
fire ant water raft

fire ant water raft in lab

suc cessful weaver ant bridge
curely grasp not only objects to camy to their nests, but each other.

The ability of an ant to grasp take hold of a nother ant allows it the amazing ability to create floating rafts and even bridges.

In this project, the process of ant bridges is a nalyzed and an attempt to mimic the behavior is done with the use of the Rhino Grasshopperplug-in, called Kangaroo. The goal of the project is to be able to program small objects to identify the shortest distance between any gap, chasm, hole, canyon or other depth related obstruction, and then to direct the buildings blocks to begin to build a bridge, by mimicking ant behavior.

The hardware that would be programmed by this grasshopper definition appears to already exist at MIT. The hardware is called an M-Block and the hope is that using higher level language the blockscan be given a task that they will calculate the solution for.

For the tasks that they would be assigned by this grasshopper definition, they would have ready access to topographical analysis. The area they need to cross from and to would then be a nalyzed and the shortest distance will be calculated, as this definition is able to do. Once that is done the ants register an atbaction to two points that are the shortest distance to cross, like ants attracted to sugar, and they then begin to build the crossing.

In the future the intention is that the most stable bridge be created. Using a visual a nalysis of the ants, we can see that for the future, a reverse ant bridge could be the better bridge to create forstrength, rather than the flat design shown here. The three dimensional aspect of the bridging is the next step for this design.










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## PATIERN ANALYSIS



BLIP PATIERN ANALYSIS

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GOAL: SHORIESTDISTANCE THEN BRIDGE



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Using a flywheel that roates 20,000 times per minute and then stops to impart an angilar momentum, this intemal heart breathes life into the movement of the blocks shown above. The blocks have magnets on the sides tha help center the cubes as they land after any movement. Thistechnology could be used to be programmed to behave asthe ants to create bridges, though the technology is still in it infancy.


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GOING FORWARD 3D
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