

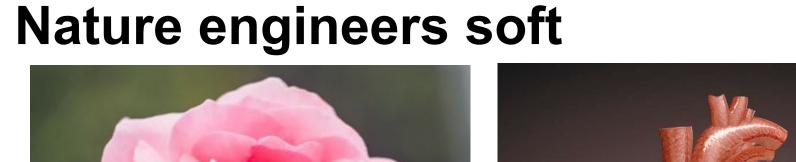
# Laboratory of Soft Materials Mechanics and Manufacturing (LASM<sup>3</sup>)

### Human engineers hard materials

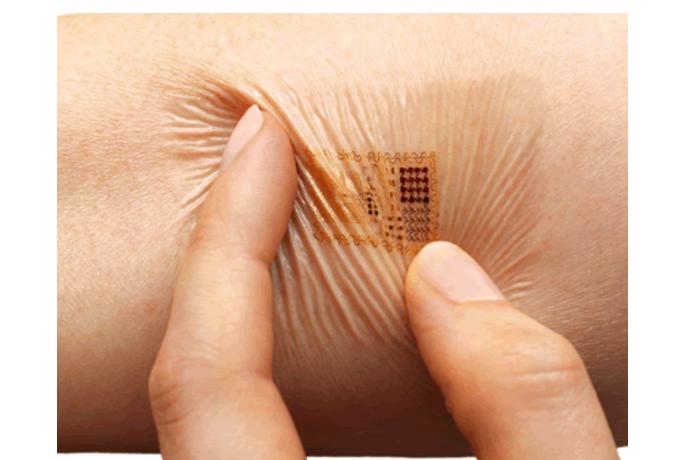








Interface human and machine C



Cure disease

Let's engineer soft materials to:



Do what hard materials cannot!

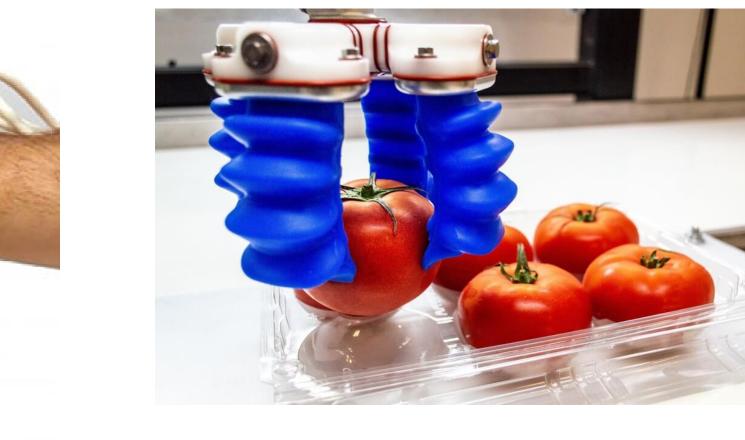




We love to interact with soft

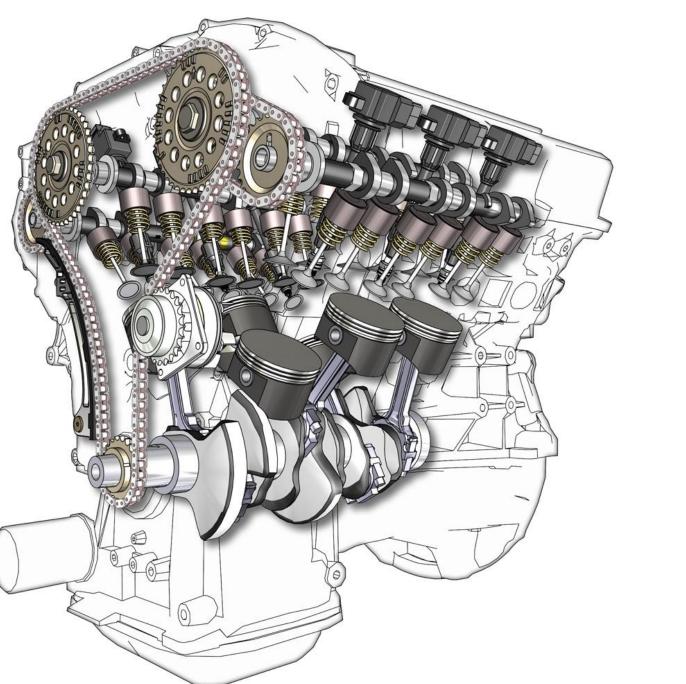


**Replace human labor** 



**Mechanics underlies Designs** 

Mechanics differs for hard materials and soft materials

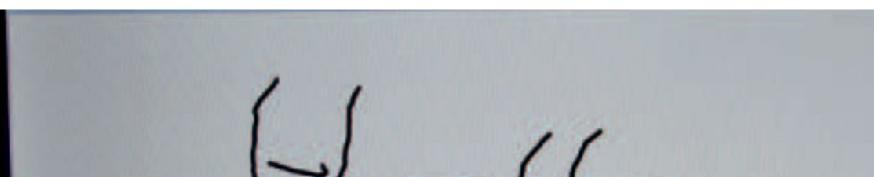


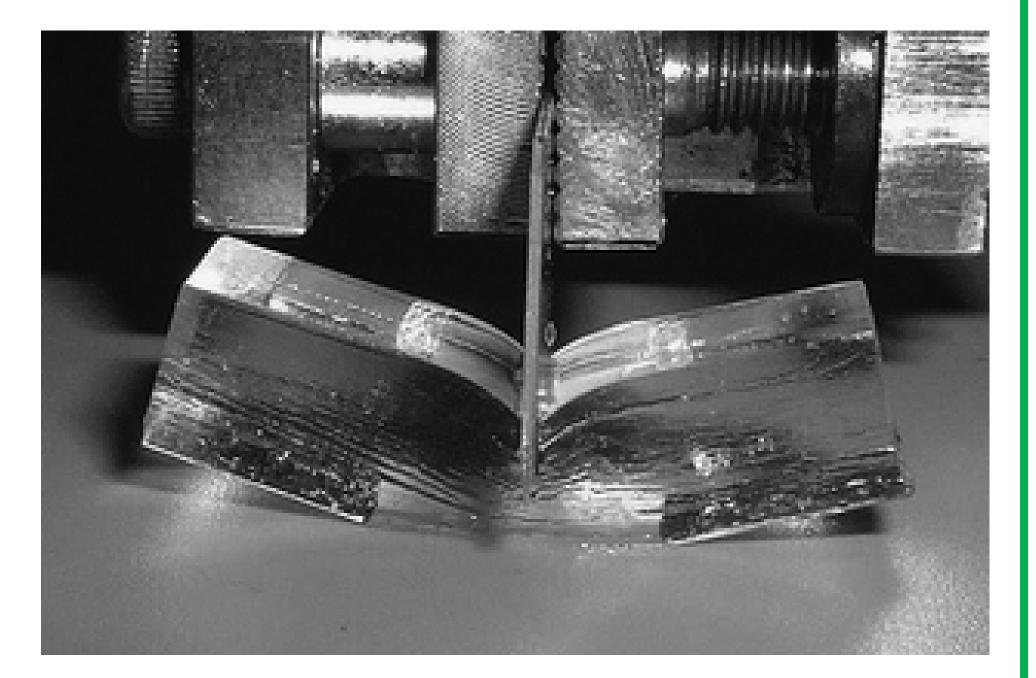


We study mechanics to design powerful soft devices:

How to realize complex functions?

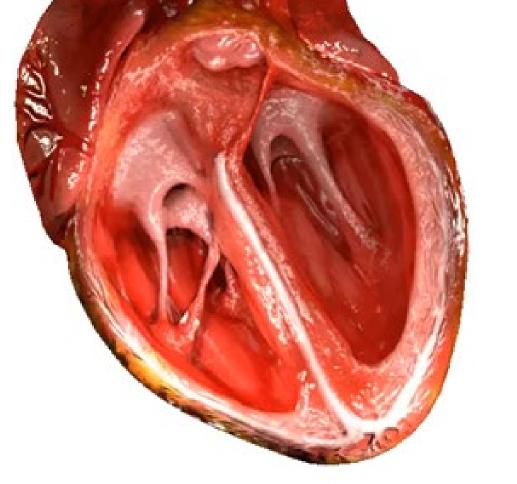
How to guarantee robust operation?





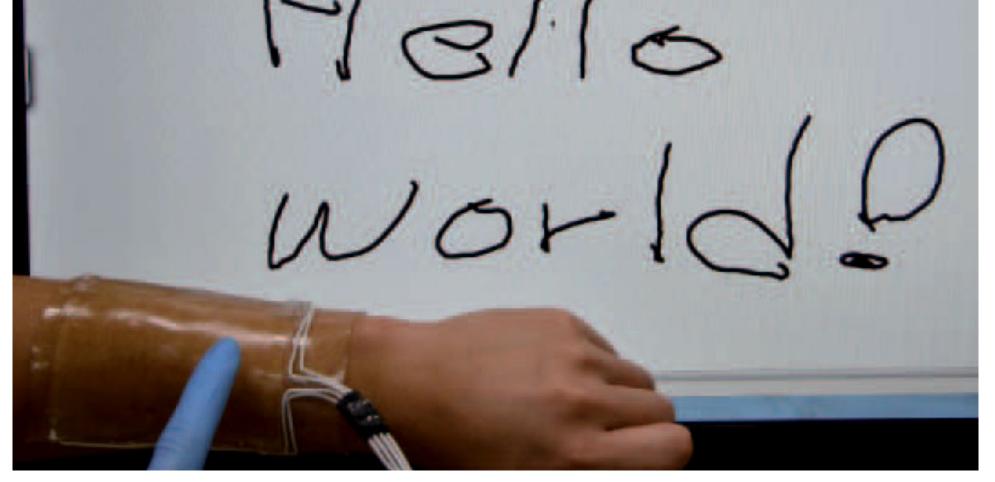


## Mechanics



Rigid body dynamics Small deformation Passive material

Continuum mechanics Nonlinear deformation Active material

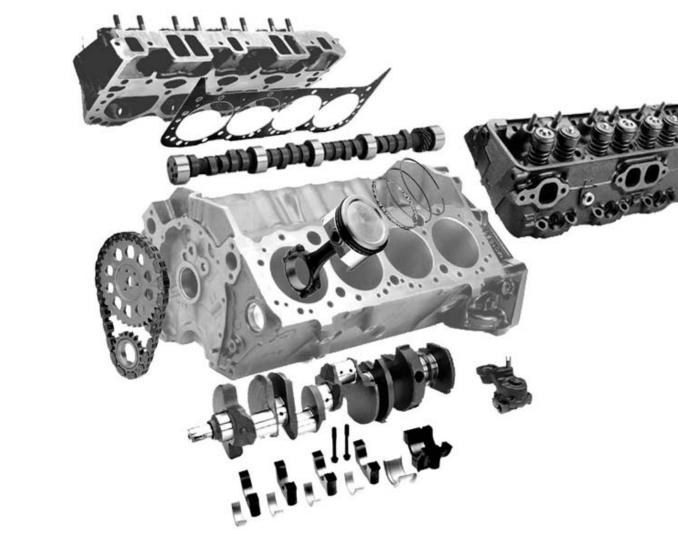


- Stimuli responsiveness
- Instabilities
- Soft electronics / ionotronics
- Response speed
- Toughness
- Strength
- Extensibility
- Fatigue resistance

Manufacturing dictates Implementation

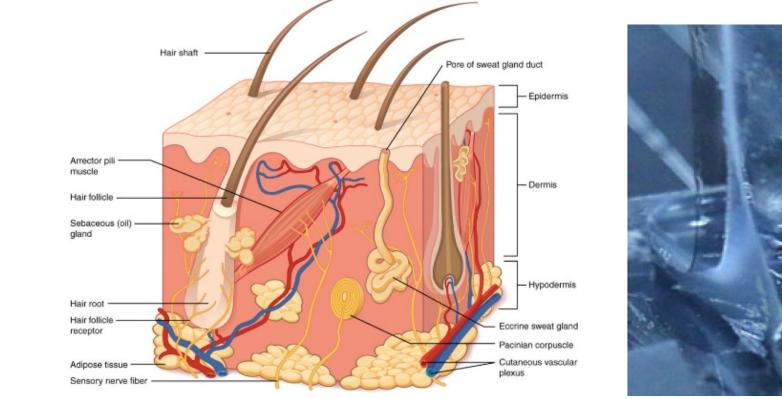
Manufacturing tools for hard materials do not apply to soft materials





We develop manufacturing tools to unleash the power of designs:

#### Integrate different materials



Nature combines different materials to realize complex



## Manufacturing

Machining?

Assembling?

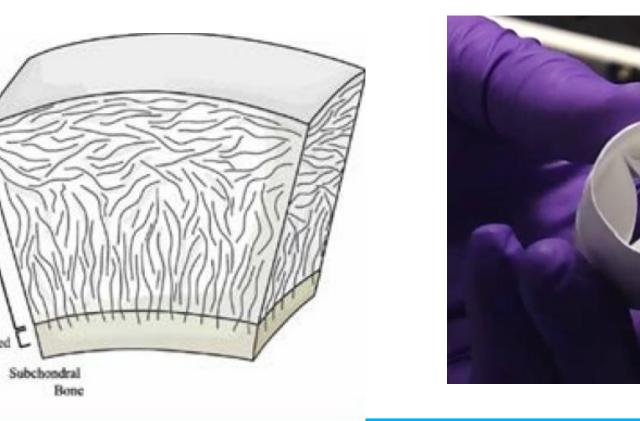
Large deformation makes cutting inaccurate

Deformable materials cannot be held by friction

#### functions.

We need to bond different materials in various manufacturing conditions.

#### **Generate microstructure**



Nature uses microstructure to realize superior material properties.

We need to reproduce microstructure with highthroughput