abstract

The project explores the use of **distributed actuation** within a **metamaterial** system attempting to achieve an adaptive reconfigurable structure with **multiple stable states**.

The ambition of this exploration revolves around the emergence of an architecture which **actively responds to changing conditions** rather than
assuming pre-determined programmed forms, thus engaging in a dialogue between user behaviour and material behavior.

The strategy to achieve this involves the utilisation of a **component-based system** able to propagate deformation from actuation of a single component to the entire system, eliminating the need of multiple actuators, aiming towards a **more efficient
responsive structure.**

