

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

#### Human engineers hard materials



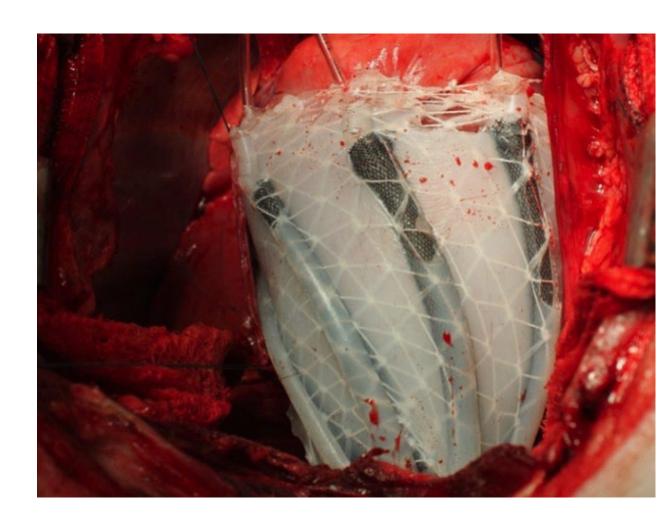




Interface human and machine



Let's engineer soft materials to:

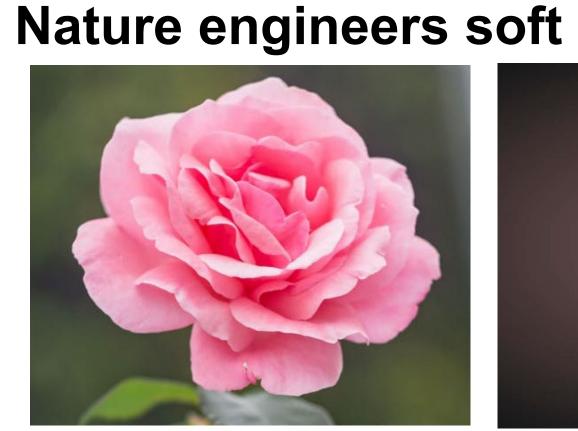


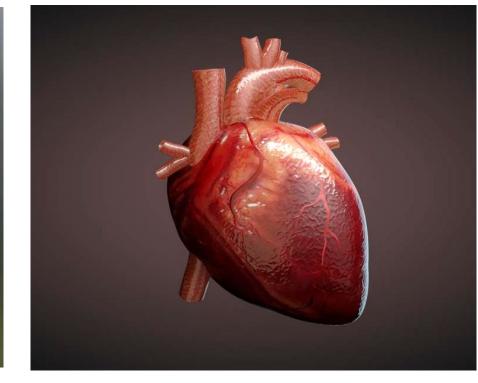
**Cure disease** 

Do what hard materials cannot!









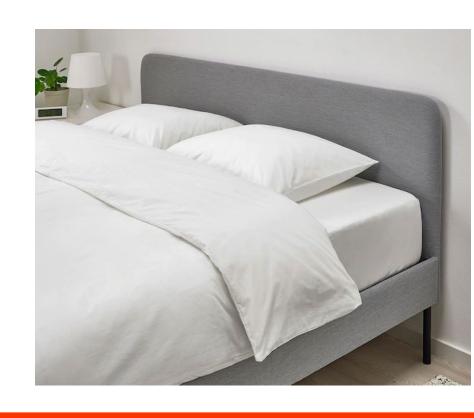
Make us stronger



Replace human labor



We love to interact with soft

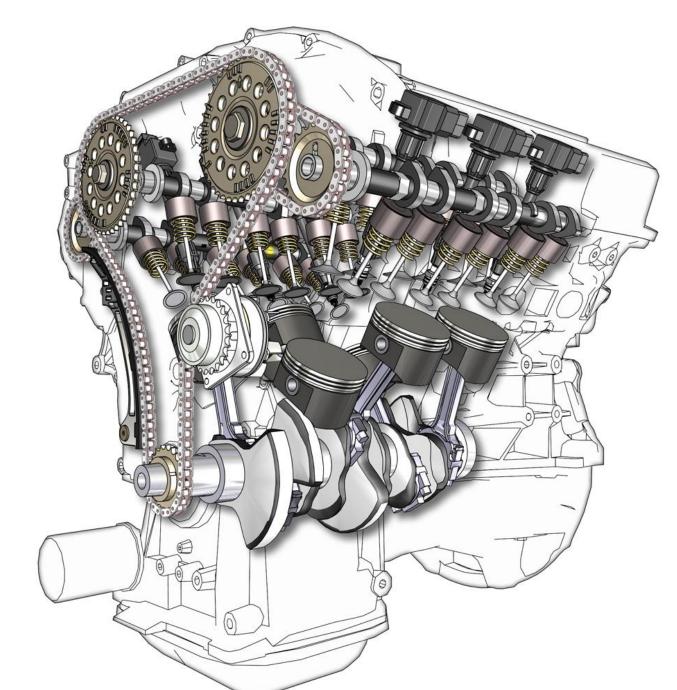




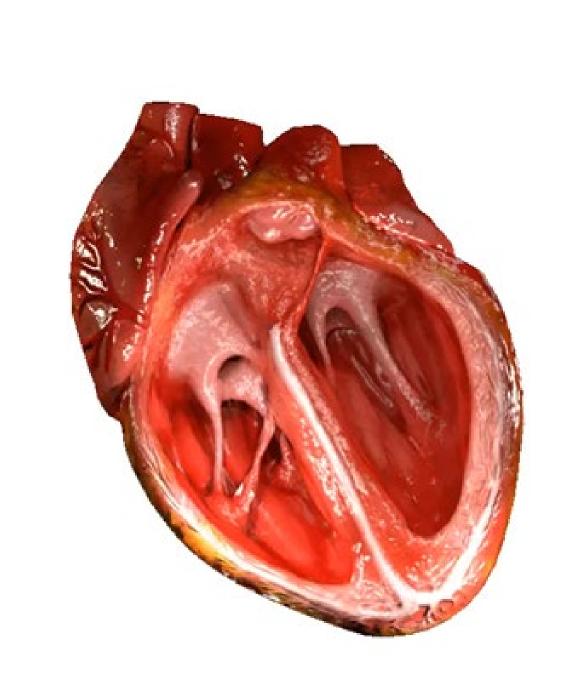


Mechanics underlies Designs

#### Mechanics differs for hard materials and soft materials



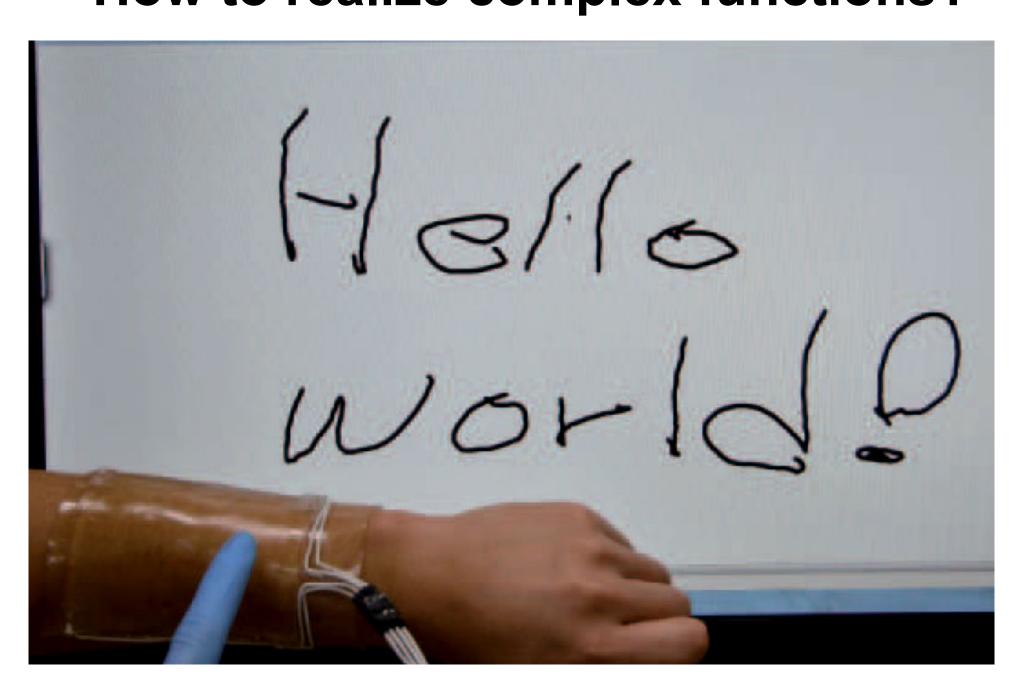
Rigid body dynamics
Small deformation
Passive material



Continuum mechanics
Nonlinear deformation
Active material

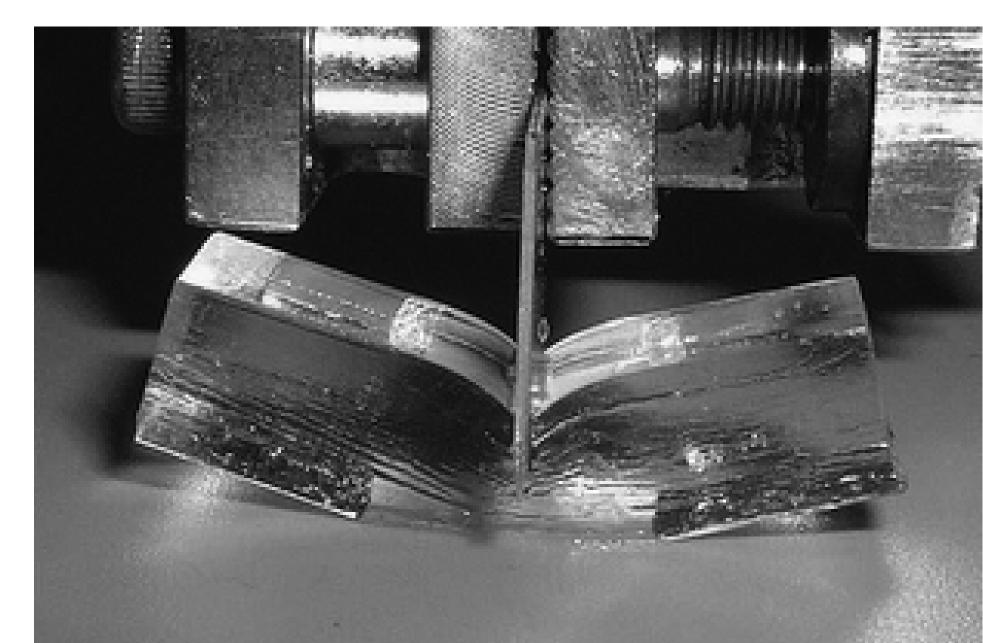
## We study mechanics to design powerful soft devices:

# How to realize complex functions?



- Stimuli responsiveness
- Instabilities
- Soft electronics / ionotronics
- Response speed

How to guarantee robust operation?



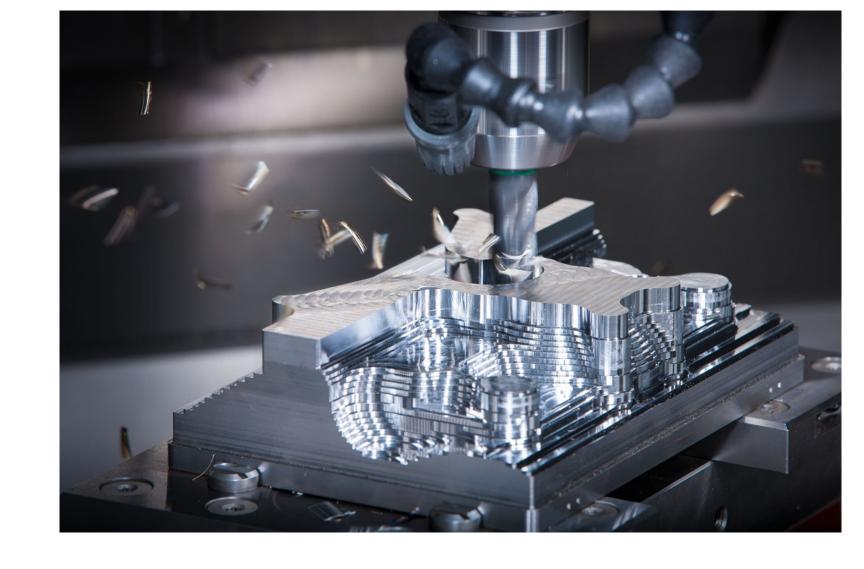
- Toughness
- Strength
- Extensibility
- Fatigue resistance

## Manufacturing dictates Implementation

## Manufacturing tools for hard materials do not apply to soft materials

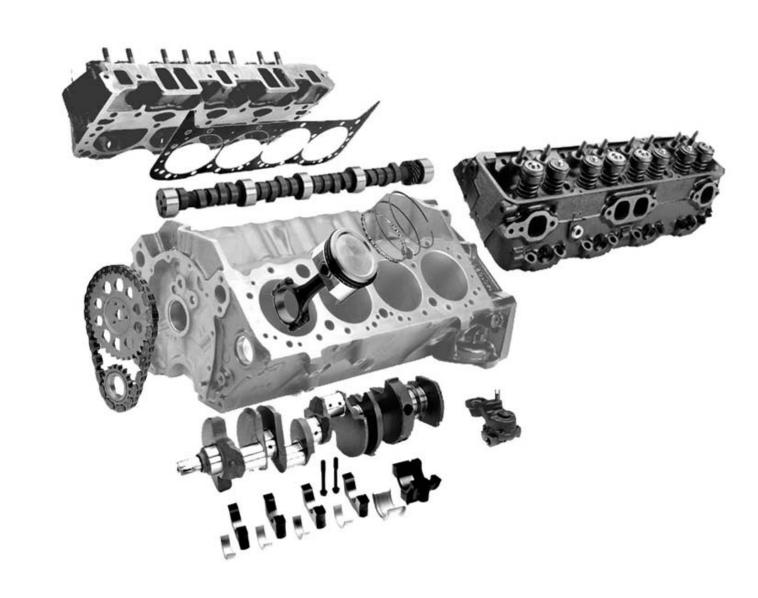


Mechanics



Machining?

Large deformation makes cutting inaccurate

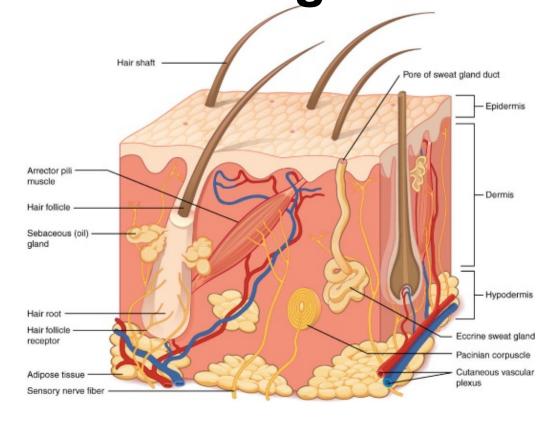


Assembling?

Deformable materials cannot be held by friction

## We develop manufacturing tools to unleash the power of designs:

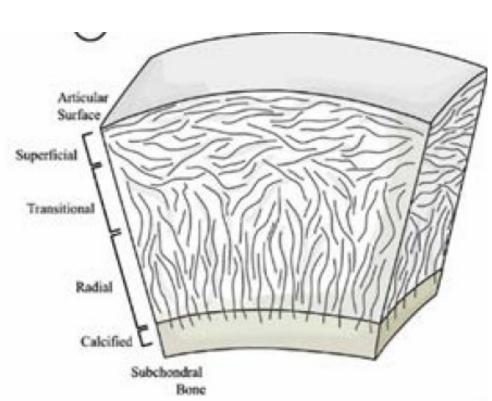
# Integrate different materials

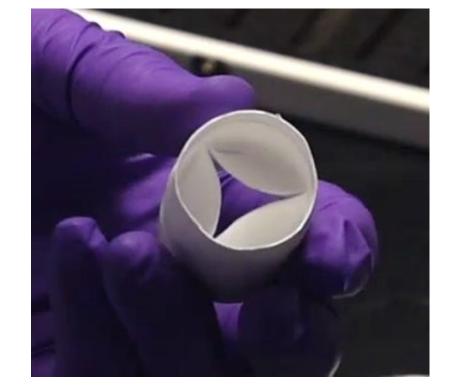




- Nature combines different materials to realize complex functions.
- We need to bond different materials in various manufacturing conditions.

#### Generate microstructure





- Nature uses microstructure to realize superior material properties.
- We need to reproduce microstructure with high-throughput