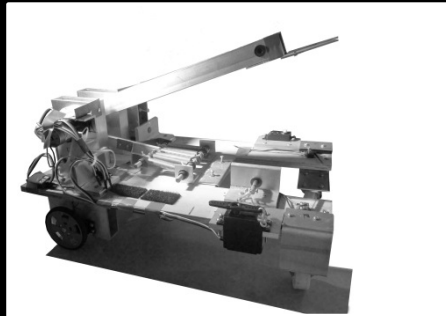
Sarah Southerland
sjensen@mit.edu

Sarah Southerland



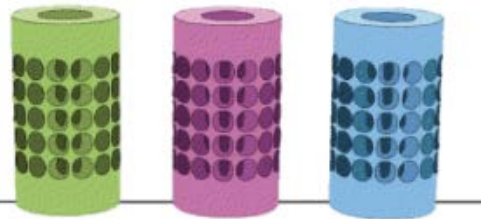
Relevant Projects

Robotics

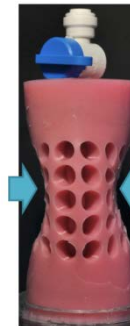


Buckigami

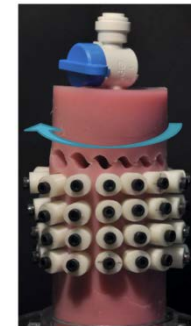
GAM



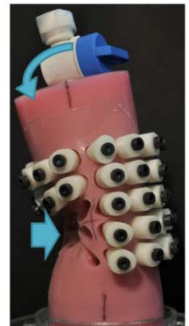
Geometric Artificial Muscle Project



Global



Twist



Local

Tiffany Tseng
ttseng@mit.edu



Luidia 



5w!Ts 
PRODUCTIONS

I D
E O

in sight

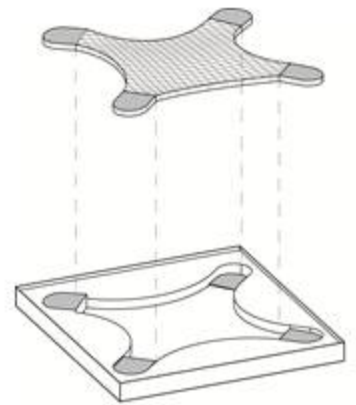
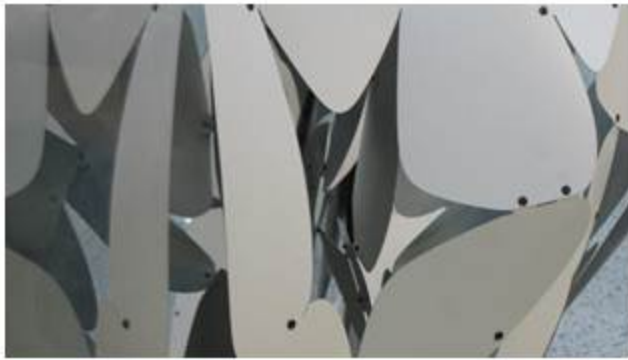
Tiffany Tseng

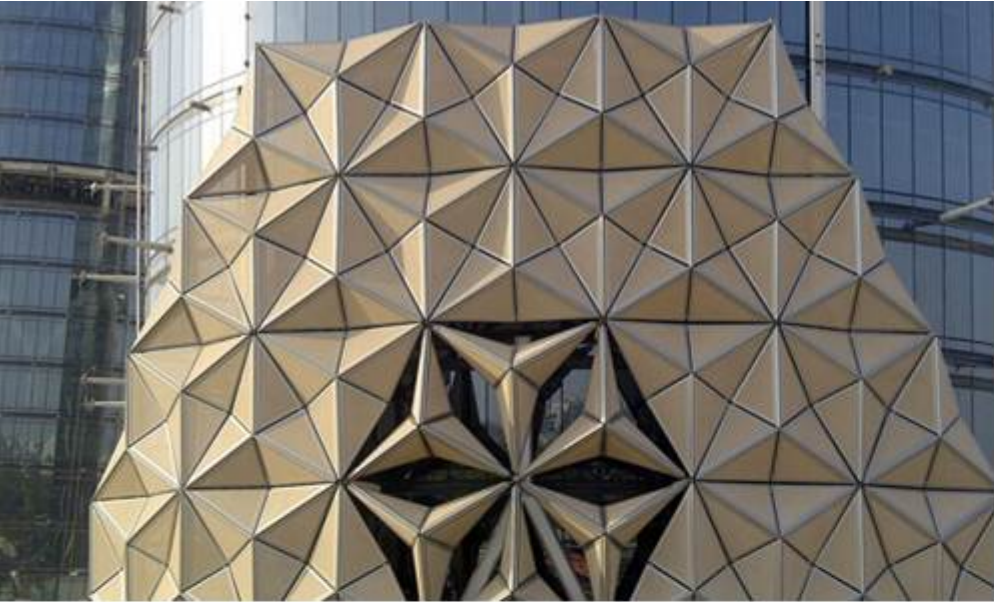
Lifelong Kindergarten
MIT Media Lab



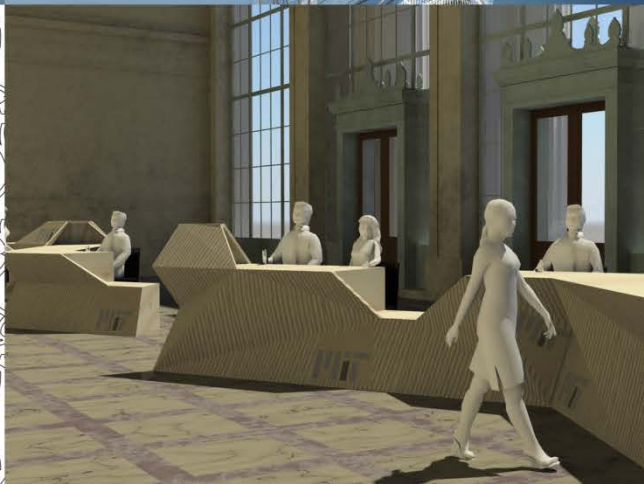
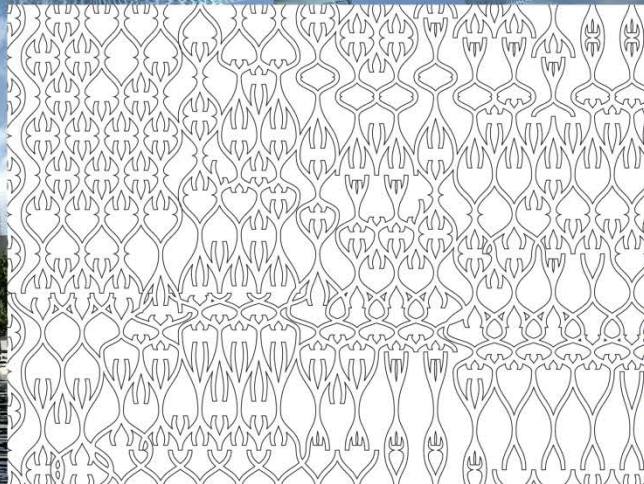
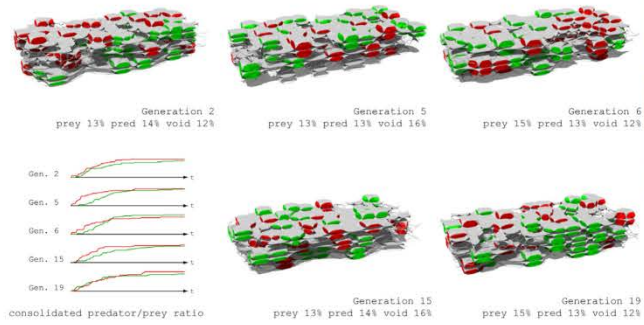
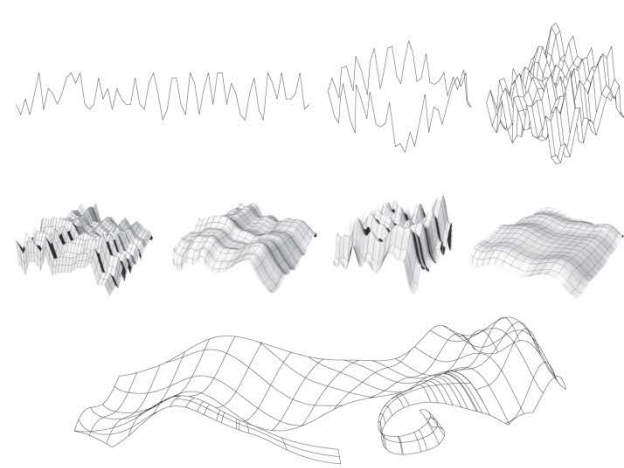
Fisher-Price®

Shiyu Wei
shiyuwei@mit.edu

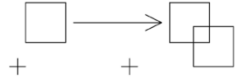
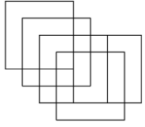




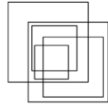
Thomas Wortmann
wortmann@mit.edu



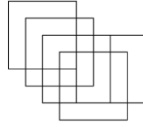
RECURSION



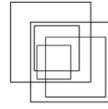
EMBEDDING



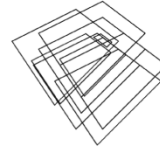
BASIC SG



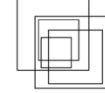
REGULAR SG



PARAMETRIC SG

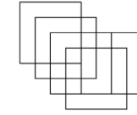


NON-PARAMETRIC
(without open terms)

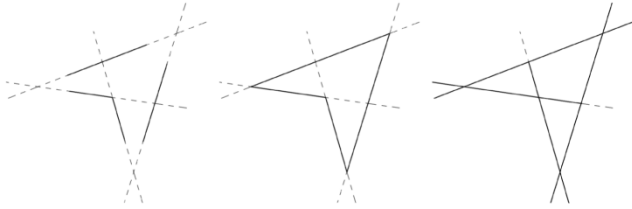


EMBEDDING
($i \geq 0$)

IDENTITY
($i = 0$)



PARAMETRIC
(with open terms)



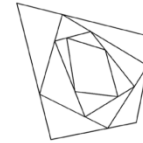
EXPLICIT
METHODOLOGIES

VISUAL

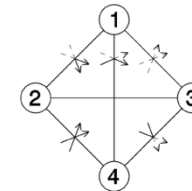
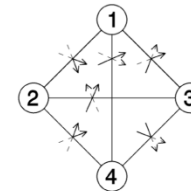
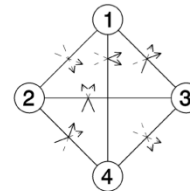
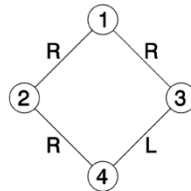
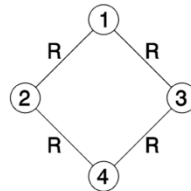
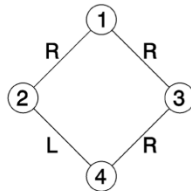
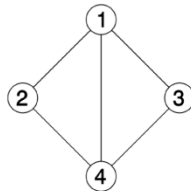
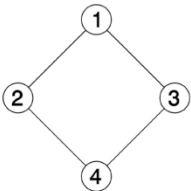
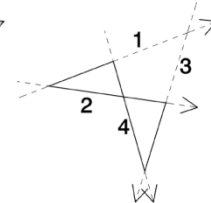
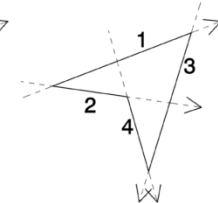
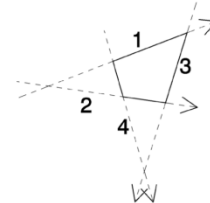
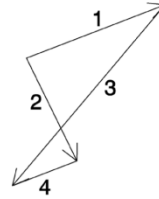
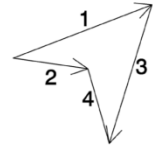
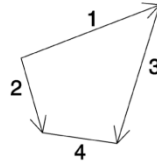
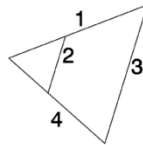
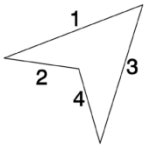
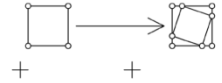
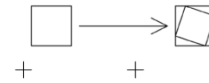
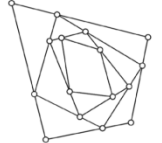
DESIGN
FREEDOM

CALCULATING

SHAPE

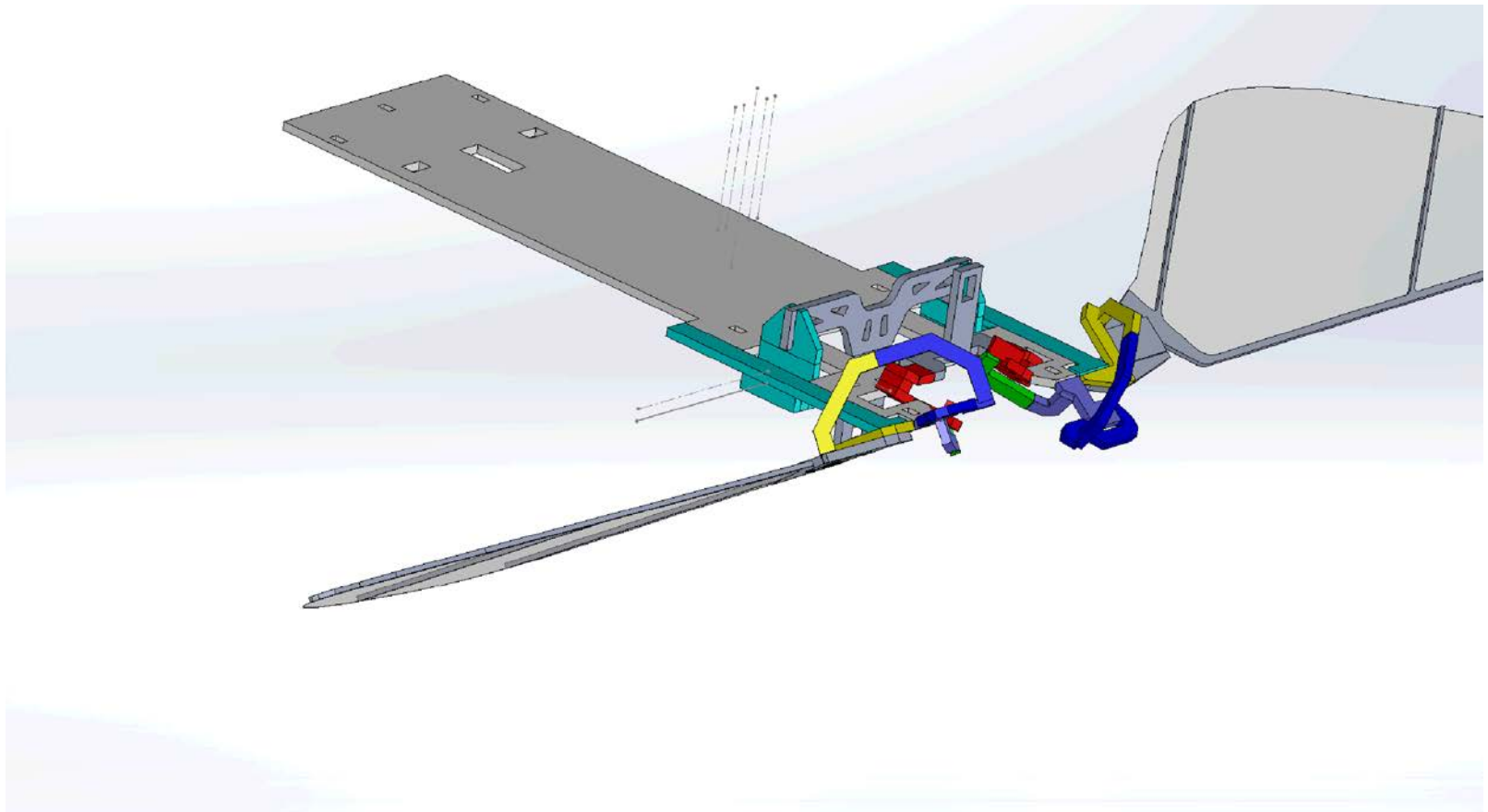


GRAPH

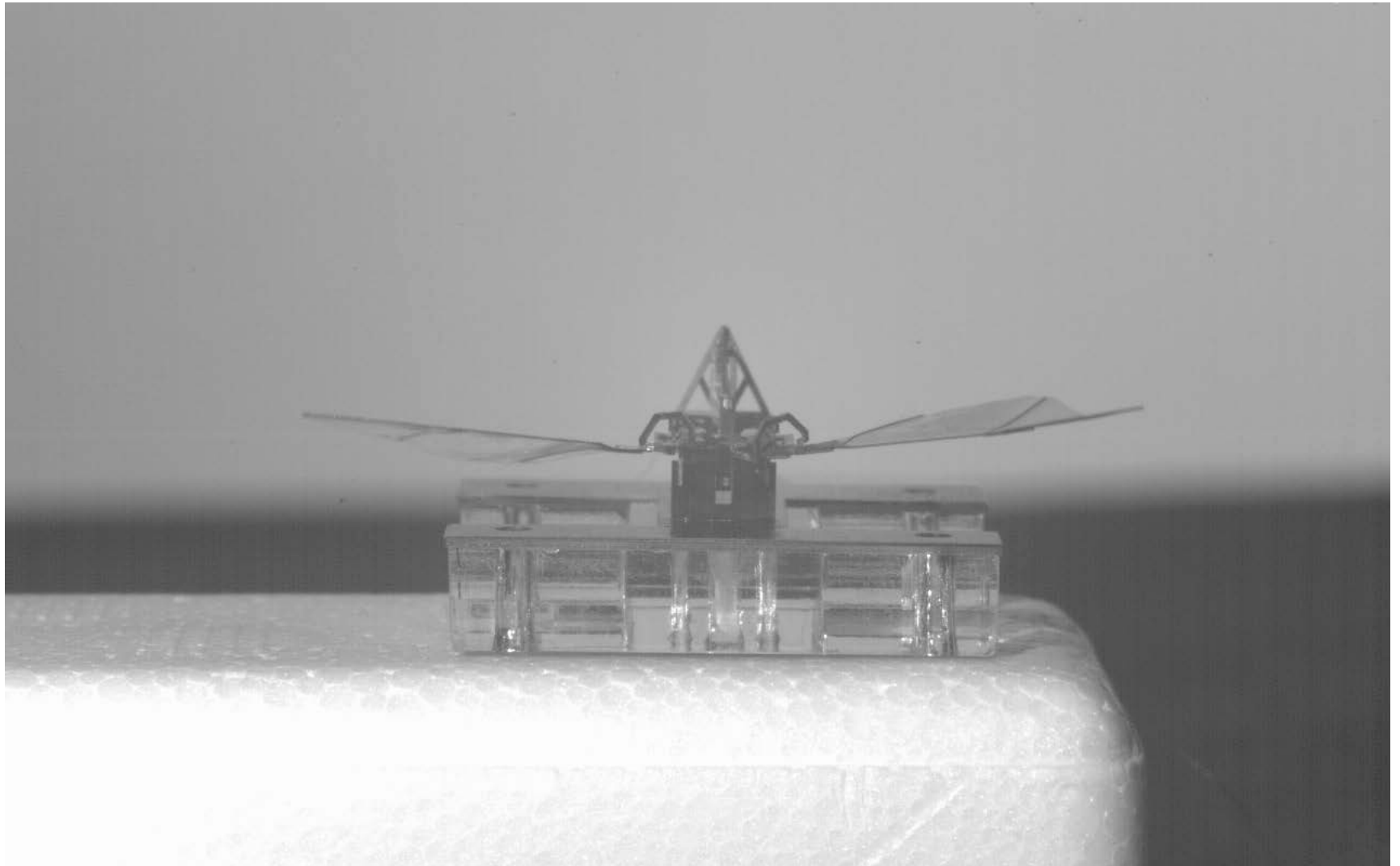


Zhi Ern Teoh

zhiernteoh@seas.harvard.edu



(Power and control actuator driven at 1 hz but 90 deg out of phase)



Xiaoyue Zhang
xiaoyue@mit.edu

Xiaoyue Zhang

Senior in EECS, Math

Experience in
Coding

Building basic things

Furniture, ice slide, pulley system...

Maslab

Interests

- Making pretty things
 - Flower bouquet
 - Bike wheel POV
- How to design origami and linkages that do what I want them to do



Jason Gao

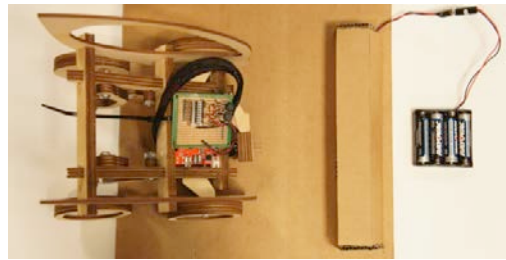
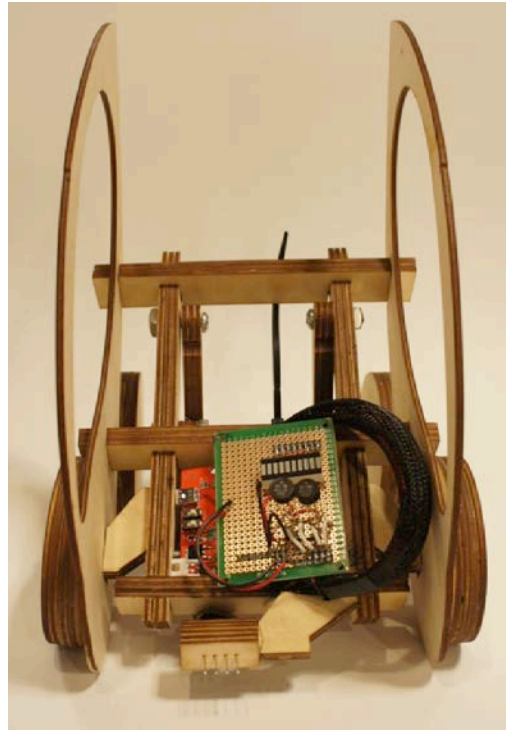
jasongao@mit.edu

Jason Gao



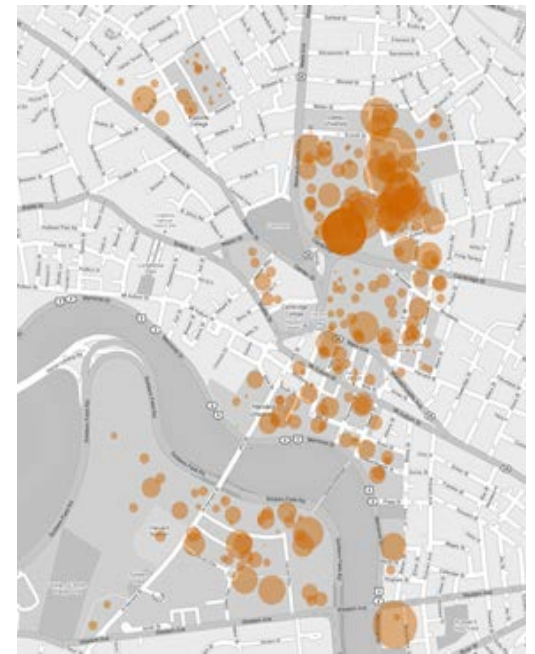
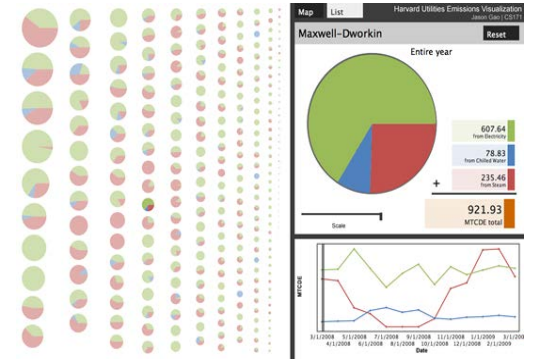
Context-sensitive UI

Nokia Research



Free-alignment EV Charger

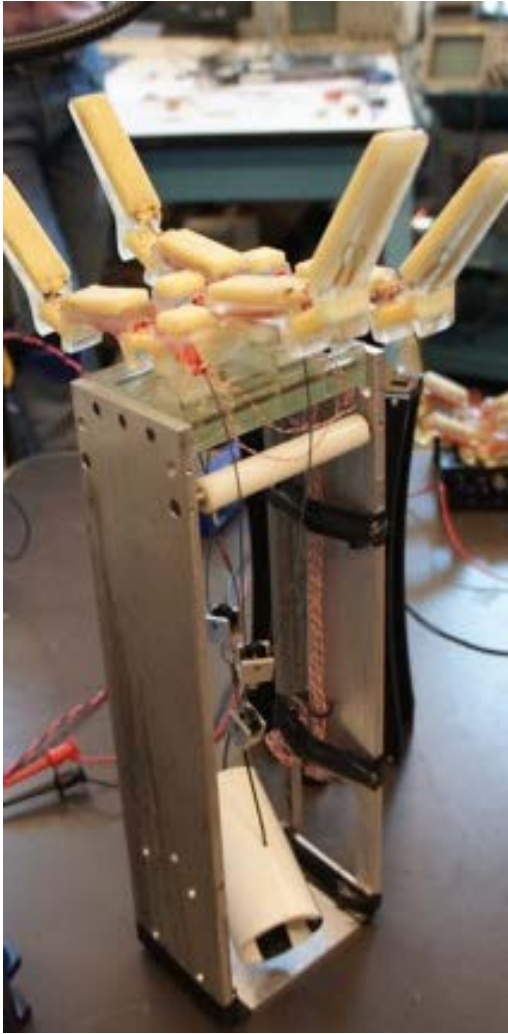
4.557J Living Labs



Emissions Visualization

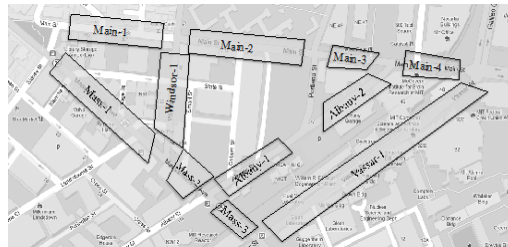
CS 171

Jason Gao



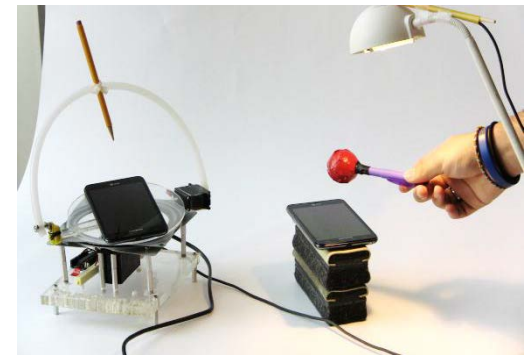
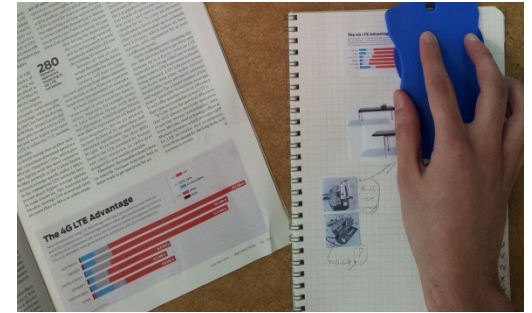
Under-actuated Systems

Harvard Biorobotics Lab



Distributed Systems

Li-Shiuan Peh Group



Tangible User Interfaces

MAS.834