soft materials, which has the
actions. These robots are well-suited for
ancing efficiency in various tasks. Additionally,
lso

serve us well in exploring the ocean or space, or doing certain jobs in those environments.

To broaden our understanding of locomotion, Richard Desatnik, who works in the labs of Philip LeDuc and Carmel Majidi at Carnegie Mellon University and collaborates with paleontologists from Europe, turns to the past. The team creates robots with the movement of ancient animals such as pleurocystitids, a sea creature that lived around 500 million years ago. Desatnik will present their findings from the process of building a soft robot based on pleurocystitids at the 68th Biophysical Society Annual Meeting, to be held February 10 - 14, 2024 in Philadelphia, Pennsylvania.

“We've learned a lot from modern creatures, but that's only 1% of the animals that have existed during our planet’s history, and we want to see if there is something we can learn from the other 99% of creatures that once roamed the earth,” Desatnik said. He added, “there are animals that were very successful

-day sea stars and sea urchins but that had a muscular stem—a kind of tail—to move. They used CT scans to get a better idea of the 3D shape. Computer simulations suggested the ways it may