

Course Title	Bio-inspired Design	Course No	To be filled by the office		
Specialization	Design (INT)	Structure (IPC)	3	0	3
Offered for	UG/PG/DD/PhD	Status (Core / Elective)	Elective		
Prerequisite	Concepts in engineering design	To take effect from	January 2019		
Course Objectives	This course intended to give the student the exposure of bio-inspired design principles. Train the student in applying the bio-inspired methodologies for innovation. Introducing the student with different perspectives of bio-inspired design. Enlighten the future scope of this valuable domain.				
Course Outcomes	After completion of this course, the student is able to: 1. Describe methods for creative design, 2. Identify mechanical working principles of biological phenomena - explain their construction, motion, and/or processing mechanisms - formalize the essence of these mechanisms in models - derive non-conventional design principles from these models, 3. Implement these design principles in innovative technical devices - summarize the transition process from the biological to the mechanical domain - present their design in drawings and working models.				
Contents of the course	<p>1. Introduction (6) Basic principles, building blocks, material property charts, how the study of nature's designs can help engineers, examples of successful biomimetic designs. Mechanical design – hierarchical construction, bio-composites, structure & properties of bamboo, silks, bones, teeth, shells, antlers and beaks, impact resistance, fracture mitigation, damping, self-healing.</p> <p>2. The Bio Inspired Design Approach (4) Finding the biological information, Dealing with friction, Innovative designing with ACRREx (Abstracting, Categorizing, Reflecting, Reformulating and Extending) method.</p> <p>3. Bio-inspired Design Methodology (5) Problem solving, TRIZ, Innovation and efficiency, functions, Integration between biology design and innovation, methodology chart.</p> <p>4. Bio-Designing Perspectives</p> <ul style="list-style-type: none"> • Materials and surfaces: Muscles and artificial muscles, lotus effect, gecko adhesion, Desert beetle, pitcher plants, bio-fouling, coatings. Silver ant and heat dissipation, insulation of fur and feathers, constructal theory. (6) • Sensors: Biological sensors, Bio-inspired sensors. (4) • Control: Neural control, Robot controllers, Running, Robustness, Crawling - Soft robotics, Gliding & Flapping flight, Swimming. (4) • Bio-optics – structural colors, compound eyes, antireflection, stealth, imaging (5) • Navigation – short & long range navigation techniques of bees, ants, turtles & migratory birds. (4) • Bioconstruction: Mechanical stiffness and motion, Hydrostatic stiffness and motion. (2) • Biopropulsion: Macroscale walking, Macroscale flying. (2) <p><i>Bio-inspired design task</i></p>				

Textbook	<ol style="list-style-type: none">1. Yoseph Bar-Cohen, Biomimetics: Nature-Based Innovation, CRC Press, 20162. Ashok K G, Daniel A McAdams, Robert B. Stone, Biologically inspired designs: computational methods and tools, Springer London, 2013.3. Lakhtakia A, Martin-Palma RJ (eds); Engineered biomimicry; Elsevier, 2013
References	<ol style="list-style-type: none">1. Reich Y, A critical review of General Design Theory. Research in Engineering Design, 7 (1) 1-18 (1995).2. Maria G. Trotta, Bio-inspired Design Methodology, International Journal of Information Science 1(1), pp 1-11 (2011).