

# Bio-Inspired Design

Wb2436-05 (3 EC)



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# Some organisms are very handy...



- Biology knows very flexible solutions where engineers tend to come up with “grossly overweight and highly inept animals” <sup>1</sup>

1) EI Rivin, Mechanical Design of Robots, McGraw-Hill, 1988

# General Objective

## Goal

- Overview of non-conventional mechanical approaches in biology.
- More creativity in mechanical design.
- Better (simpler, smaller, more robust, etc) technical solutions.

## Focus

- Concentrate on *physical* part (structure, mechanisms) of organisms, in contrast with course Wb5435-05 "Machine Intelligence" that focuses on *psychological* part (brains, behaviour) of organisms.

# Learning Objectives

**After completion of this course students will be able to:**

- 1 Describe methods for creative design.
- 2 Identify mechanical working principles and phenomena of biological creatures:
  - Explain their construction, motion, and/or processing.
  - Formalize the essence of these mechanisms in models.
  - Derive non-conventional principles from these models.
- 3 Implement these principles in innovative mechanical devices:
  - Summarize transition from the biological to mechanical.
  - Present their design in drawings or in working models.

# Bio-Inspired Design vs Biomimetics

**Biomimetics = Imitating Nature**



ReplieeQ2, Osaka University

# Bio-Inspired Design vs Biomimetics

**Biomimetics = Imitating Nature**



# Bio-Inspired Design vs Biomimetics

**Biomimetics = Imitating Nature**

**Bio-Inspired Design =**

- Not imitating nature, but using nature as source of inspiration (as well as man-made technical devices).
- Nature is not perfect, mankind either.
- But nature uses different, sometimes very ingenious approaches that can make us more creative in finding better solutions.

# Main Topics

## I Bioconstruction

(how are creatures constructed, how do they deal with energy)

- Biostructure
- Bioenergy (muscle configurations & biological springs)
- Bioreproduction & regeneration
- Biomaintenance & repair

## II Biomotion (how do creatures move)

- Bioclamping (hands & other clamping methods)
- Biopropulsion (macroscale & microscale)

## III Bioprocessing (how do creatures behave & coordinate)

- Biobehaviours & group intelligence



# Lecture 1: Introduction: **Lift off!!**

- Jan 31, 8:45-10:30, room TN-F, Paul & Tetsuo
- Contents 1st hour (Paul): Background, goal, focus, themes and overview of lectures.
- Contents 2nd hour (Just): Creating student groups & handing out assignments.



# Lecture 2: The Bio-Inspired Design Approach

- Feb 2, 8:45-10:30, room B, Paul & Tetsuo
- Contents: essence of creative design & what you didn't know about friction.



[http://www.photosof.org/view/fly\\_robot\\_insect-other.html](http://www.photosof.org/view/fly_robot_insect-other.html)

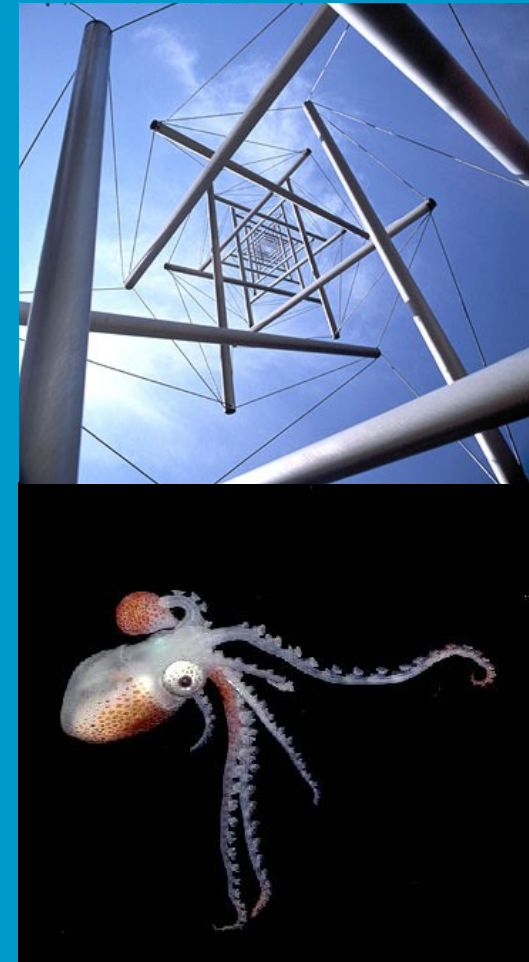


<http://www.worth1000.com/entries/67700/battle-snail>

# Lecture 3: Bioconstruction

## Biostructure & bioenergy (muscle configurations)

- Feb 7, 8:45-10:30, room TN-F, Paul & Just
- Contents 1st hour (Just):  
mechanical stiffness & motion:  
strength at low weight, redundant structures, etc.
- Contents 2nd hour (Paul):  
hydrostatic stiffness & motion:  
energetically efficient muscle configurations, stiffness with soft structures.



# Lecture 4: **Student presentations**

## Presentation 1: Problem analysis

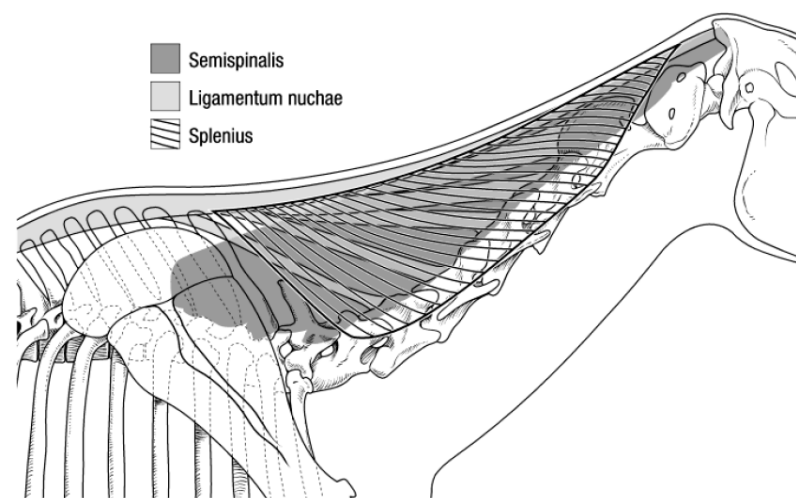
- Feb 9, 8:45-10:30, room B, Just, Paul & Tetsuo



# Lecture 5: Bioconstruction

## Bioenergy (biological springs)

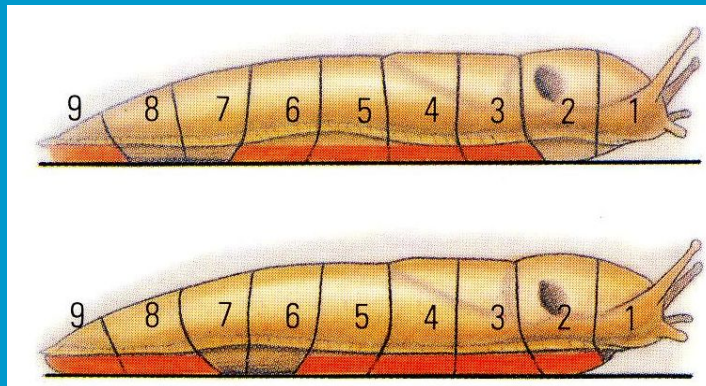
- Feb 14, 8:45-10:30, room TN-F, Just
- Contents: bioenergy: storing energy in springs (neck of giraffe, chameleon, grasshopper, tendons in human ankles), vibration (birds, flying insects), etc.



# Lecture 6: Biomotion

## Biopropulsion (macroscale)

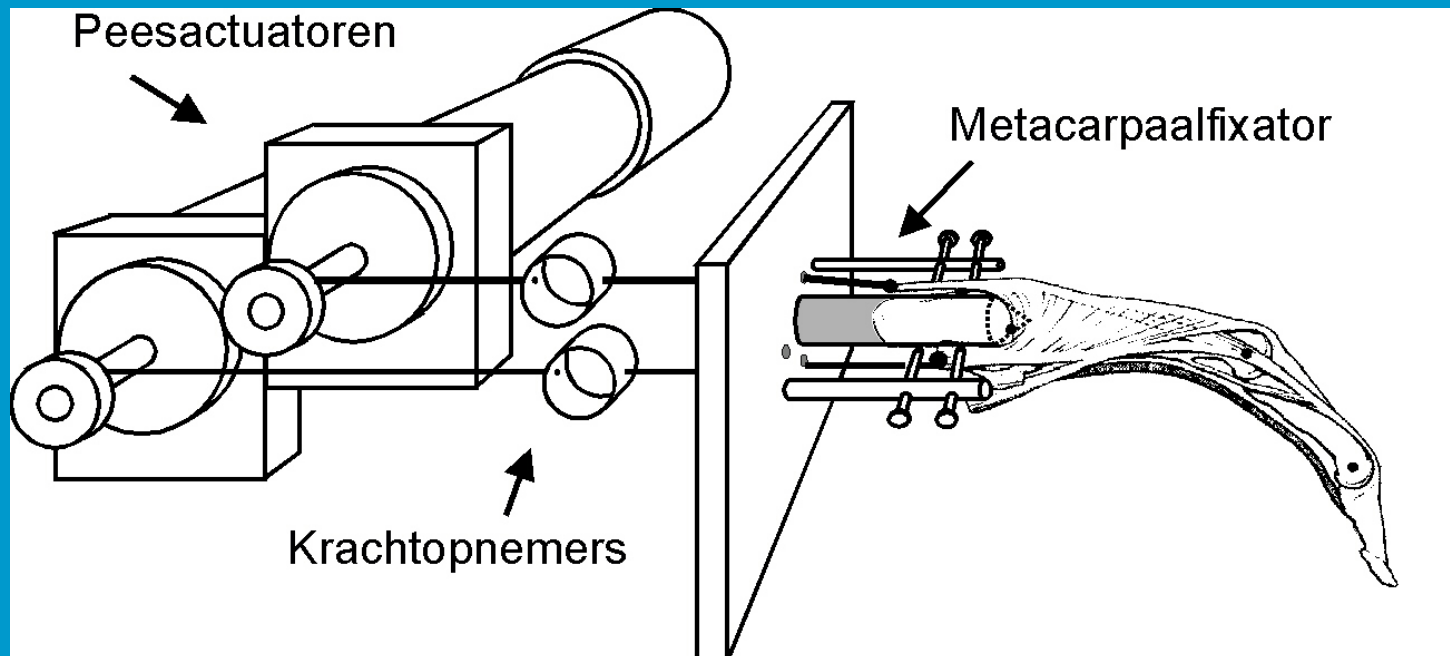
- Feb 16, 8:45-10:30, room B, Martijn & Paul
- Contents 1st hour (Martijn): bi-articular muscles, walking, walking robots.
- Contents 2nd hour (Paul): floating & crawling.



# Lecture 7: Biomotion

## Bioclamping (hands)

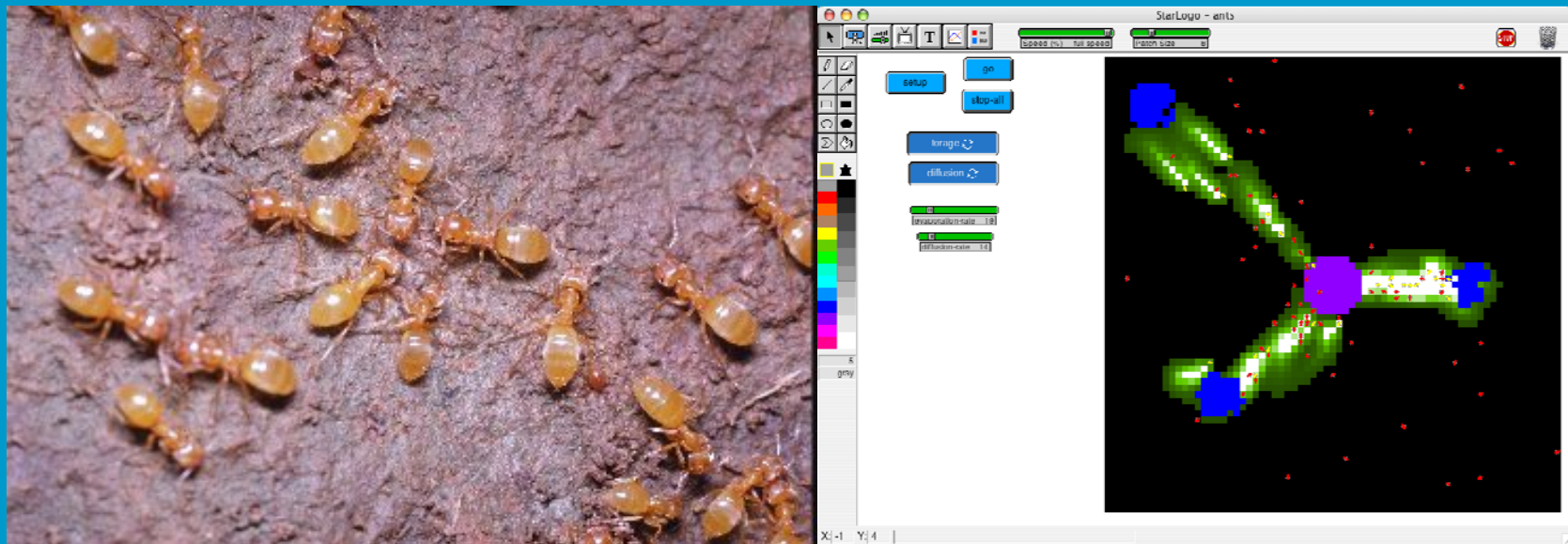
- Feb 28, 8:45-10:30, room TN-F, Just
- Contents: biomechanisms of hands.



# Lecture 8: Bioprocessing

## Biobehaviours & group intelligence

- **March 2, 8:45-10:30, room B, Tetsuo**
- Contents: simple laws for complex behaviour (cells, ants, spider), etc.





# Lecture 9: Student presentations

## Presentation 2: Biological examples

- March 7, 8:45-10:30, room TN-F, Just, Paul & Tetsuo



# Lecture 10: Biomotion

## Bioclamping (others)

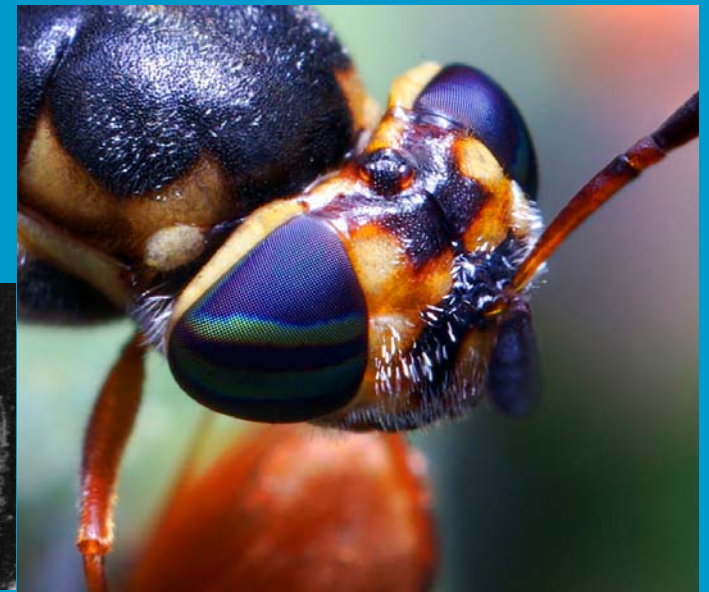
- **March 9, 8:45-10:30, room B, Paul & Dimitra**
- Contents 1st hour (Paul): bioclamping.
- Contents 2nd hour (Dimitra): biosticking part 1.



# Lecture 11: Biomotion

## Bioclamping (others) & biopropulsion (microscale)

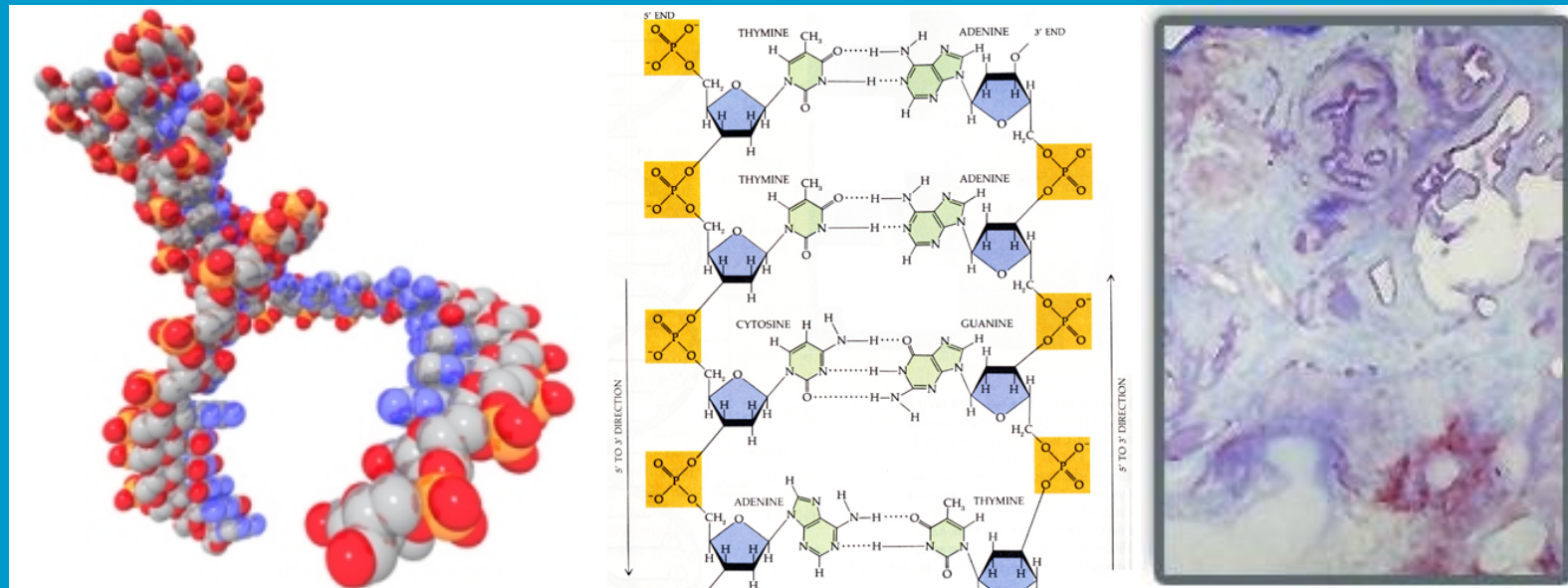
- **March 14, 8:45-10:30, room TN-F, Dimitra & Paul**
- Contents 1<sup>st</sup> hour (Dimitra): biosticking part 2
- Contents 1st hour (Paul): propulsion of micro organisms & single-celled organisms.



# Lecture 12: Bioconstruction

## Bioreproduction & regeneration

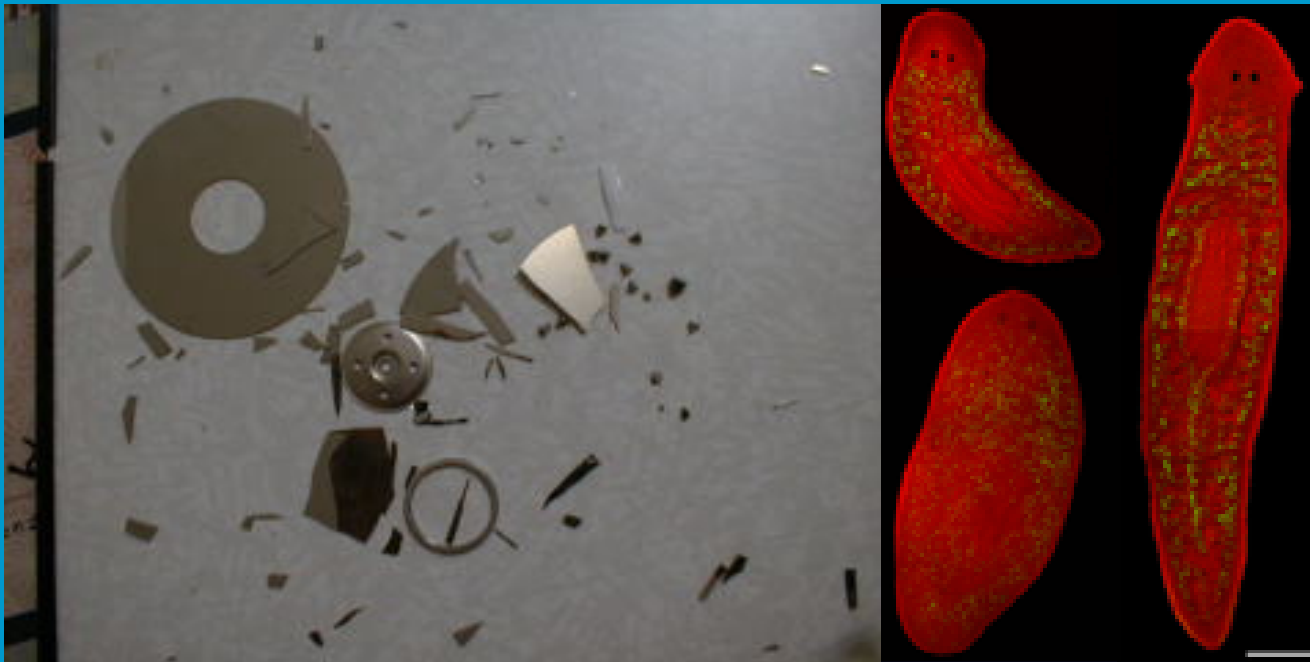
- March 16, 8:45-10:30, room B, Tetsuo
- Contents: (re-)production & (re-)generation in biology.



# Lecture 13: Bioconstruction

## Biomaintenance & repair

- **March 21, 8:45-10:30, room TN-F, Tetsuo**
- Contents: maintenance & repair in biology.



# Lecture 14: Student presentations

## Presentation 3: Concept solution

- March 23, 8:45-10:30, room B, Just, Paul & Tetsuo

