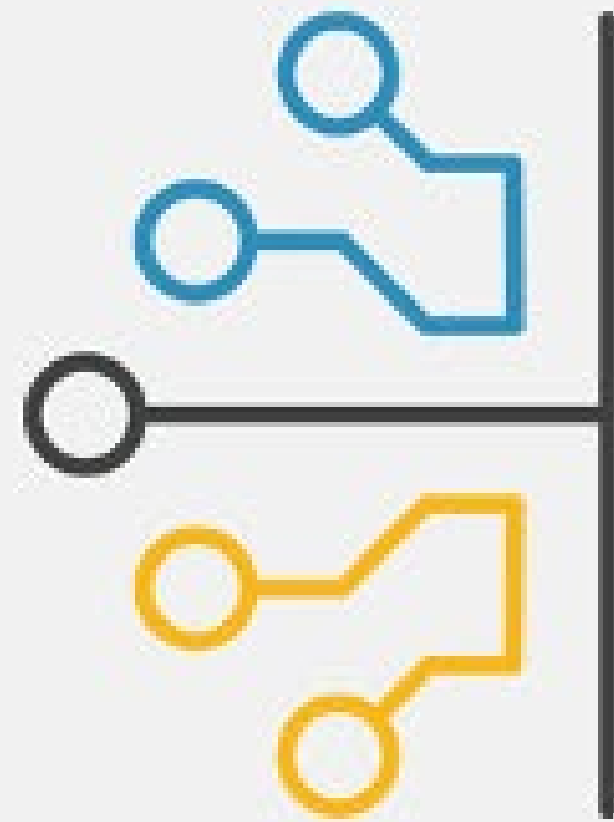


Welcome to



**EMERGING
TECHNOLOGIES
CONFERENCE** at Advanced Textiles **EXPO**

Textile Macroelectronics

Architecting Sensate and Computational Fabrics Across Scales

Irmandy Wicaksono (irmandy@mit.edu)

Research Affiliate, Responsive Environments, MIT Media Lab

Massachusetts Institute of Technology



Faig Ahmed's Yahya al-Shirvani al Bakuvi, Melting Carpet

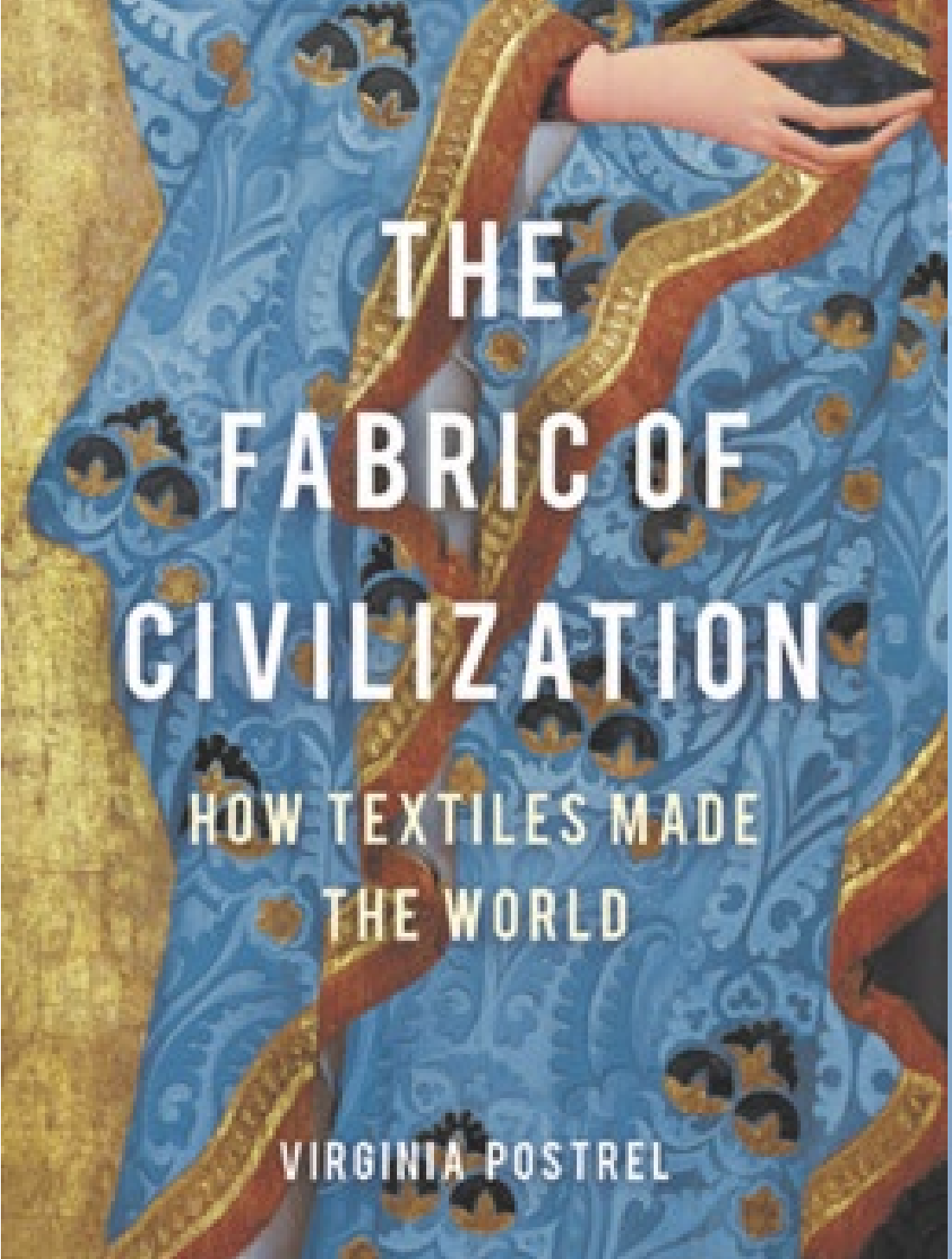


Batik Kawung, Central Java



SEFAR PTFE Fabric, Medina

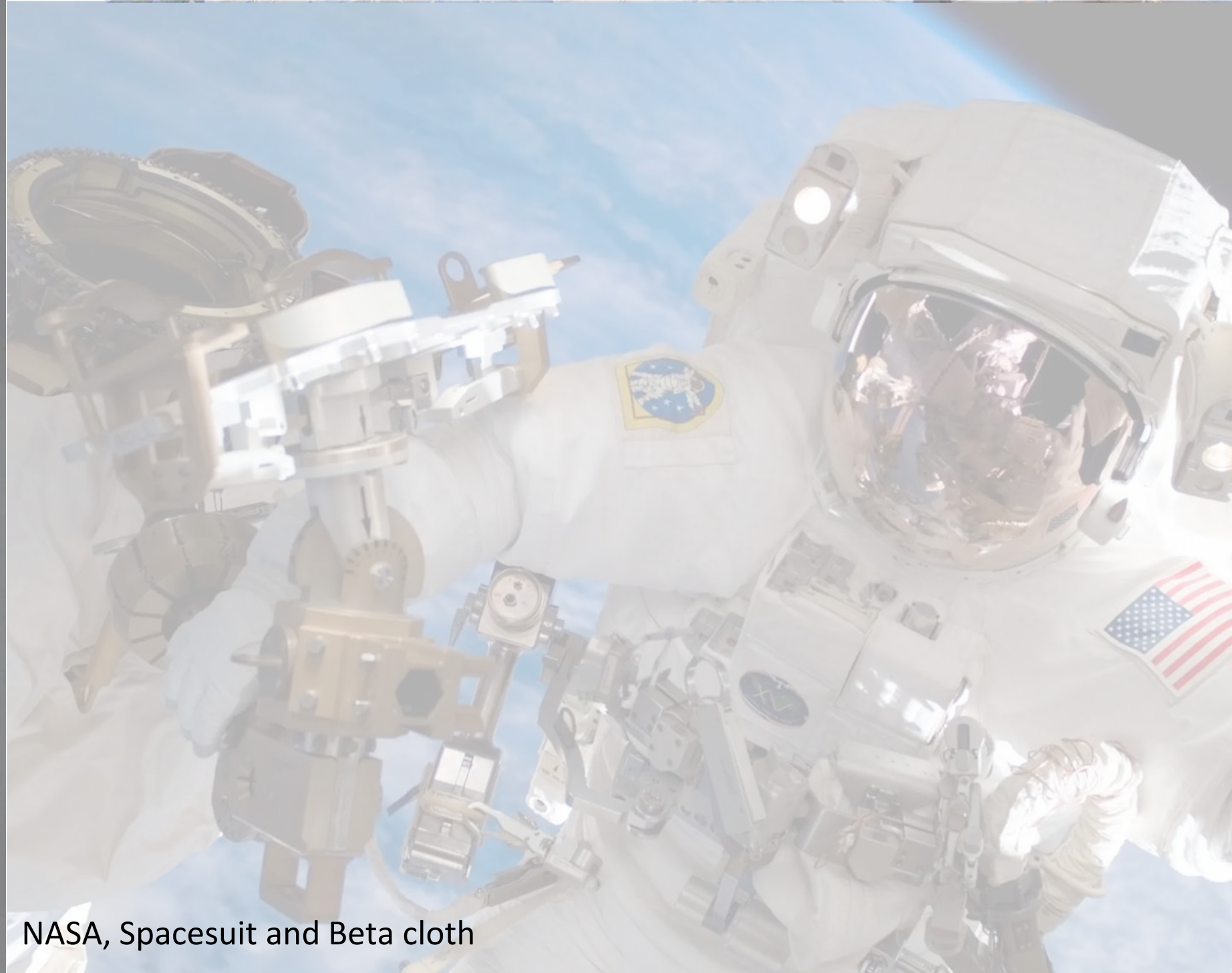
Introduction



Surrounded Island, Christo and Jeane-Claude



Flying Saucer, Issey Miyake



NASA, Spacesuit and Beta cloth

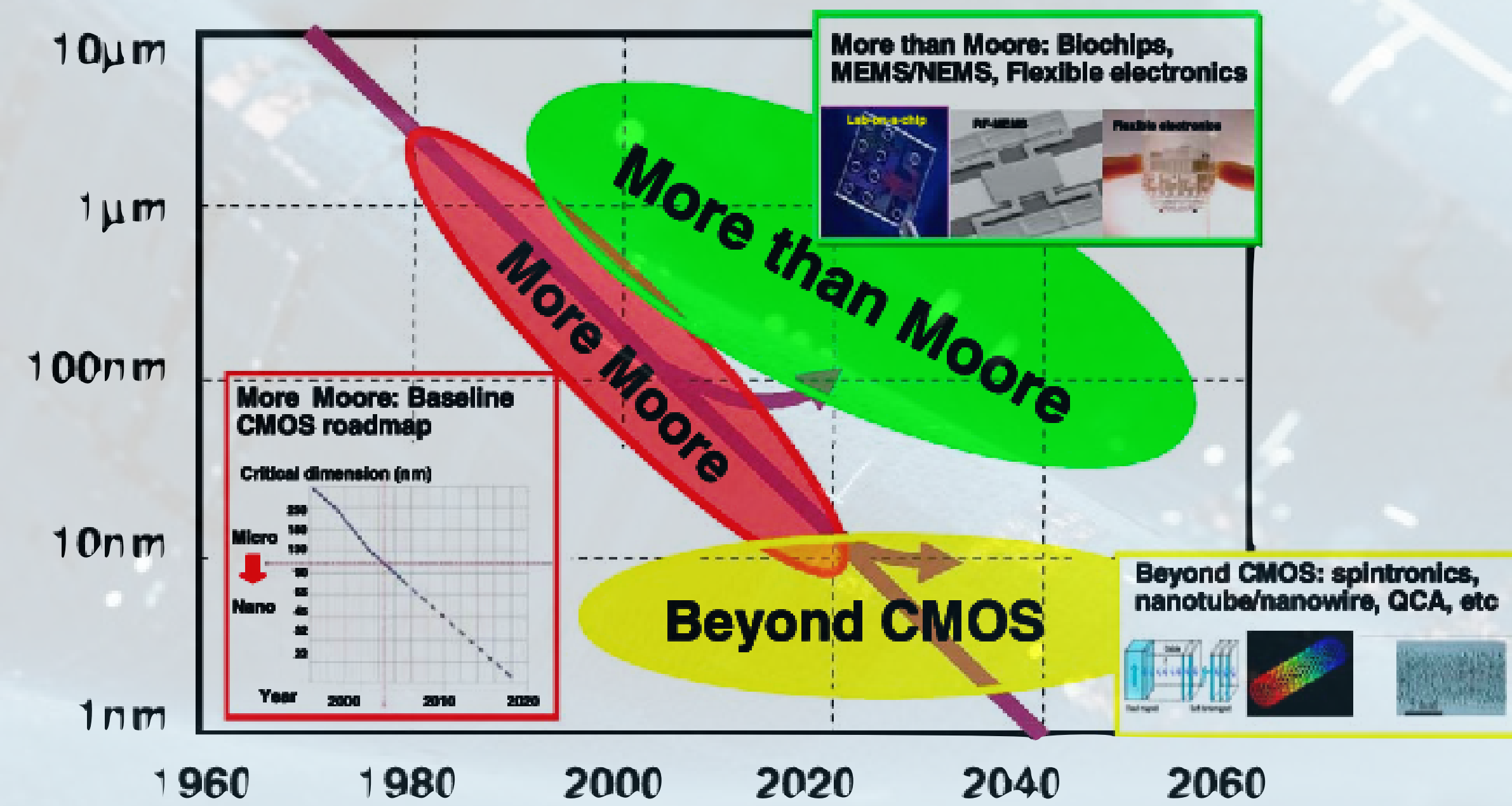
Paula Zuccotti
Everything We Touch (2015)



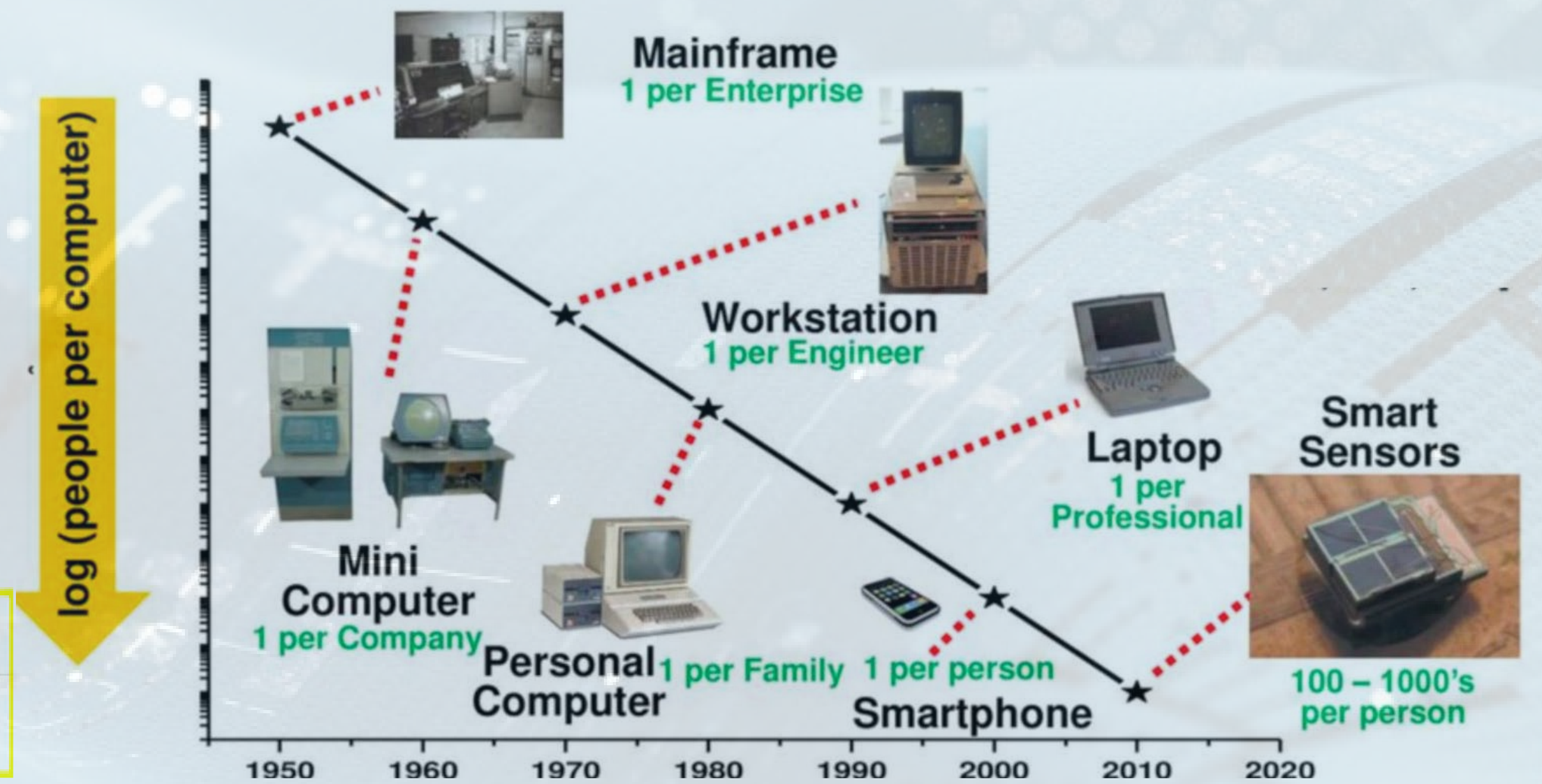
The Computer for the 21st Century (1991)

“The most profound technologies are those that disappear. They weave themselves into the *fabric of everyday life* until they are indistinguishable from it”. *Mark Weiser*

Moore's and Bell's Law: A Ubiquitous Computing Era



Roy et al., IEEE Design and Test (2013)



Gordon Bell, CACM (2008)

Macroelectronics

Robert H. Reuss, Darrel G. Hopper, and
Jae-Geun Park, Guest Editors

Abstract

As revolutionary as microelectronics has been as a technology, there are functions that it does not address. Microelectronics focuses on ever-smaller integrated circuits (ICs) in ever-fewer square millimeters of space to increase clock speeds and decrease the power required for computer processing functions. However, applications requiring control, communications, computing, and sensing over a large area are difficult or cost-prohibitive to achieve because of the material incompatibilities of traditional ICs with structures, materials, and manufacturing technology. Macroelectronics addresses these applications with the aim of providing active control circuitry *in situ* over areas of many square meters for displays, solar panels, x-ray imagers, surface measurements, structural shape control, vehicle health monitoring, and other large-system applications. The materials challenges of macroelectronics integrated circuits (MEICs) reviewed in this issue include lightweight flexible substrates, thin-film transistors (TFTs) with IC or near-IC performance, modeling, and manufacturing technology. Compatible component materials, flexible substrates, processing conditions, host system composition, and functionality provide grand challenges that are just beginning to be addressed by researchers.

Keywords: *electronic material, lithography, sensor.*

Electronic devices have become increasingly pervasive over the last 50 years. Advances have been driven primarily by microelectronics, based on the well-known Moore's law that describes the increasing complexity (and therefore performance) as feature size decreases over time. While there are many issues to be addressed, as described by ITRS roadmap,¹ the mainstream microelectronics industry continues to provide ever-increasing performance and functionality. However, other forms of electronics have also become important, as they address problems that conventional microelectronics cannot. The most significant of these is the display industry, which now rivals the integrated-circuit (IC) industry in terms of revenue. The technical drivers for these two major industries are essentially opposite. While the IC industry strives to make the smallest possible devices in the smallest possible area, the display industry is interested in large devices over the largest possible area. This drive to distribute the devices over large areas can be considered "macroelectronics," because neither the active devices nor the area they cover needs to be "micro" in scale.

Commercially viable macroelectronics began in 1988 with thin-film-transistor-based liquid-crystal displays (TFT-LCDs). Direct-view active-matrix liquid-crystal

displays (AMLCDs) based on inorganic TFTs on glass substrates represent the first commercial success of macroelectronics. Sales of AMLCDs have superseded the cathode-ray tube in both revenue (2002) and units (2004) to become the dominant display technology on the planet.² Examples include the demonstration by Samsung in 2005 of an 82-in.-diagonal screen with six million TFTs controlling the brightness of each of two million color pixels (see Figure 1); a 100-in. AMLCD, announced by LG.Philips LCD Co. in January 2006; and an IBM monitor product introduced in 2002 with a 22.2-in.-diagonal screen, 27 million TFTs controlling 9.1 million (3840 × 2400) color pixels, and a TFT vertical/horizontal pitch of 124.5/41.5 μm. These TFT pitches are about a thousand times larger than those found in ICs. This difference in transistor density may be used as one way to distinguish macroelectronics ICs (MEICs) from classical metal oxide semiconductor field-effect transistor ICs.

Beyond the dominant AMLCD technology, several niche display technologies also use TFT backplanes to drive pixels over large areas and thus are considered examples of macroelectronics. Examples include displays based on organic light-emitting devices, electroluminescent elec-

trophoretic ink, and field-emission mechanisms. Other large-area display technologies are not macroelectronics, as they do not have MEICs built into them. Examples include inorganic light-emitting diodes (LEDs), vacuum cathode-ray tubes (CRTs), and most plasma technologies. The LEDs now popular for jumbo-size outdoor displays in stadiums, billboards, and building facades are not macroelectronics, because they are driven externally by personal computers, not internally by TFT MEICs. The CRT vacuum technologies are driven by analog electronics (e-guns and deflection coils) and are not even digital, let alone macroelectronic. Drive voltages and power are also a distinguishing factor: TFT technologies typically operate at 3–5 V, drawing 1–10 W, compared with 1–20 keV and 1–10 kW, variously, for plasma, CRT, and LED displays. The pixel size in LEDs and plasma are also issues: millions of LEDs are separately packaged and hand-mounted with 10-mm pitch in arrays meant for viewing at hundreds of feet.

Some potential future application areas for macroelectronics are illustrated in Figure 2. These areas include displays (top left and top right), sensors (top right and bottom right), energy harvesting (top right and bottom left), electronics embedded into gear (radios, range finders, computers) and clothing (bottom left), and structural health monitoring of vehicles or humans (bottom right). Structural health monitoring involves a range of sensors, processors, and transmitters built with flexible MEICs within vehicle composite materials to actively sense and report faults, or mounted on/in human biomaterials (skin/tissues) to continuously sense and transmit physiological and cognitive status. The weight and materials integration issues with ICs make these applications impossible or unlikely with a purely microelectronics approach and thus require macroelectronics.

The biggest challenge for macroelectronics technology is to enable applications beyond displays that involve large areas and volumes that cannot be cost-effectively achieved through traditional packaged-chip fabrication followed by pick-and-place assembly and that nonetheless require sophisticated, high-performance circuits. The large scale of macrosystems gives rise to the requirement for properties heretofore not associated with IC applications, such as thinness, ductility, and elasticity of electronic components, even during operation. Depending on specific applications, some design rules for traditional ICs must be maintained (e.g., length of transistor channels) and others relaxed (e.g., area of circuit layout).

As revolutionary as microelectronics and functional devices have been a focus in the last decade, there are challenges that it does not address to incorporate them into our everyday products.

“Applications requiring control, communications, computing, and sensing over a large area are difficult or cost prohibitive to achieve because of the material incompatibilities of traditional ICs with structures, materials, and manufacturing technology.”

Reuss , Hopper, and Parl, MRS Bulletin (2006)

www.mrs.org/bulletin

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Wicaksono , Cherston, and Paradiso, IEEE PvC (2021)

THEME ARTICLE: COMPUTATIONAL MATERIALS

Electronic Textile *Gaia*: Ubiquitous Computational Substrates Across Geometric Scales

Irmandy Wicaksono , Juliana Cherston, and Joseph A. Paradiso , MIT Media Lab, Massachusetts Institute of Technology, Cambridge, MA, 02139-4307, USA

From in-body implantables to geotextiles and large-area spacecraft blankets, electronic fabric is now poised to operate across geometric scales that span many orders of magnitude, and thus across operational contexts with divergent material resiliency requirements, reaching far beyond the wearable device regime that is typically considered. This article reviews the key technical trends and lingering hurdles that are relevant to using functional fibers and e-textiles for operating at disparate scales—from microns to kilometers. We focus in particular on leveraging the unique material properties of a textile and the miniaturization of electronic devices in concert with the revolution in mass-manufacturing and digital fabrication technologies used to customize the device at the level of polymer, fiber, fabric, three-dimensional form, and system. We also offer a personal perspective on interdisciplinary collaboration between engineers, scientists, designers, and manufacturers for tackling some of the challenges in scaling and translation of electronic textiles.

Today, we have up to 39 000 km long deep-sea optical fibers supporting communication between four continents, and we have deployed up to 30-km-long electrodynamic tethers on orbit around Earth to harvest power from the magnetosphere. We have developed hundred micron-scale multisensory neural probes and millimeter-scale sensory meshes that can be injected into the body, alongside mesoscale fabrics with sensing, communication, and even locomotive capabilities. Functionalized fabrics now touch the full range of scales from microns to kilometers, with active and computational capability achieved at the level of fiber, yarn, fabric, and system. We consider our current place on the roadmap toward realizing an *electronic textile gaia* in which the living, nonliving, and increasingly the built environments operate as a single, harmonious, self-regulating organism, as imagined in Figure 1.

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Digital Object Identifier 10.1109/MPRV.2021.3078107
Date of publication 8 June 2021; date of current version 30 July 2021.

The textile has achieved ubiquity for its manufacturing scalability and myriad beneficial properties—protection, three-axis conformability, abrasion resilience, tensile strength, heat retention, high packing density, and aesthetic and cultural appeal all serve to motivate adoption of this material form.

While most textiles have remained electrically passive, one may still claim that computational textiles had an early start—the Apollo spacecraft guidance and control software developed in the 1960s at MIT was stored in a woven substrate called core rope memory.

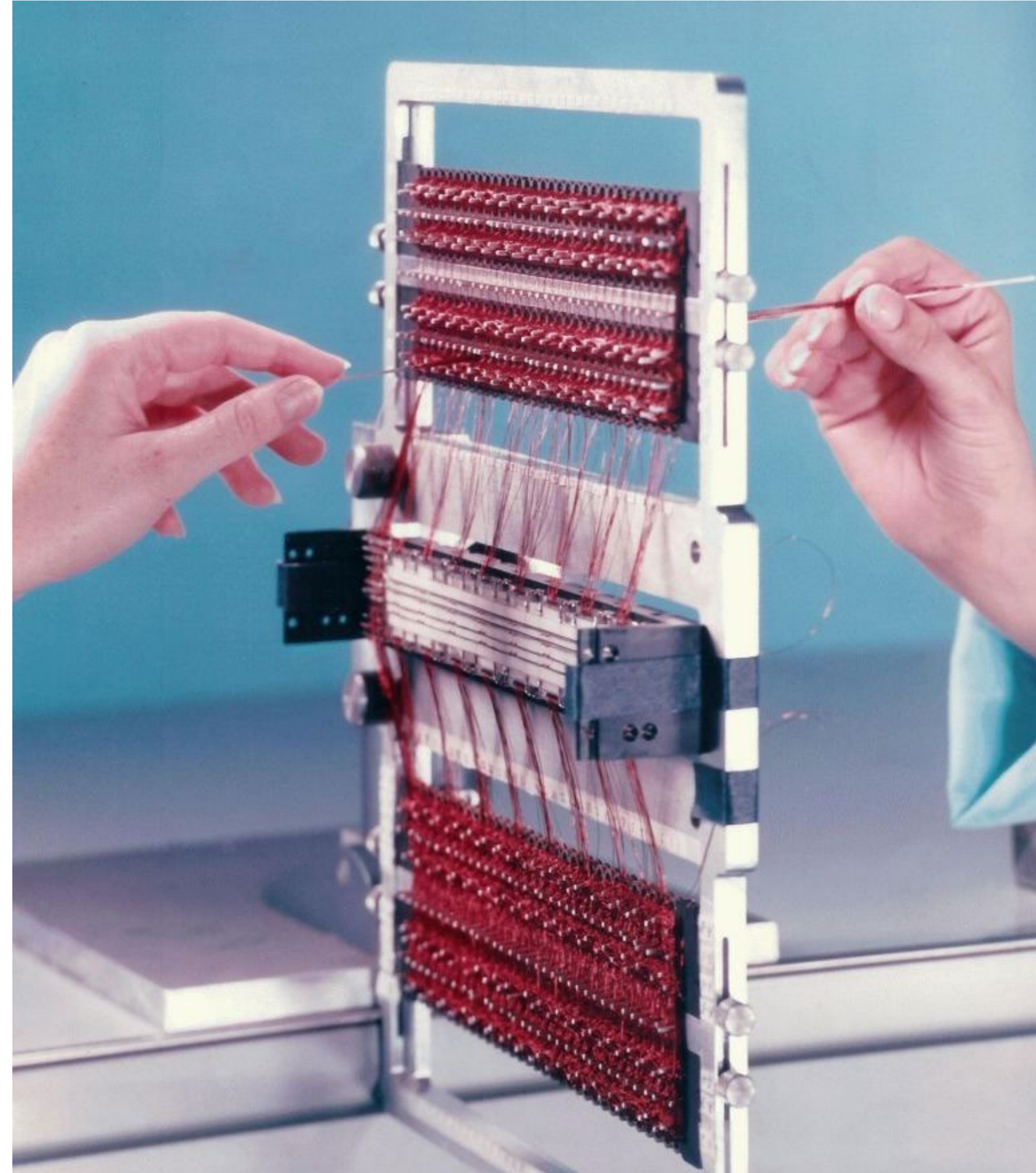
Around the same time, a company called Woven Electronics was spawned to develop fabric circuit board prototypes that were evidently well ahead of their time. For a fleeting moment in these early days of printed circuit board (PCB) manufacturing, woven fabric circuits and core rope memory were competitive with silicon semiconductor technology.

Early fabric-based electronics hint at deep links between manufacturing processes used in the textile and electronics industries that in some cases continue into the present era: dies draw down both electrical wires and fibers, lithography, and screen-printing

Textiles and Computation



Jacquard Loom (1700)



Core-rope Memory, MIT Project Apollo (1972)

Textiles and Computation

Textile Culture, Materials, and Technology

8000 BC 3000 BC 200 BC 1700 1830 1950 1995 2000 2015

Flax - linen Sheep wool Silk Needle knitting Socks Punched cards Industrial weaving Hand warp knitting Sewing machine Cellulose Rayon Nylon Polyester Spandex Kevlar 3D Knitting Whole-garment CNC-CAD machines Kniterate

5000 BC 2000 BC 500 600 1500 1800 1900 1980 2013

Cotton Linen cloth production Nalebinding Spinning wheel Batik resist-wax Hand-operated weft knitting Jacquard weaving Machine Automated weaving loom Flatbed knitting machine 3D Printing Digital weaving (TC2) OpenKnit

1800 1930 1964 1980 2010

Jacquard weaving Machine Turing machine Douglas GUI Mobile phone Virtual Assistant Wearables

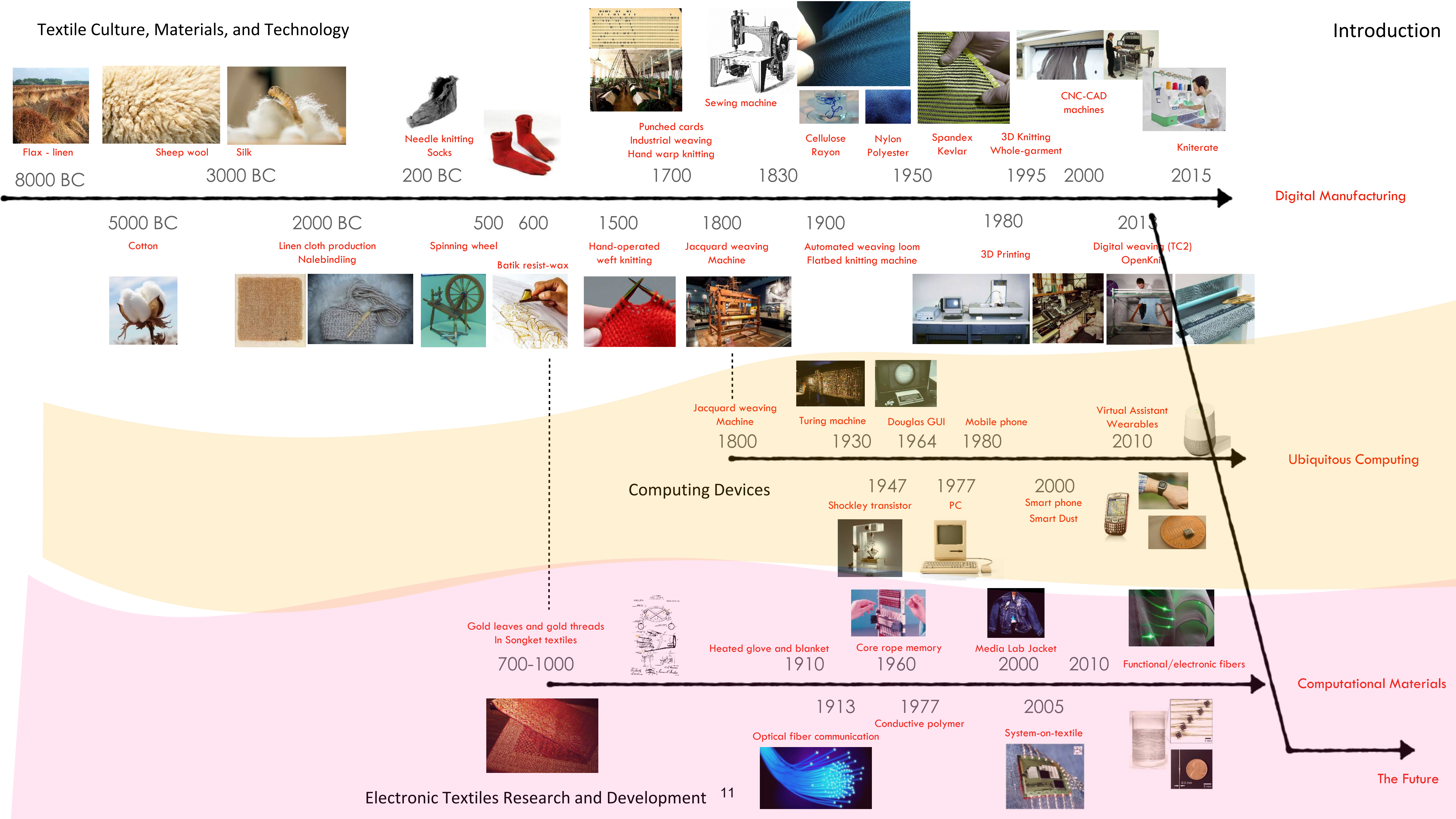
Computing Devices

1947 1977 2000

Shockley transistor PC Smart phone Smart Dust

Textile Culture, Materials, and Technology

Introduction



8000 BC
 Flax - linen
 3000 BC
 Sheep wool
 Silk

200 BC
 Needle knitting
 Socks

1700
 Punched cards
 Industrial weaving
 Hand warp knitting

1830
 Sewing machine

1950
 Cellulose Rayon
 Nylon Polyester
 Spandex Kevlar

1995
 3D Knitting
 Whole-garment

2000
 CNC-CAD machines

2015
 Kniterate

5000 BC
 Cotton

2000 BC
 Linen cloth production
 Nalebinding

500 600
 Spinning wheel
 Batik resist-wax

1500
 Hand-operated
 weft knitting

1800
 Jacquard weaving
 Machine

1900
 Automated weaving loom
 Flatbed knitting machine

1980
 3D Printing

2013
 Digital weaving (TC2)
 OpenKnit

1800
 Jacquard weaving
 Machine

1930
 Turing machine

1964
 Douglas GUI

1980
 Mobile phone

2010
 Virtual Assistant
 Wearables

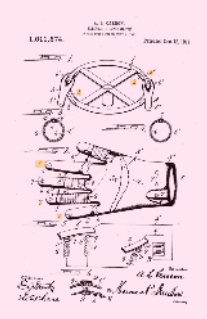
Computing Devices

1947
 Shockley transistor

1977
 PC

2000
 Smart phone
 Smart Dust

700-1000
 Gold leaves and gold threads
 In Songket textiles



1910
 Heated glove and blanket

1960
 Core rope memory

2000
 Media Lab Jacket

2010
 Functional/electronic fibers

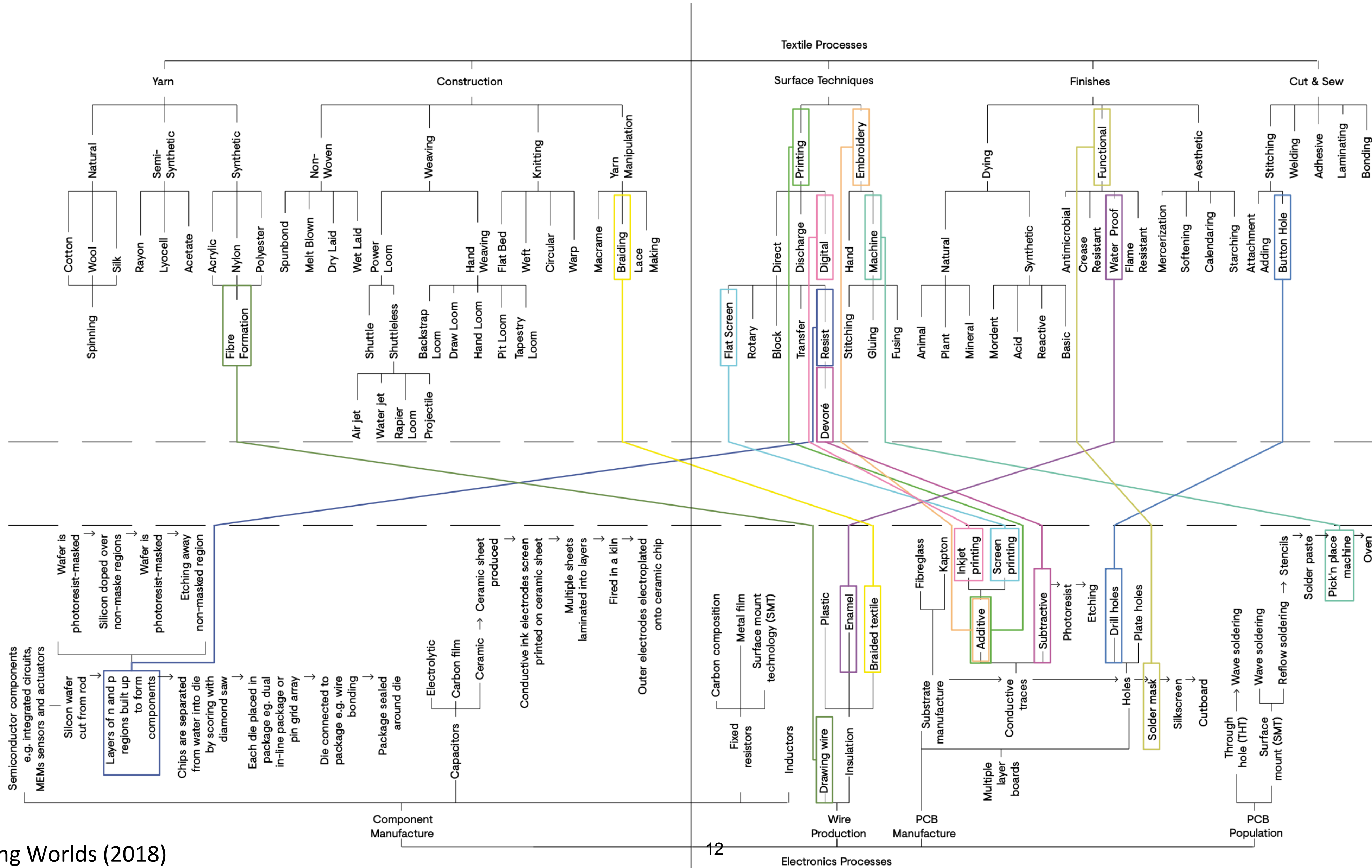
1913
 Optical fiber communication

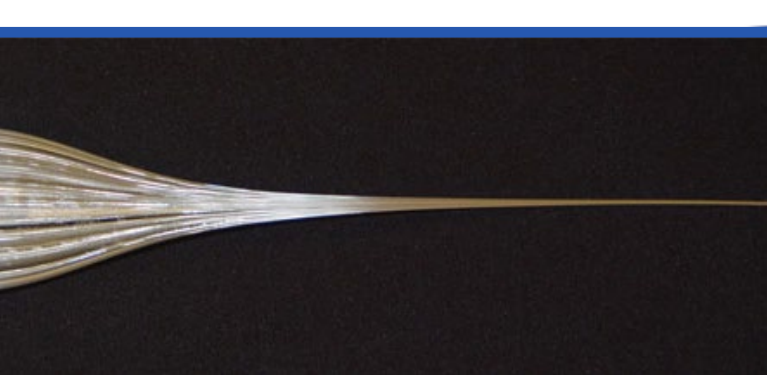
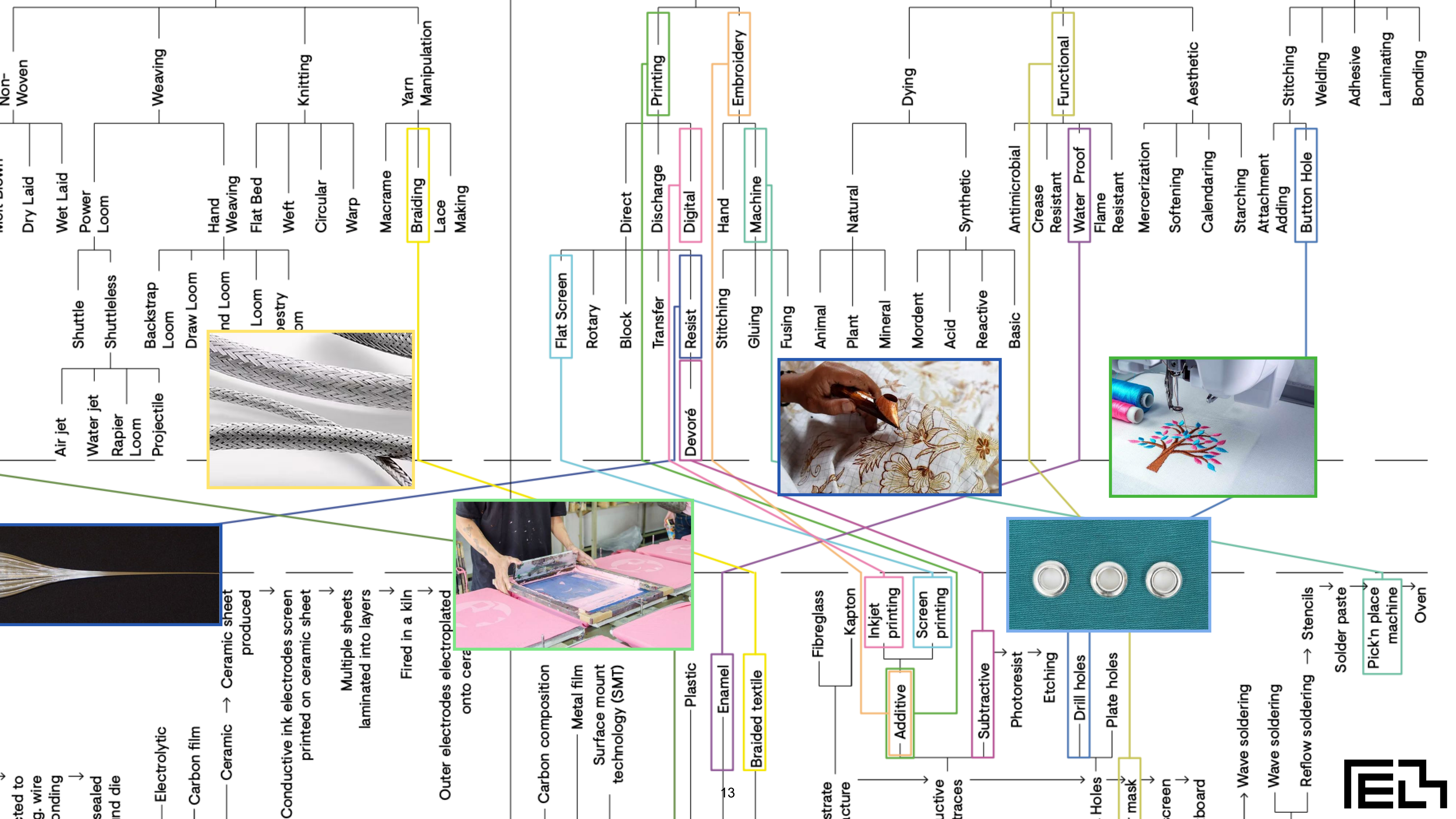
1977
 Conductive polymer

2005
 System-on-textile

Microscopic images of fibers with integrated components.

Industrial *Cross-Pollination* Map (Textiles x Electronics)

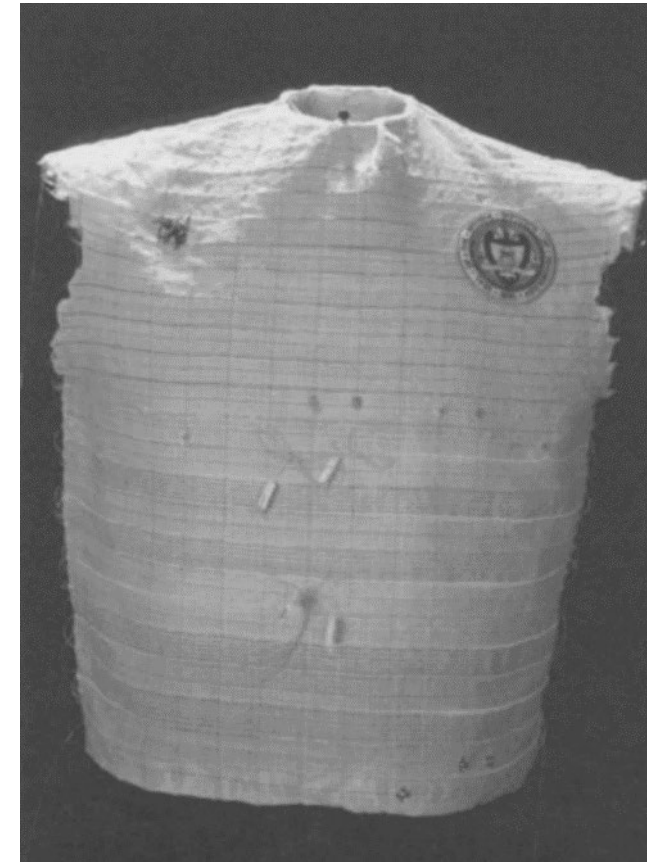




E-textiles: hand-crafted at the fabric-level



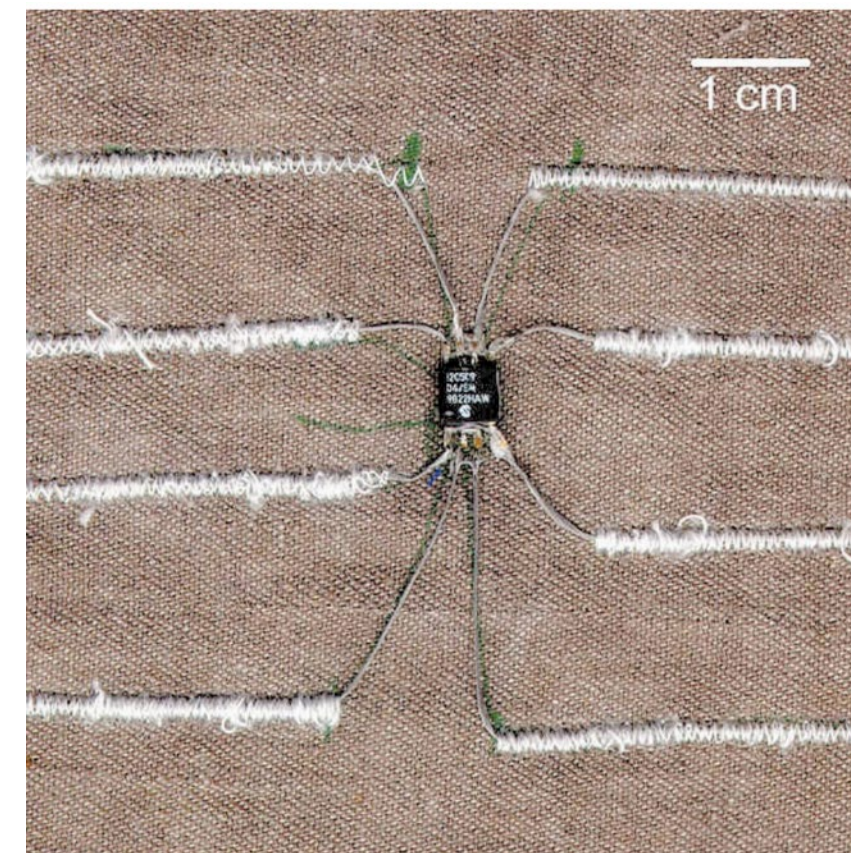
Musical Jacket
Orth, M *et al.*, SIGGRAPH (1998).



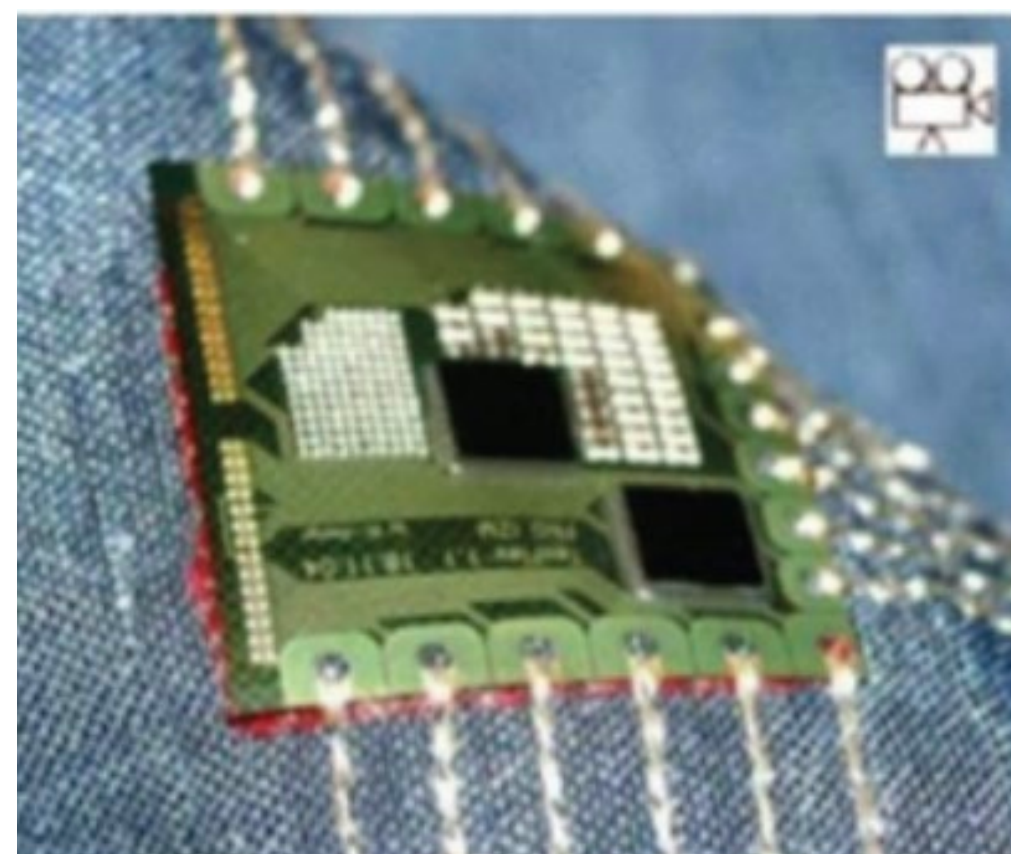
Wearable Motherboard
Gopalsamy, M *et al.*, (1999)



Musical Balls
Weinberg, G *et al.*, CHI (2000).



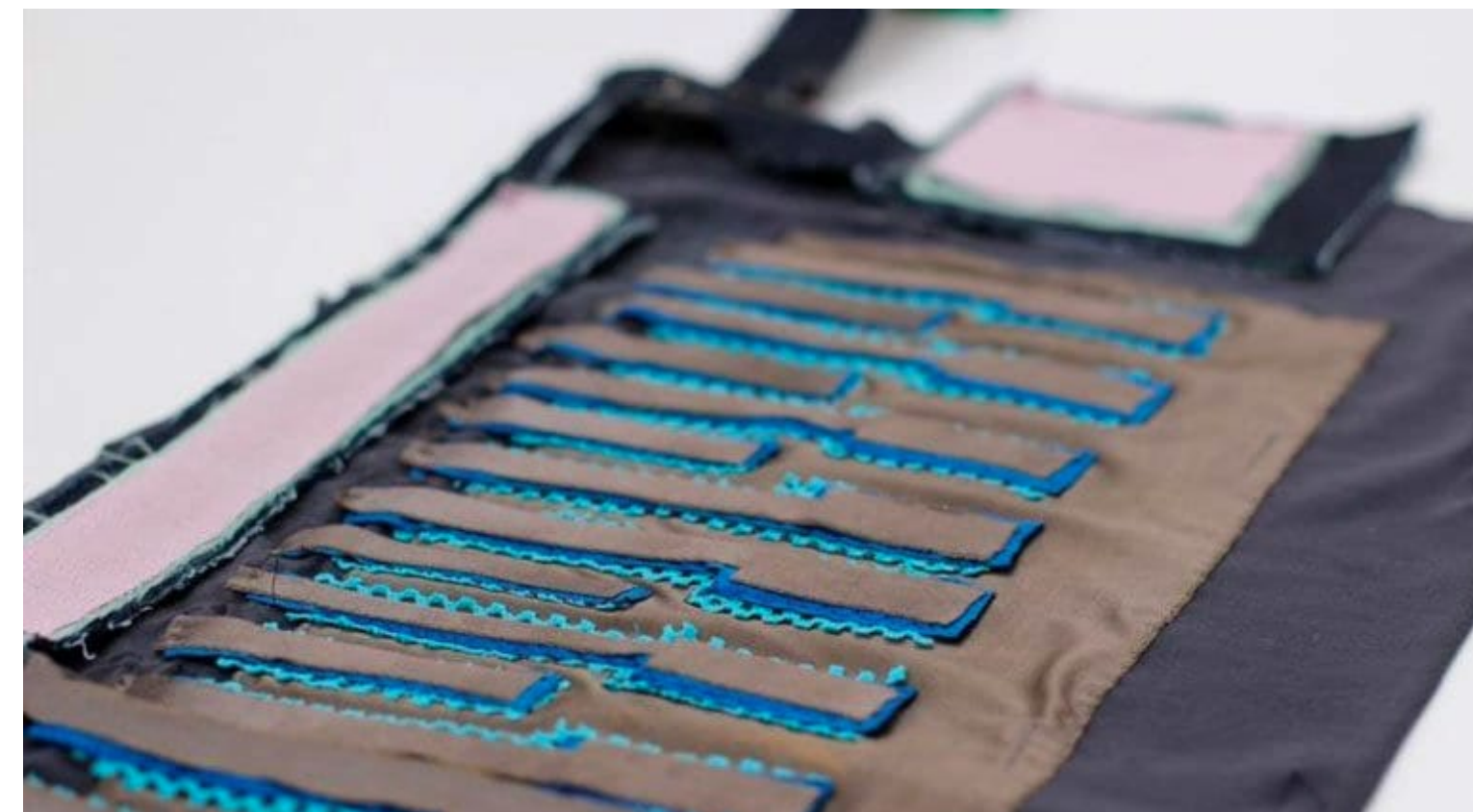
E-broidery: textile-based computing
Post, E.R. *et al.*, IBM Sys (2000).



Fully-integrated EKG Shirt
Linz *et al.*, BSN (2006).

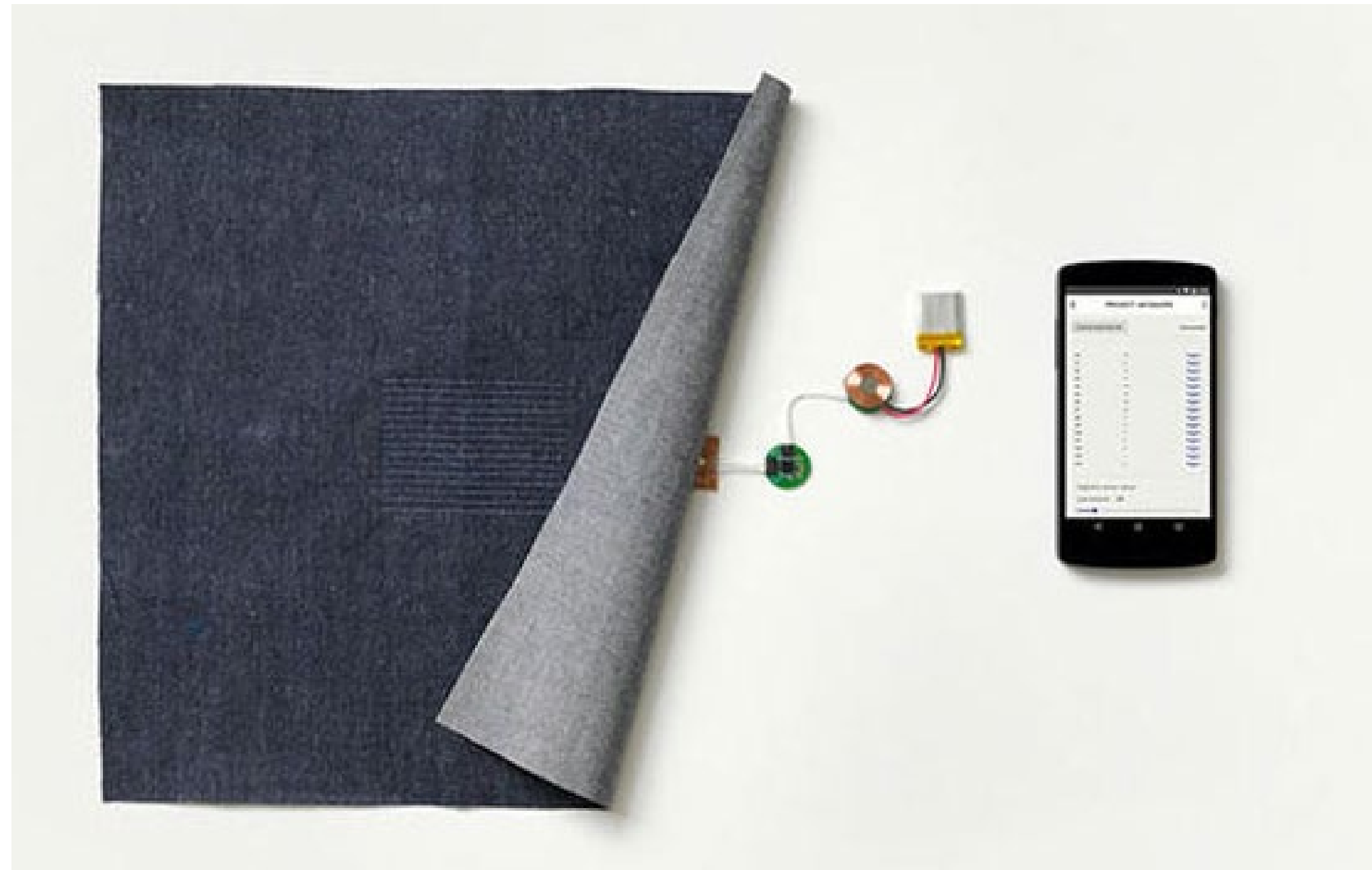


Fabric PCBs: e-textile craft
Buechley and Eisenberg, UbiComp (2009).

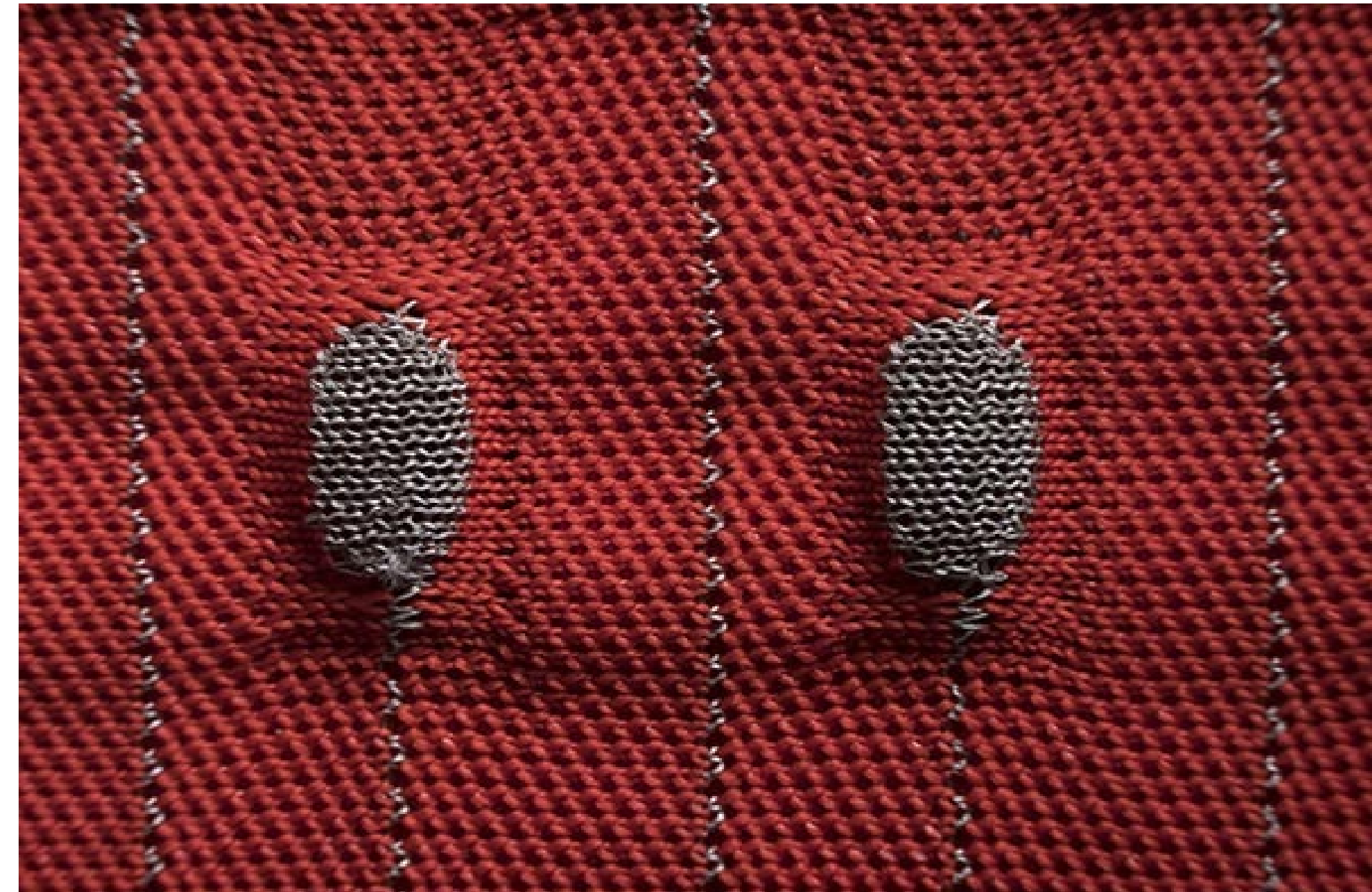


FabricKeyboard: Multi-modal E-textile Musical Interface
Wicaksono and Paradiso, NIME (2017).

E-textiles: industrial manufacturing from the yarn

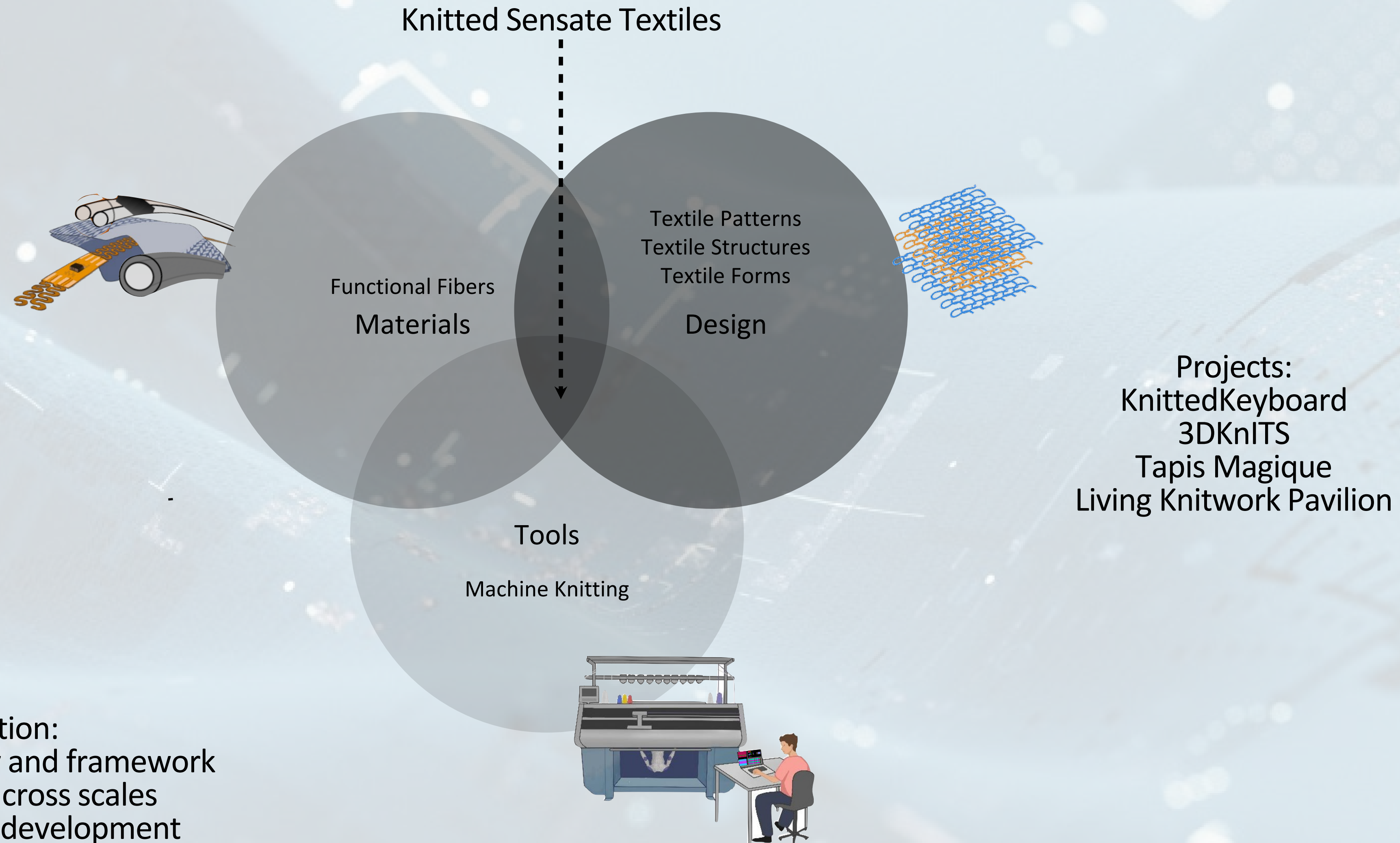


Project Jacquard
Poupyrev, I *et al.* ACM CHI (2016)



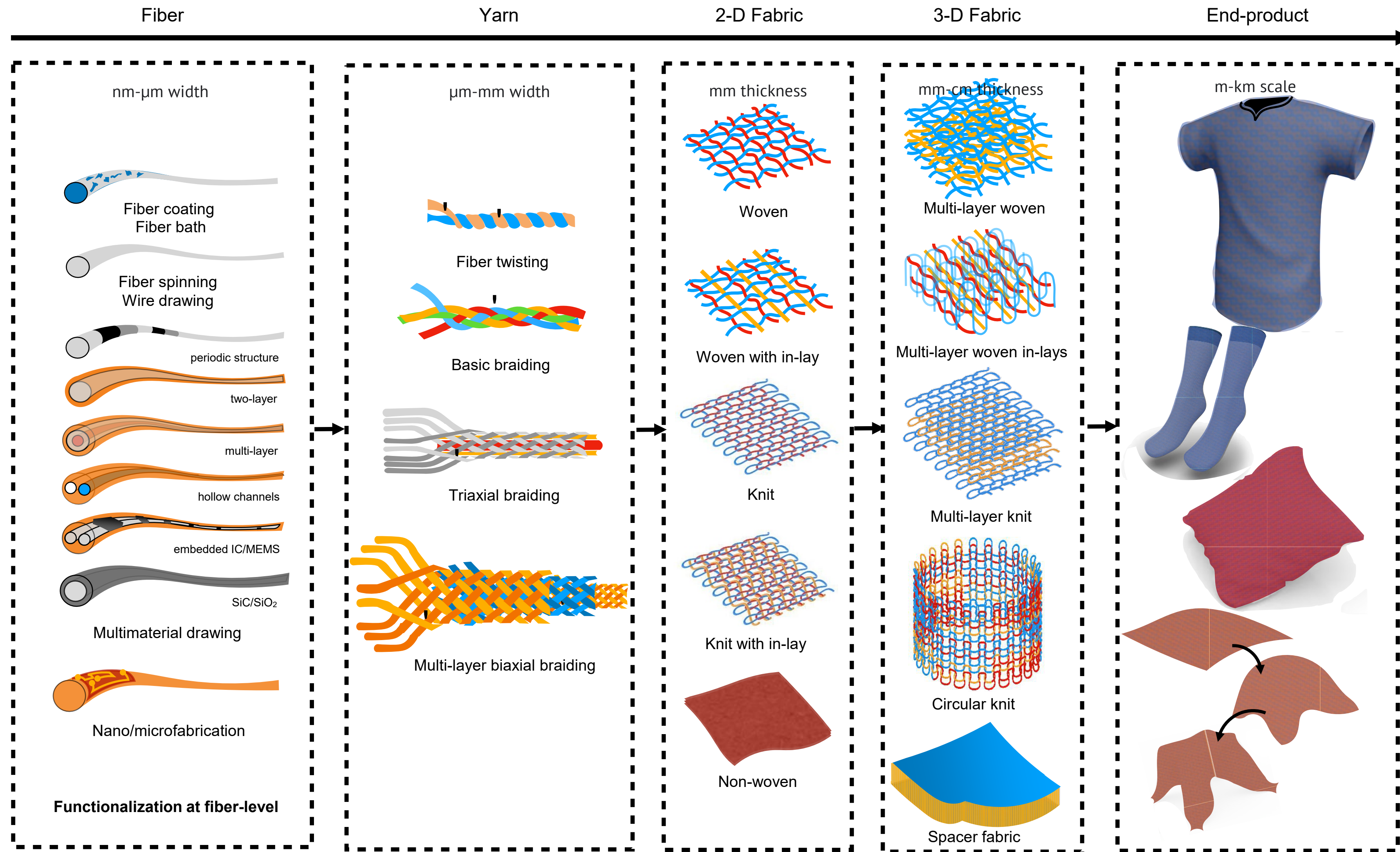
SensorKnit
Ou *et al.* 3DP (2019)

Digital Knitting of Sensate Textiles

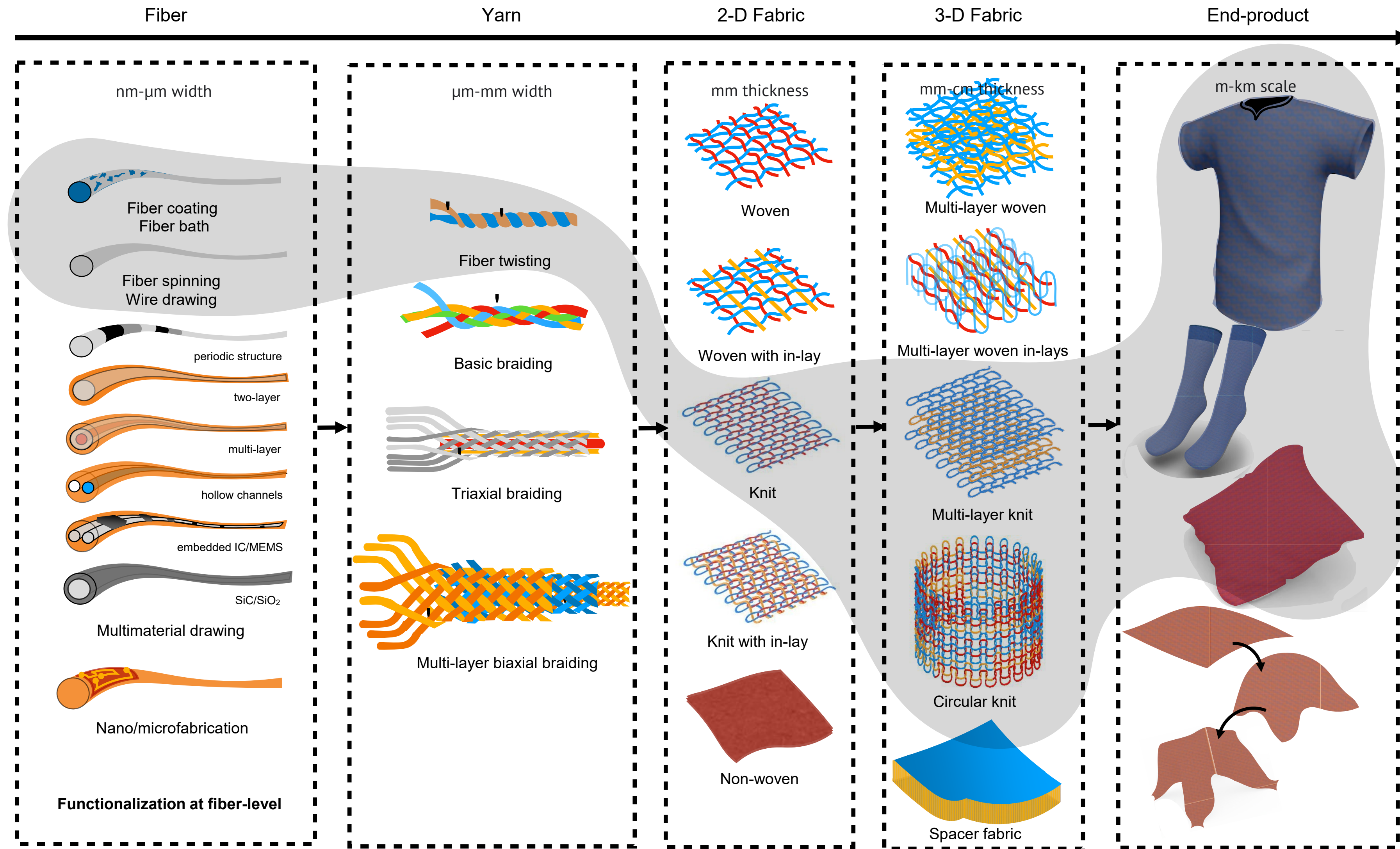


Contribution:
Design methodology and framework
Project artifact across scales
Hardware system development
Application space

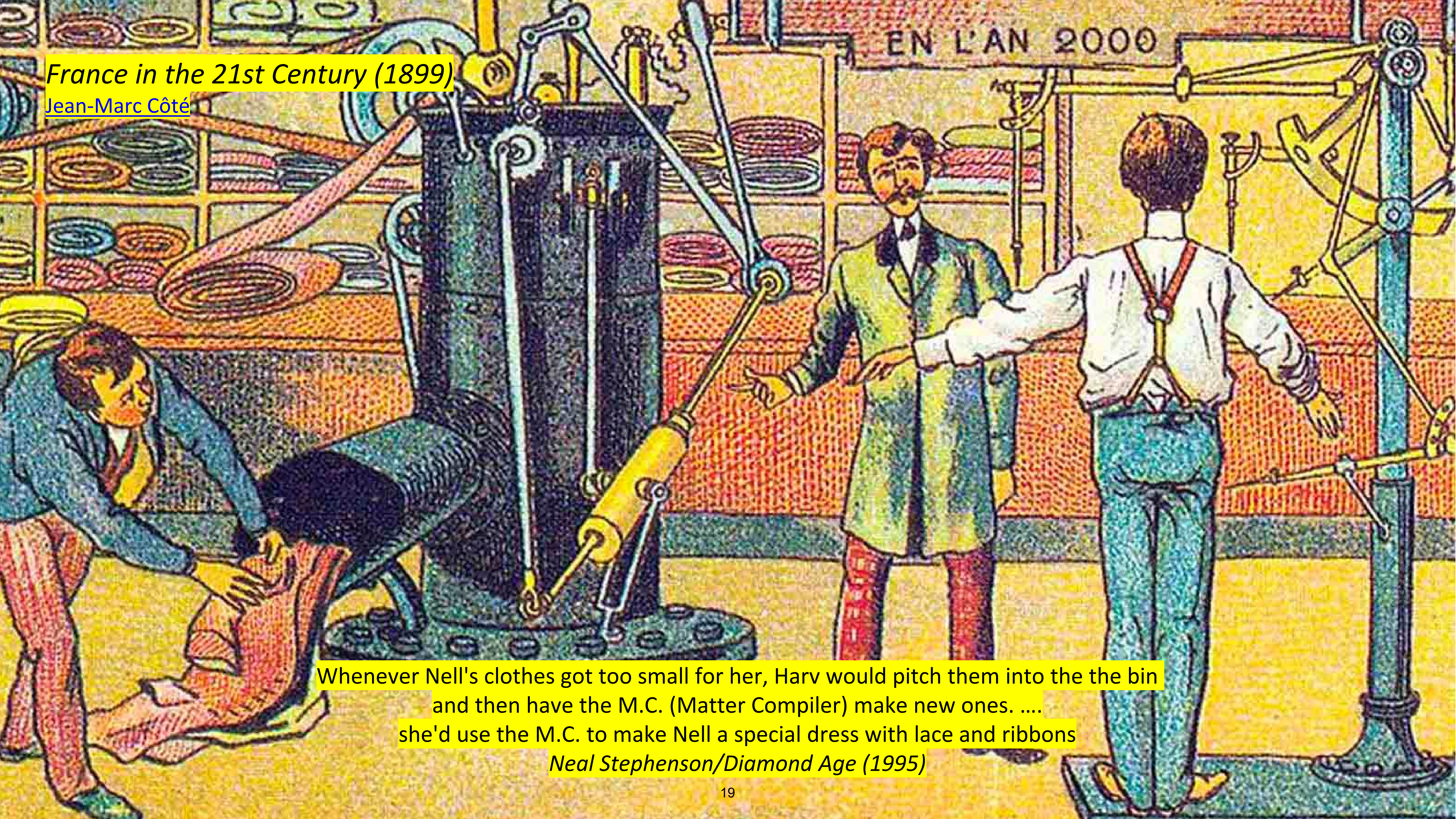
E-textiles: hierarchical architecture



E-textiles: hierarchical architecture



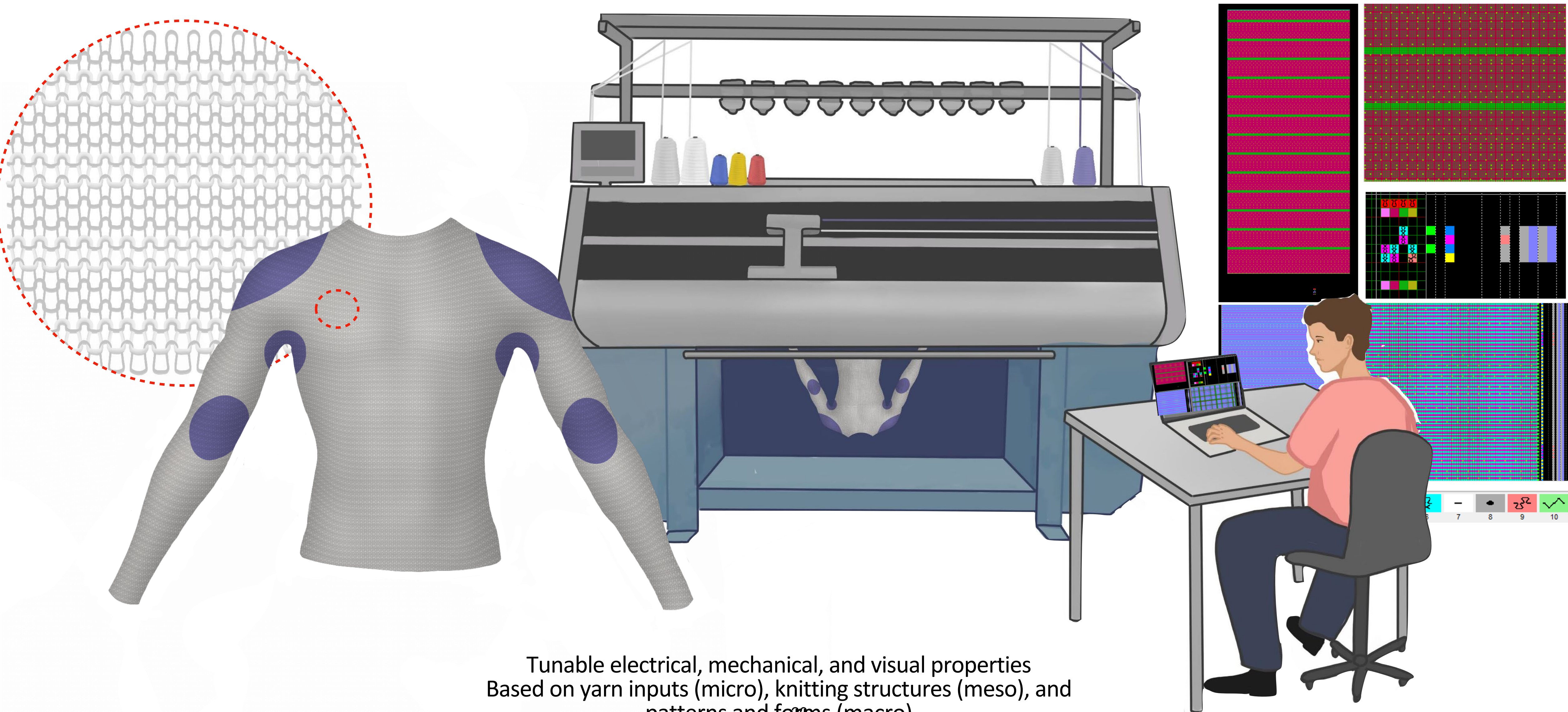
France in the 21st Century (1899)
[Jean-Marc Côté](#)



Whenever Nell's clothes got too small for her, Harv would pitch them into the bin and then have the M.C. (Matter Compiler) make new ones. she'd use the M.C. to make Nell a special dress with lace and ribbons

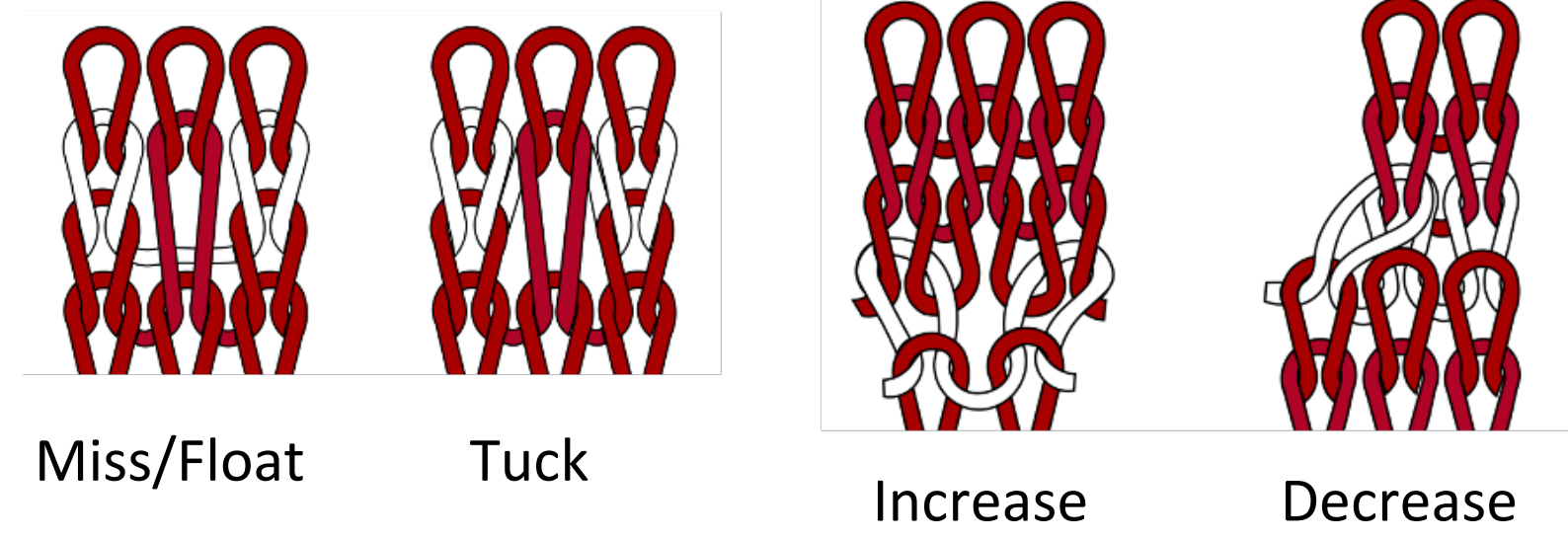
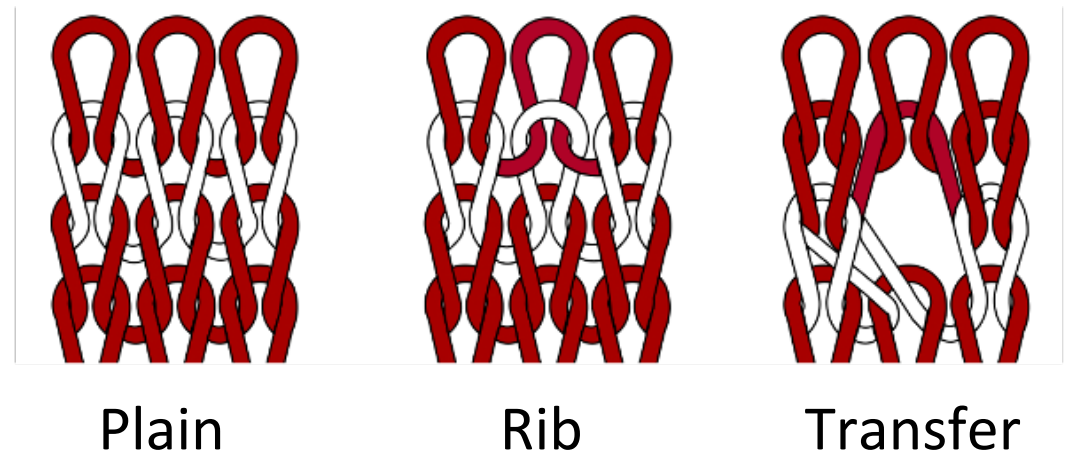
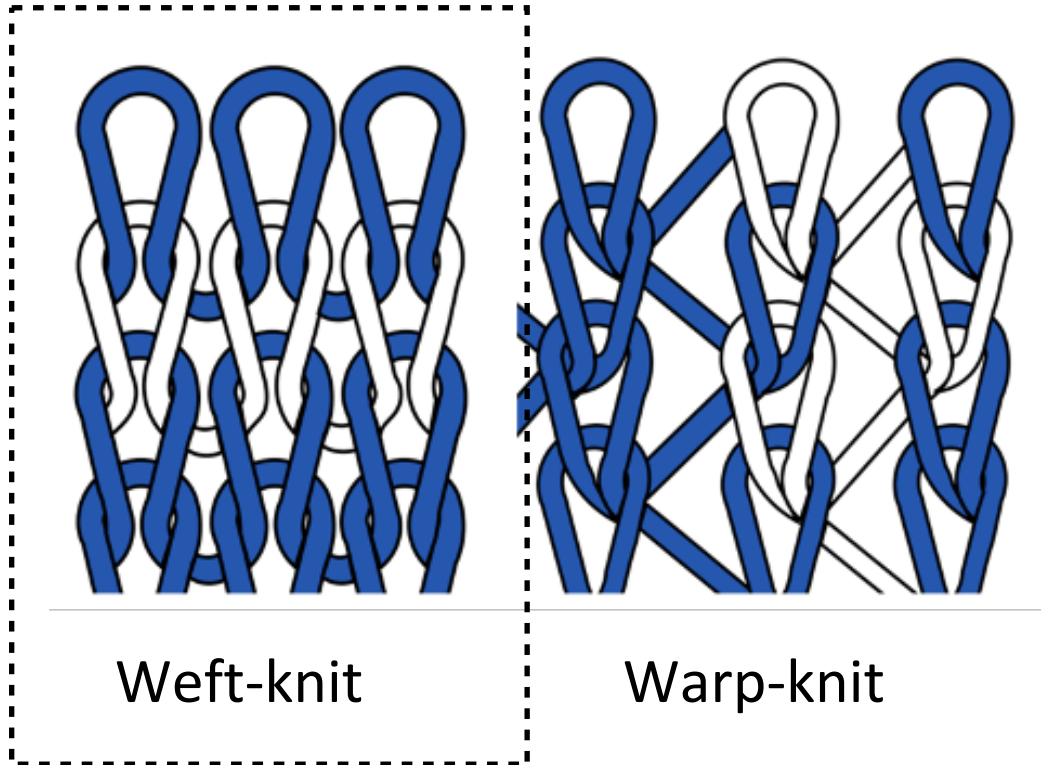
Neal Stephenson/Diamond Age (1995)

Digital machine knitting - a versatile fabrication process

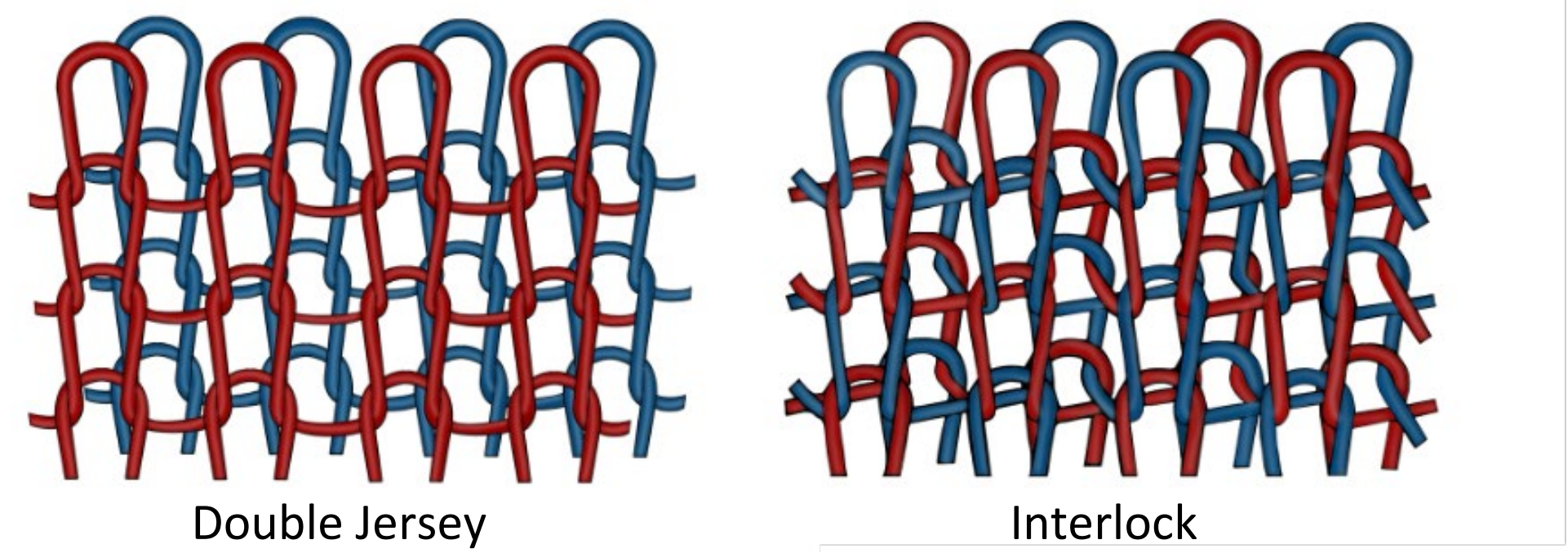
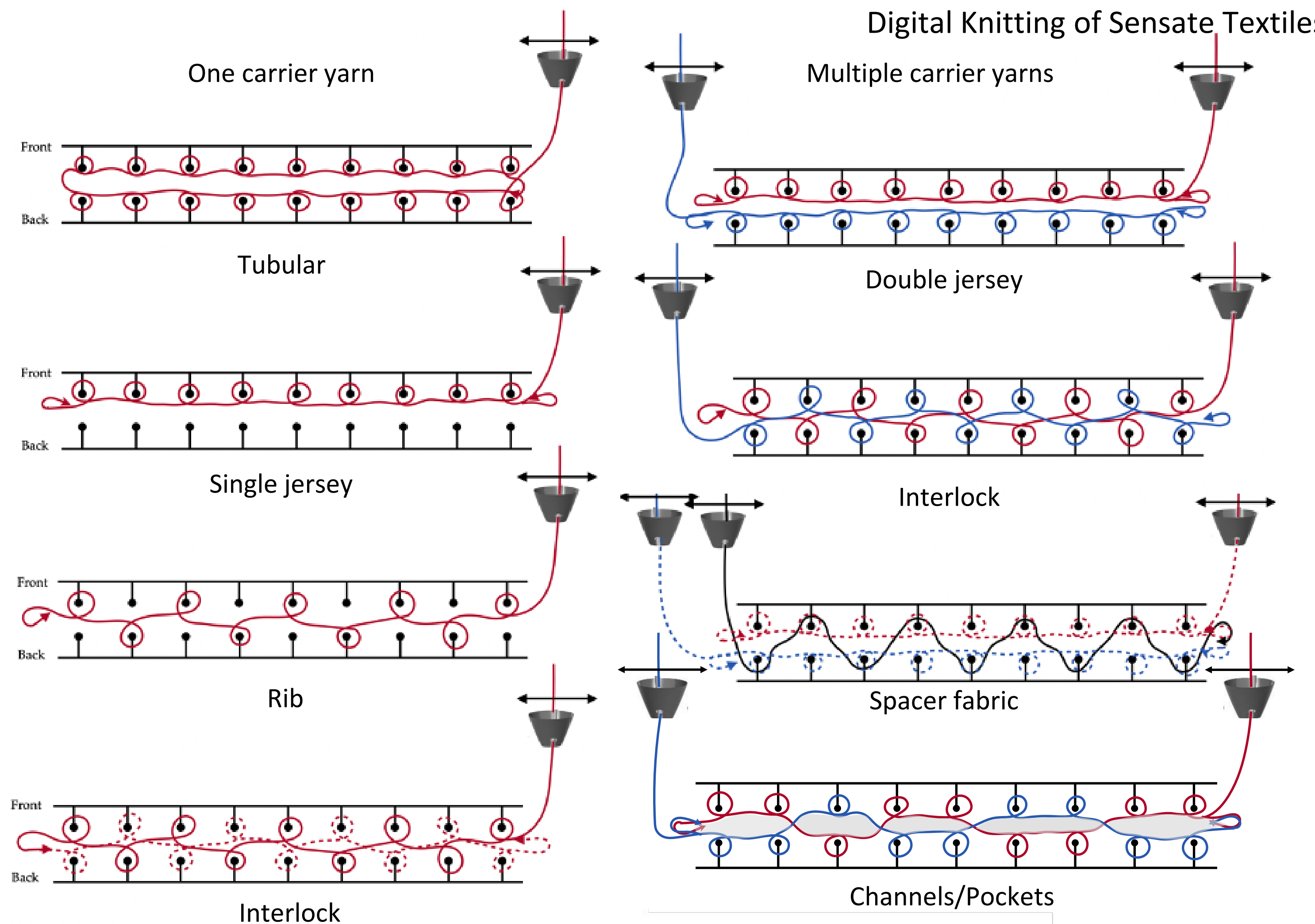


Tunable electrical, mechanical, and visual properties
Based on yarn inputs (micro), knitting structures (meso), and
patterns and forms (macro)

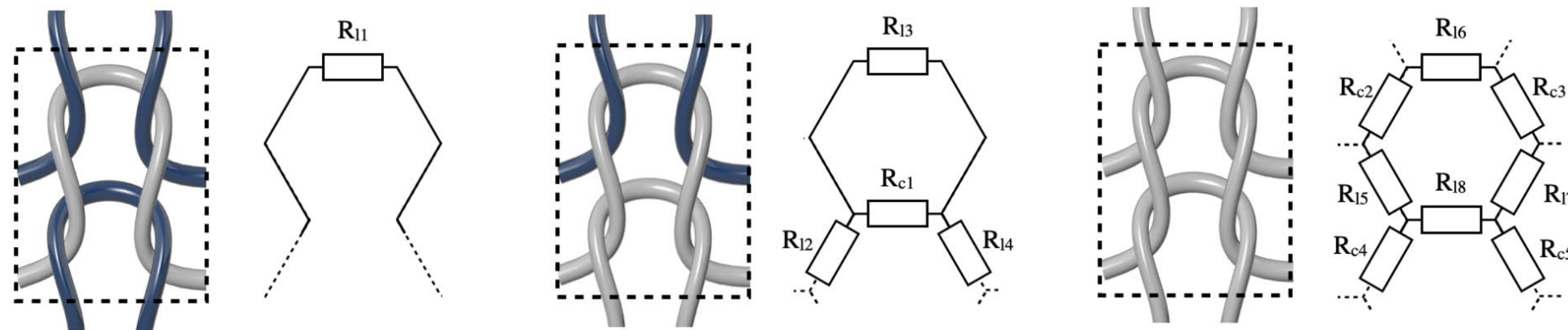
Knitting operations



Digital Knitting of Sensate Textiles



Knitted conductive yarns resistance modeling

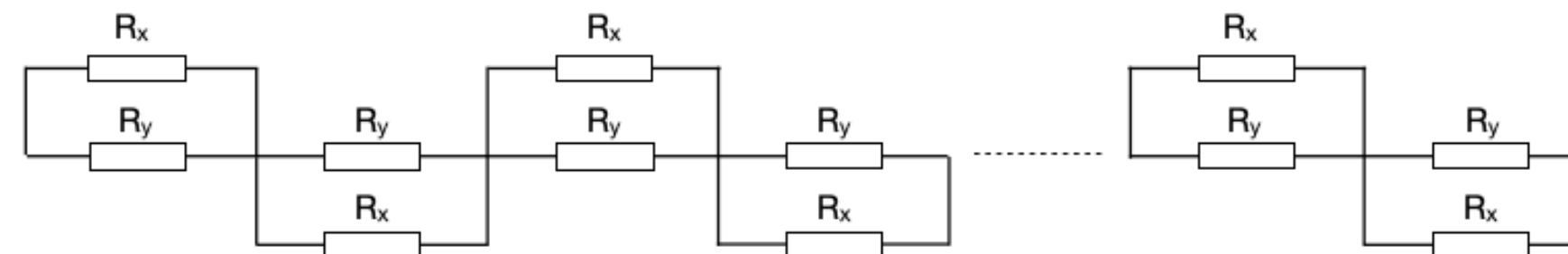
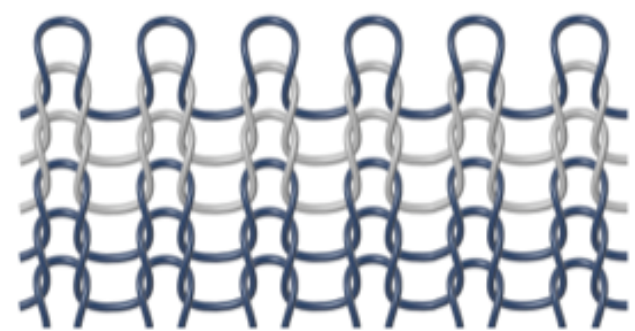


Resistive network + signal flow theory

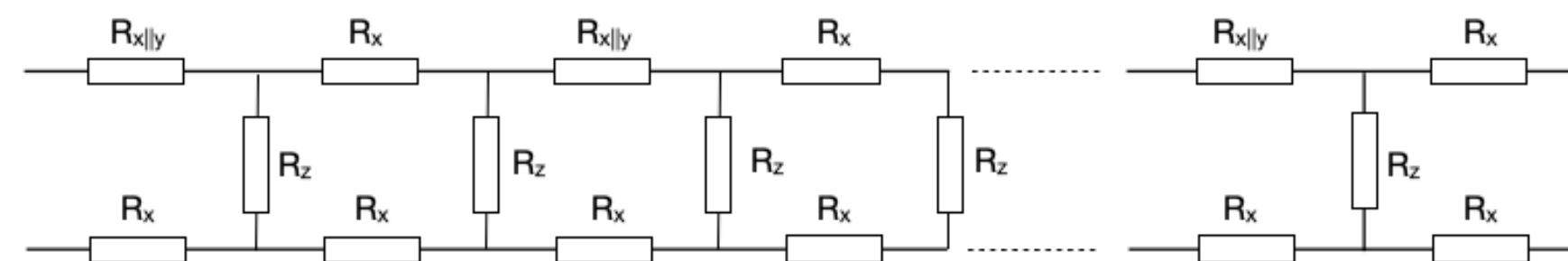
$$R_x = R_{l3} + 0.5R_c$$

$$R_y = R_{l6} + 0.5R_c$$

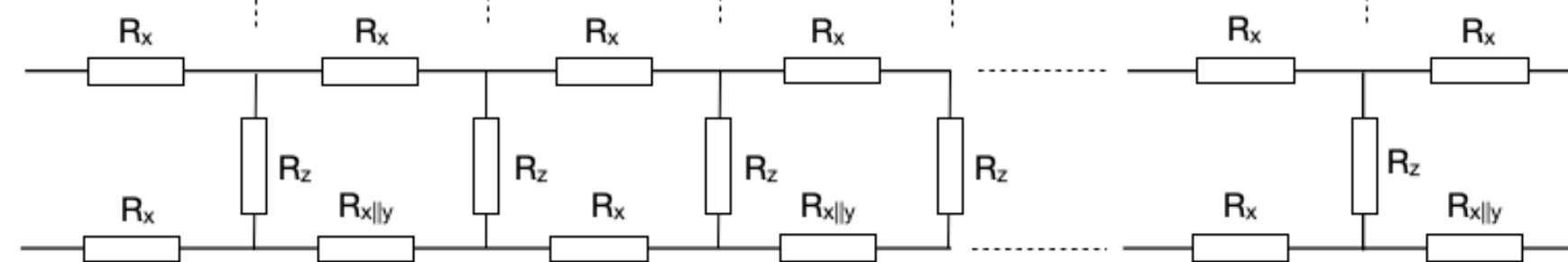
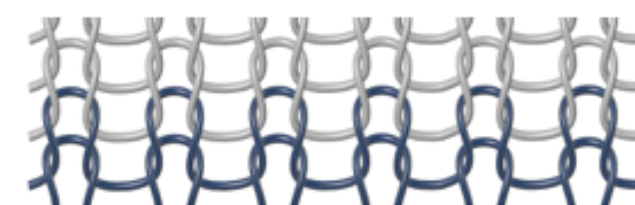
$$R_z = R_{l5} + 0.5R_c = R_{l7} + 0.5R_c$$



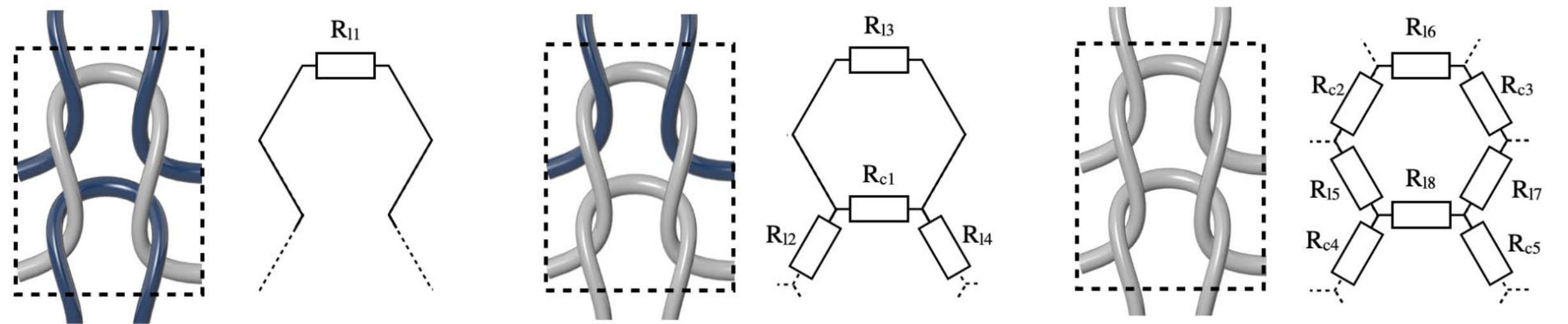
$$R_{x||y} = \frac{(kR_l^2 + 0.5(k+1)R_cR_l + 0.25R_c^2)}{(k+1)R_l + R_c}$$



$$R_{total(m>2)} = \frac{2NR_x(R_x + R_{x||y})}{(M+1)R_x + (M-3)R_{x||y}}$$



Knitted conductive yarns resistance modeling

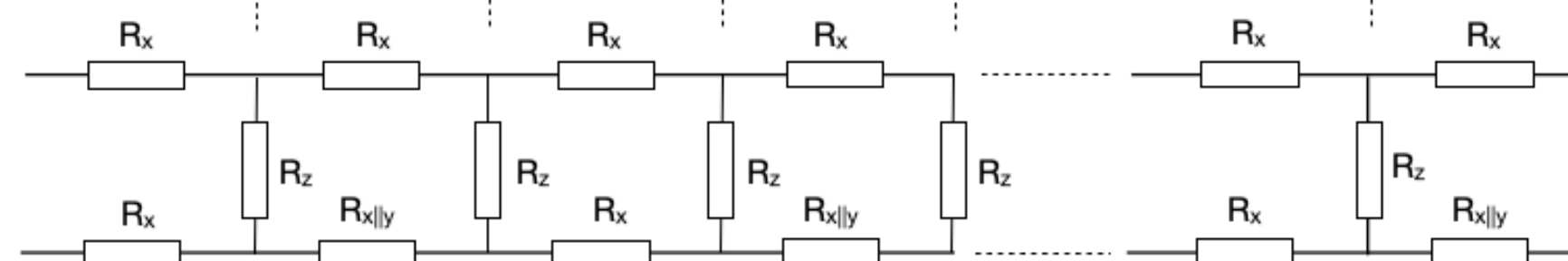
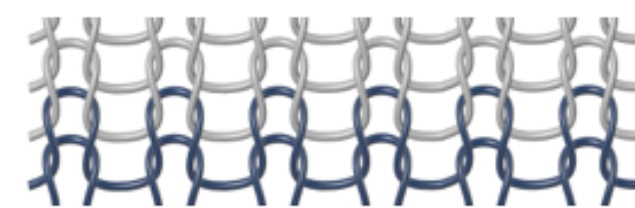
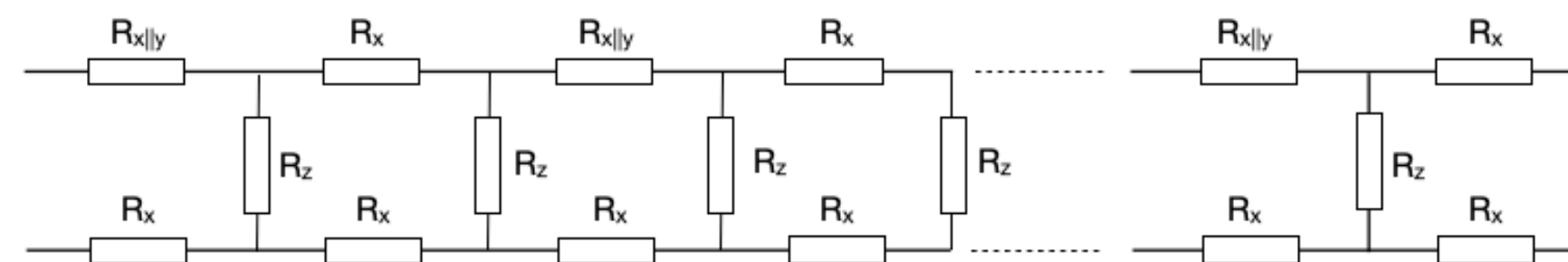
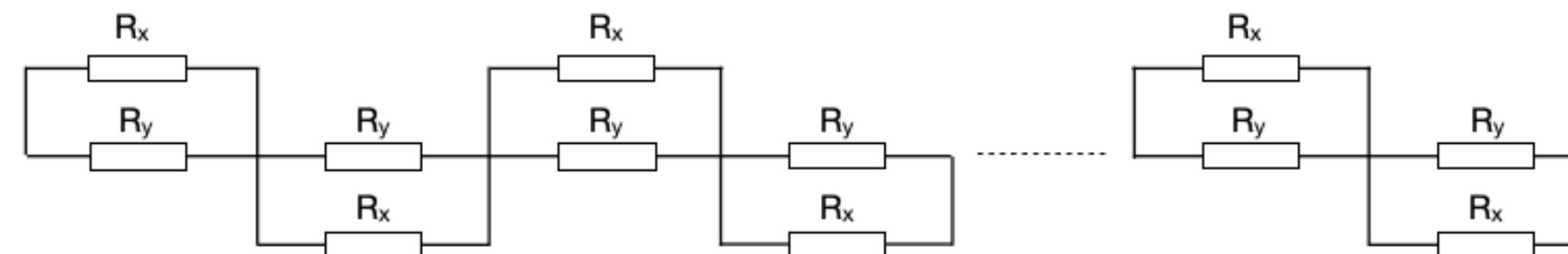
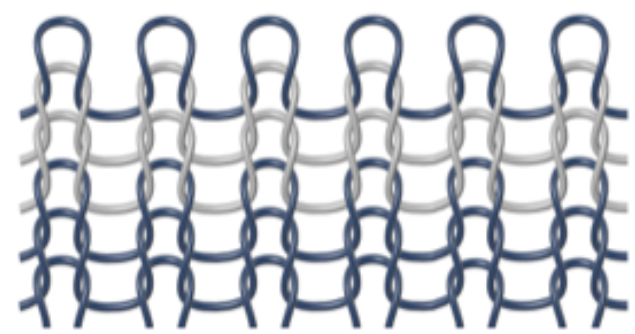


Resistive network + signal flow theory

$$R_x = R_{l3} + 0.5R_c$$

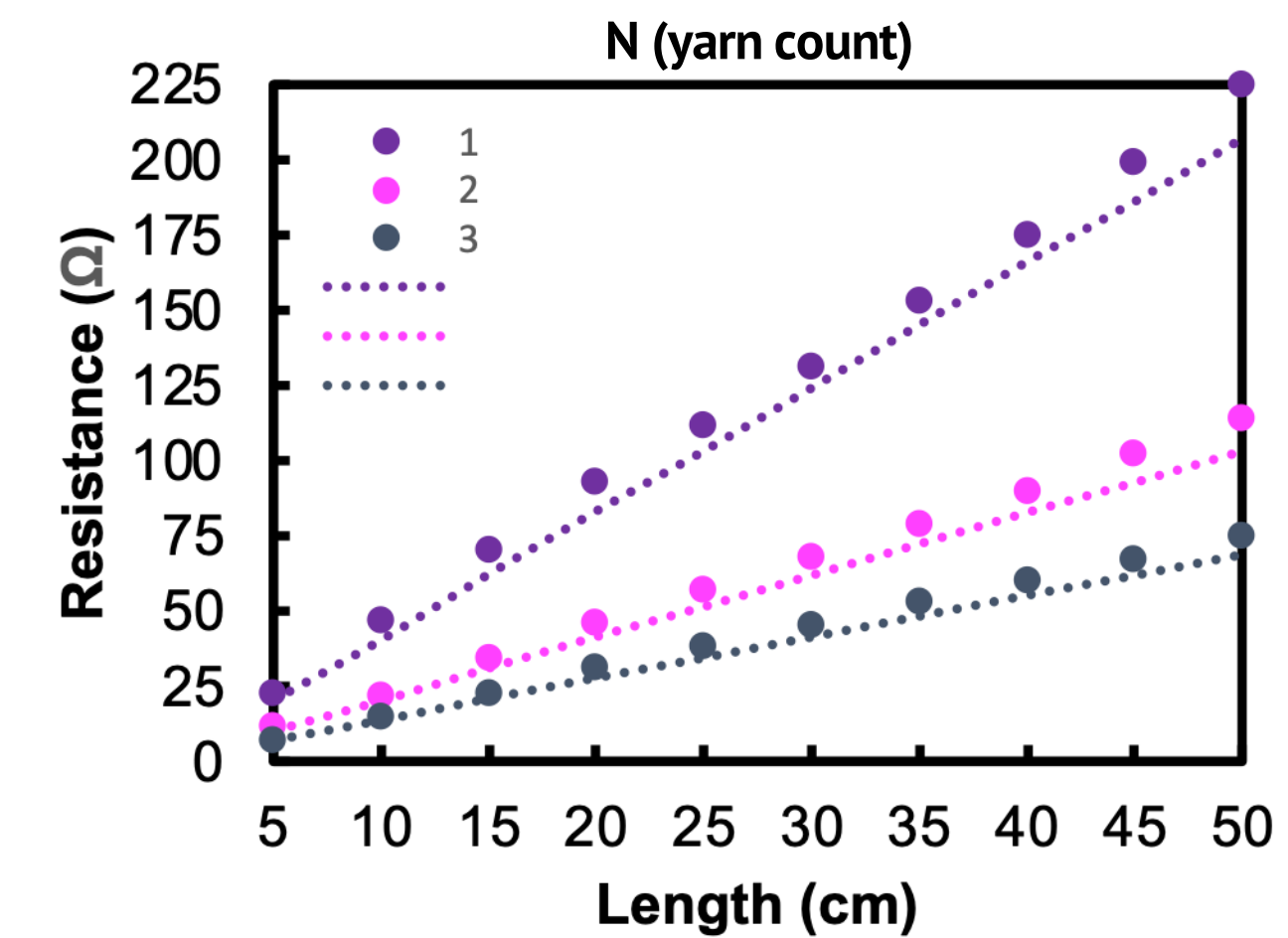
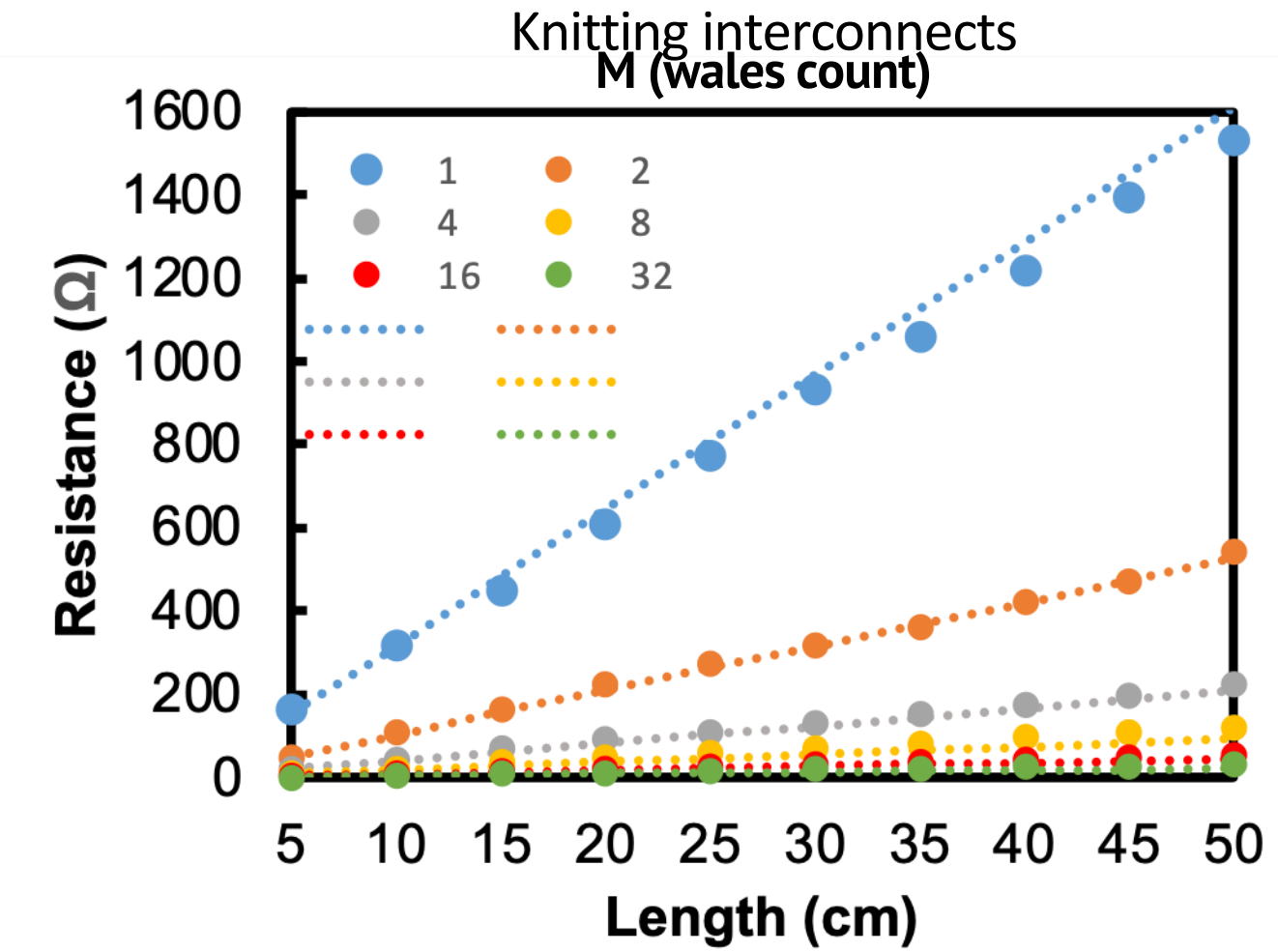
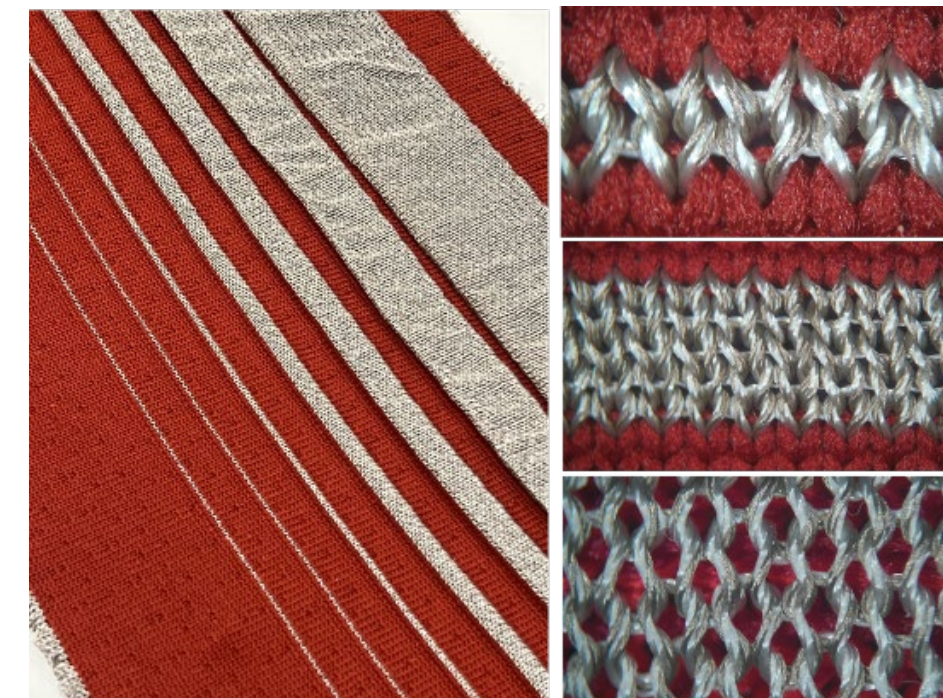
$$R_y = R_{l6} + 0.5R_c$$

$$R_z = R_{l5} + 0.5R_c = R_{l7} + 0.5R_c$$

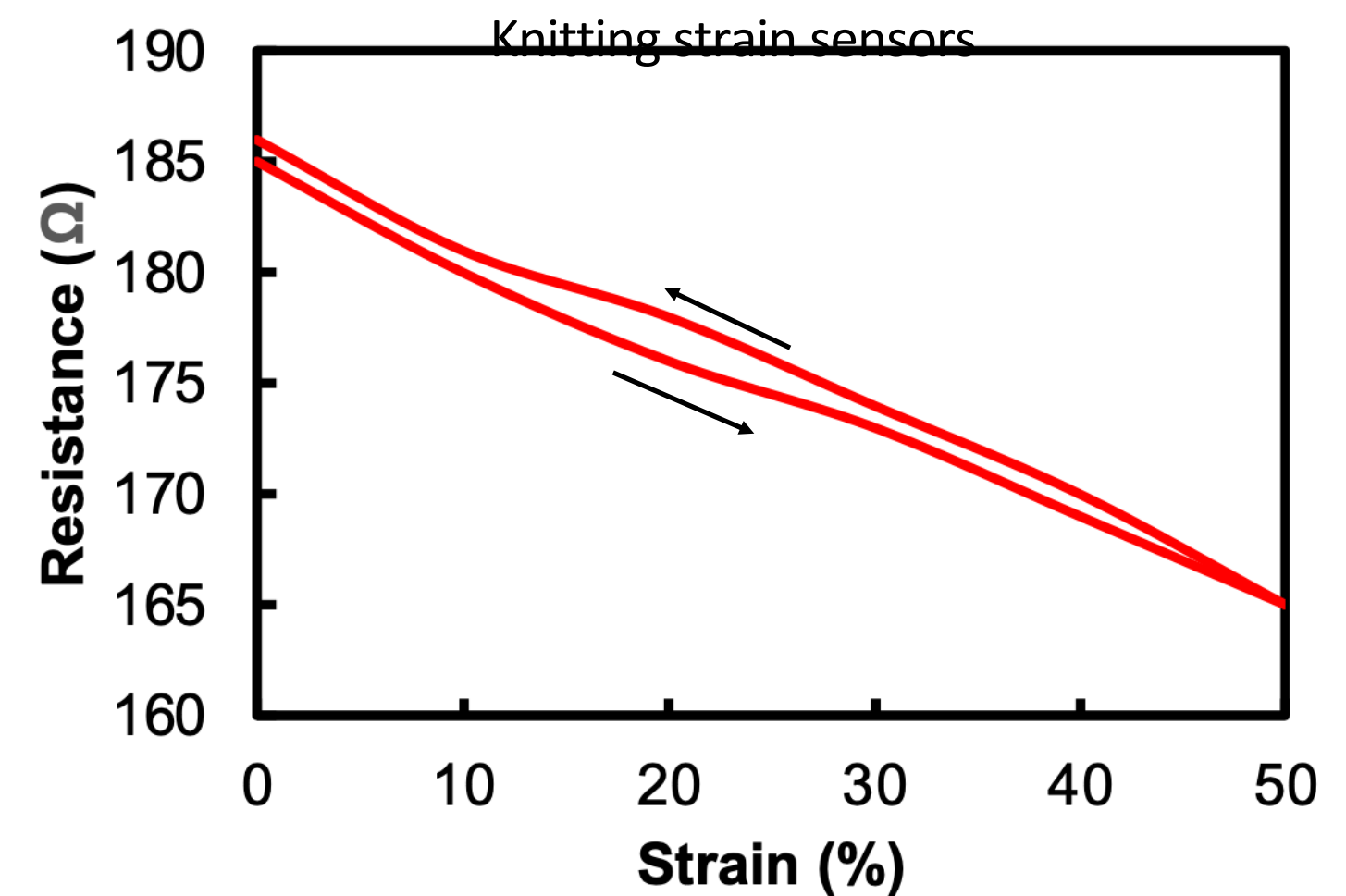
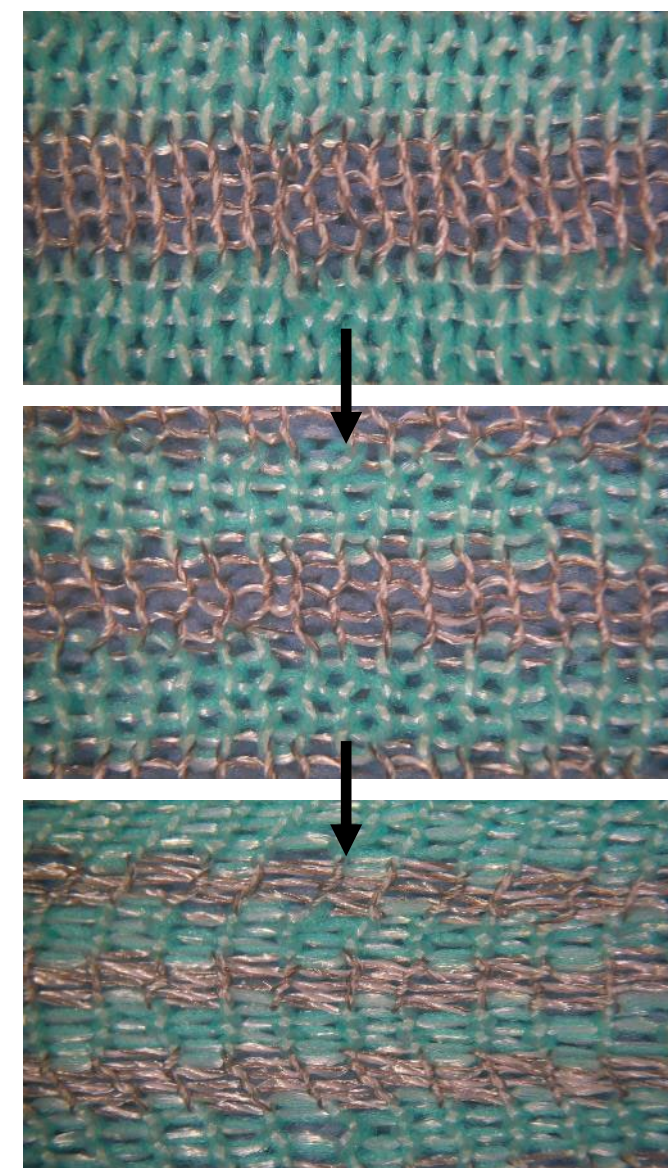
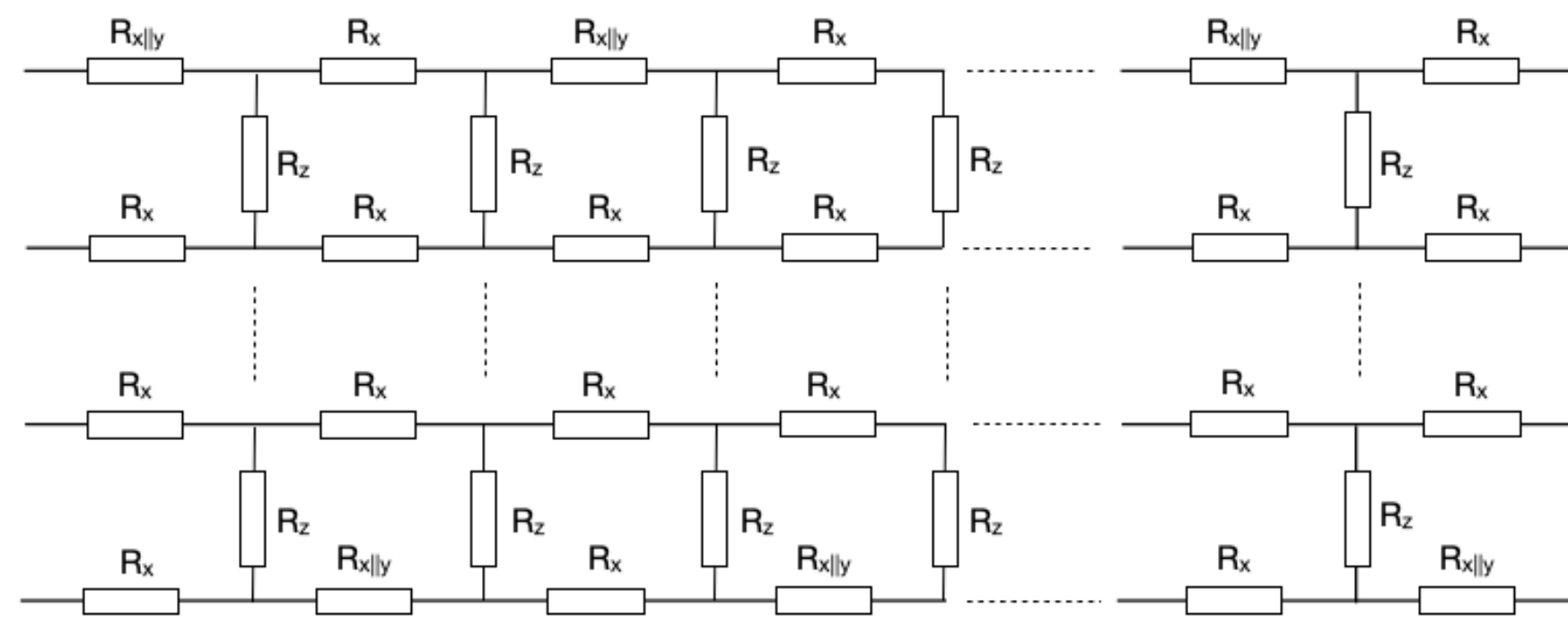
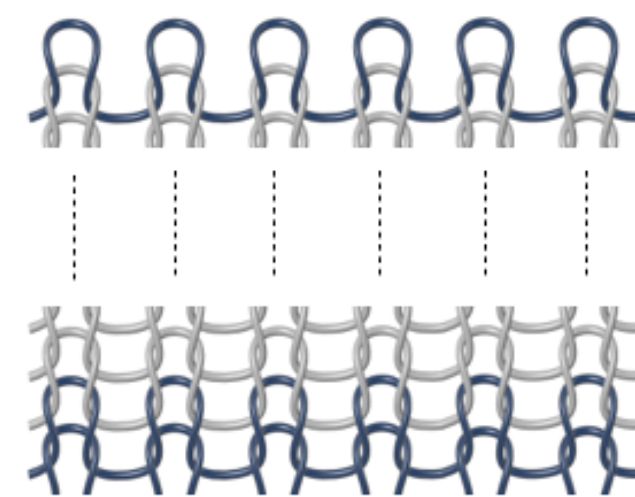
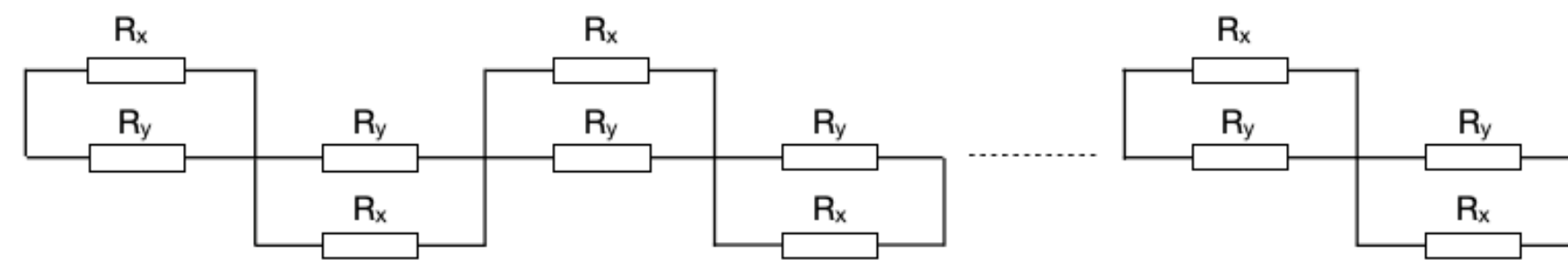
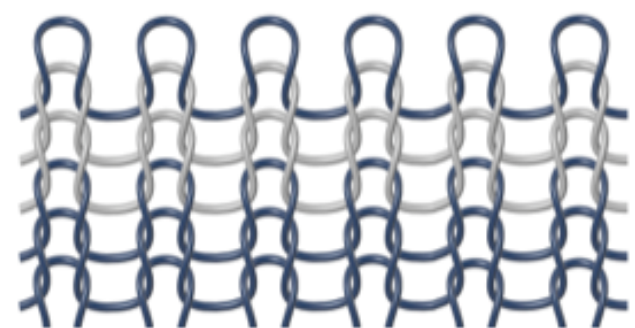
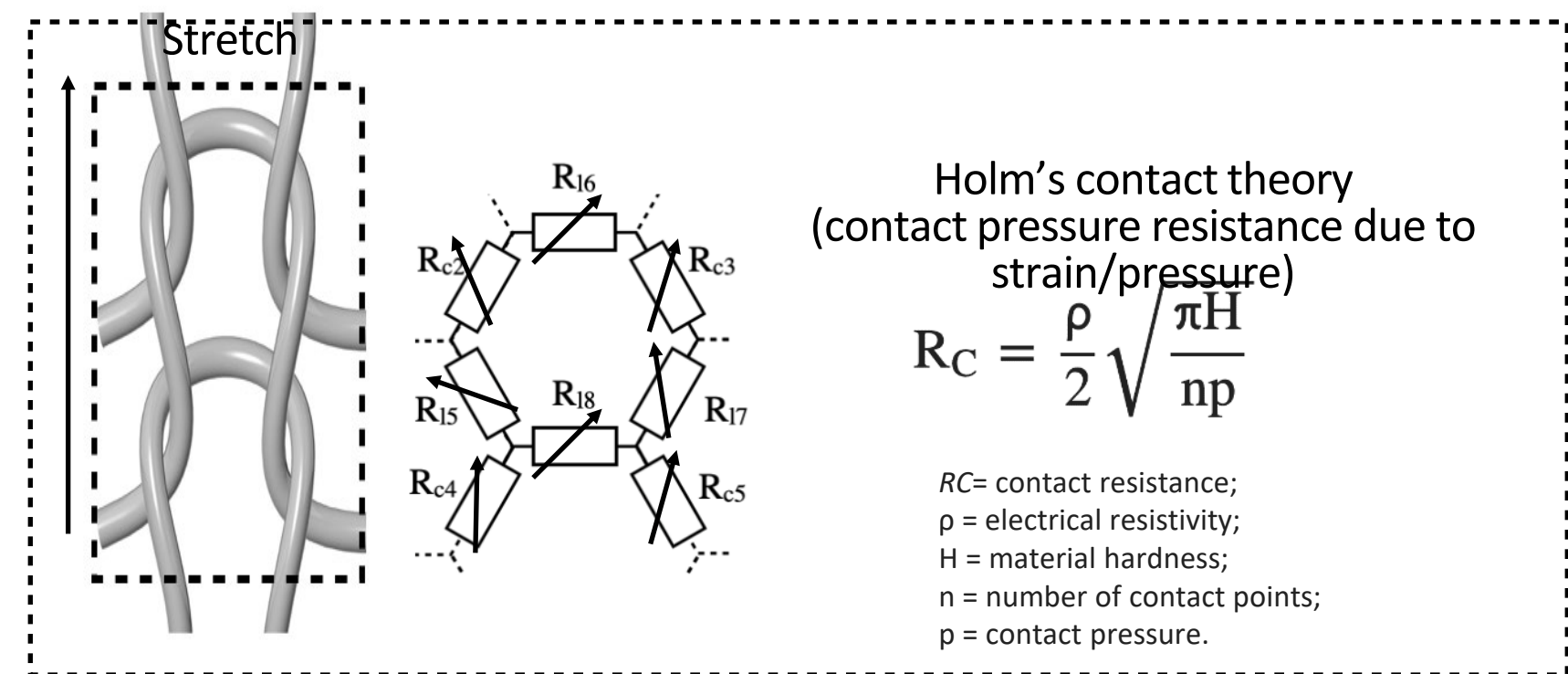
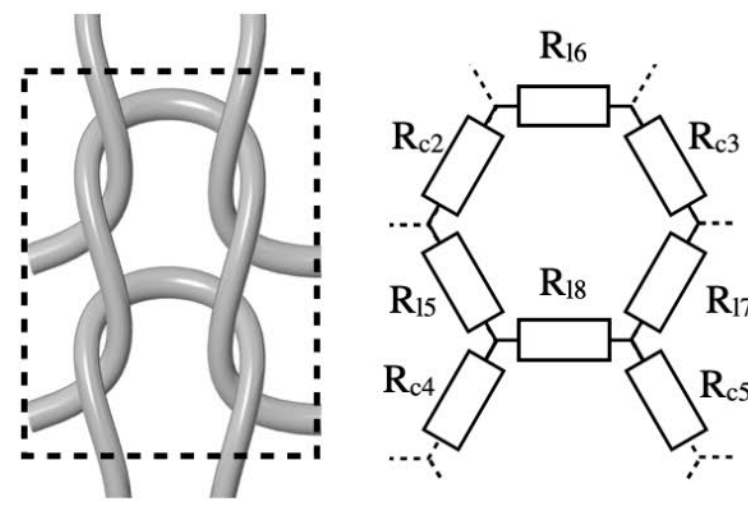
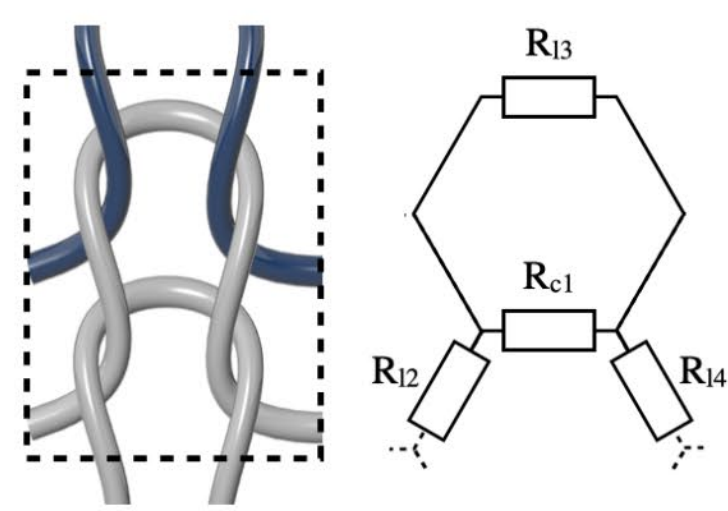
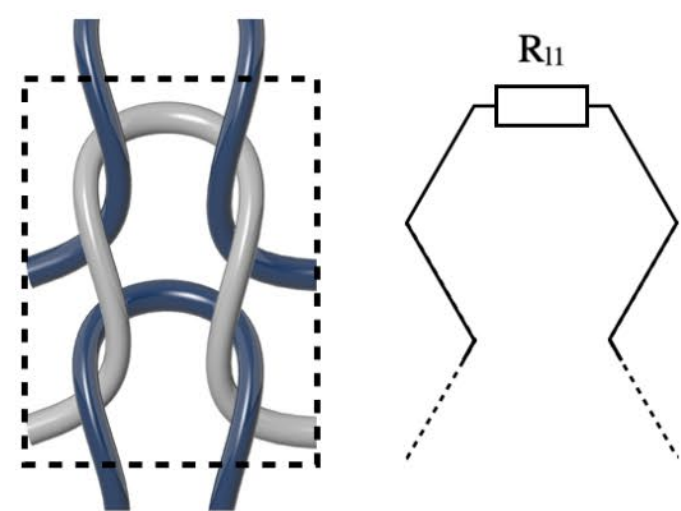


$$R_{x||y} = \frac{(kR_l^2 + 0.5(k+1)R_cR_l + 0.25R_c^2)}{(k+1)R_l + R_c}$$

$$R_{total(m>2)} = \frac{2NR_x(R_x + R_{x||y})}{(M+1)R_x + (M-3)R_{x||y}}$$



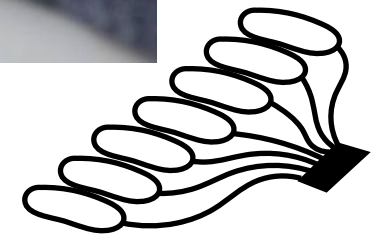
Knitted conductive yarns resistance modeling



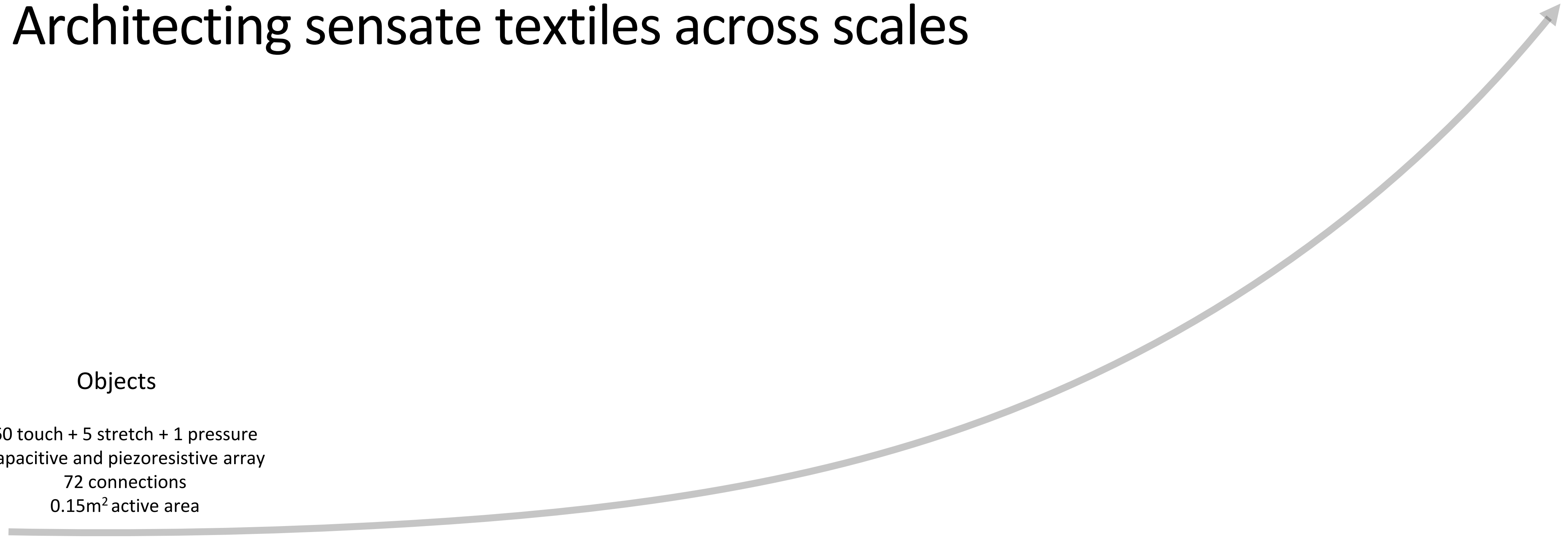
Architecting sensate textiles across scales

Objects

60 touch + 5 stretch + 1 pressure
Capacitive and piezoresistive array
72 connections
0.15m² active area



KnittedKeyboard
Musical expression



Knitted Keyboard



KnittedKeyboard



FabricKeyboard to KnittedKeyboard

From manual, to seamless and automated integration



FabricKeyboard (2017)

12 keys/1 octave

- 12 capacitive touch sensing elements,
- 12 proximity sensing elements (1 multiplexed possible)
- 12 pressure sensing elements,
- 1 stretch across the keys
- 12 electric field elements (different board)

KnittedKeyboard v1 (machine-produced, 2020)

60 keys/5 octave

- 60 capacitive touch sensing elements,
- 60 proximity sensing elements (5 multiplexed)
- 1 pressure sensing elements,
- 5 thermochromic color change (per octave)

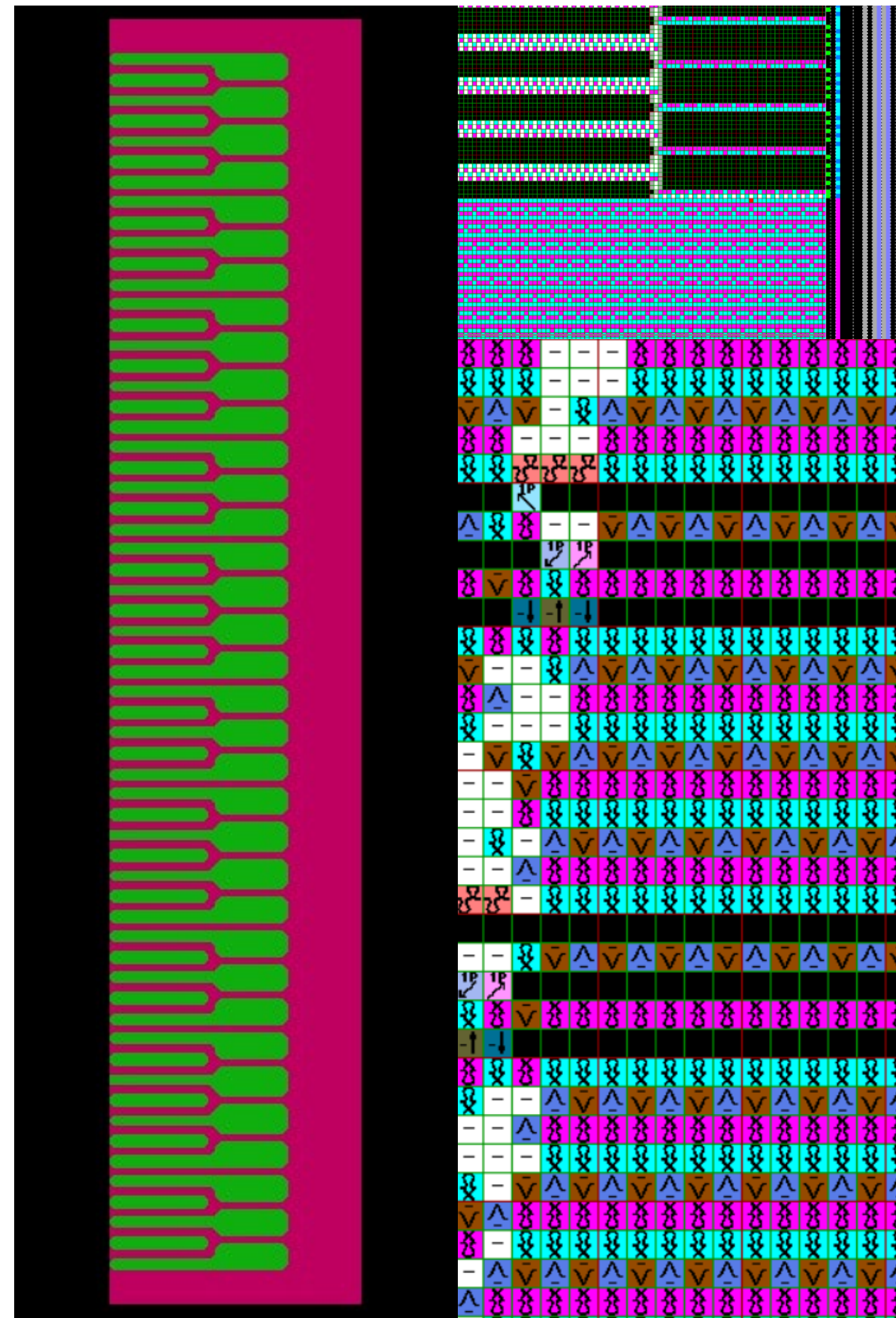
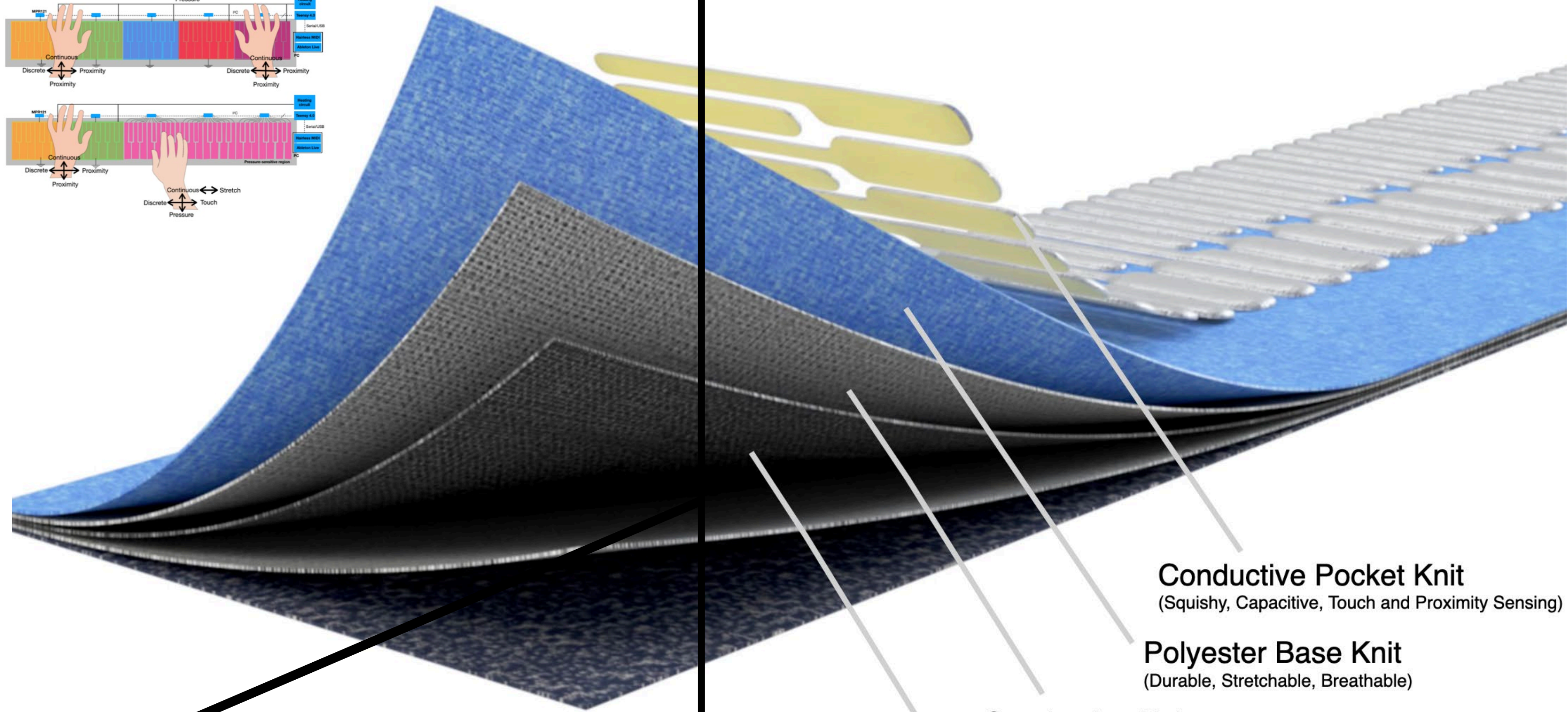
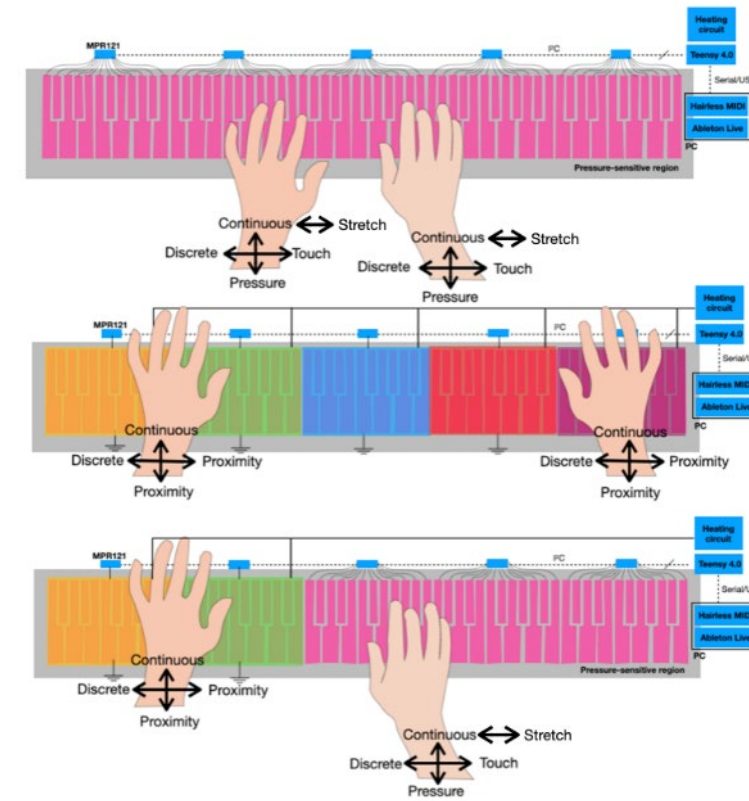
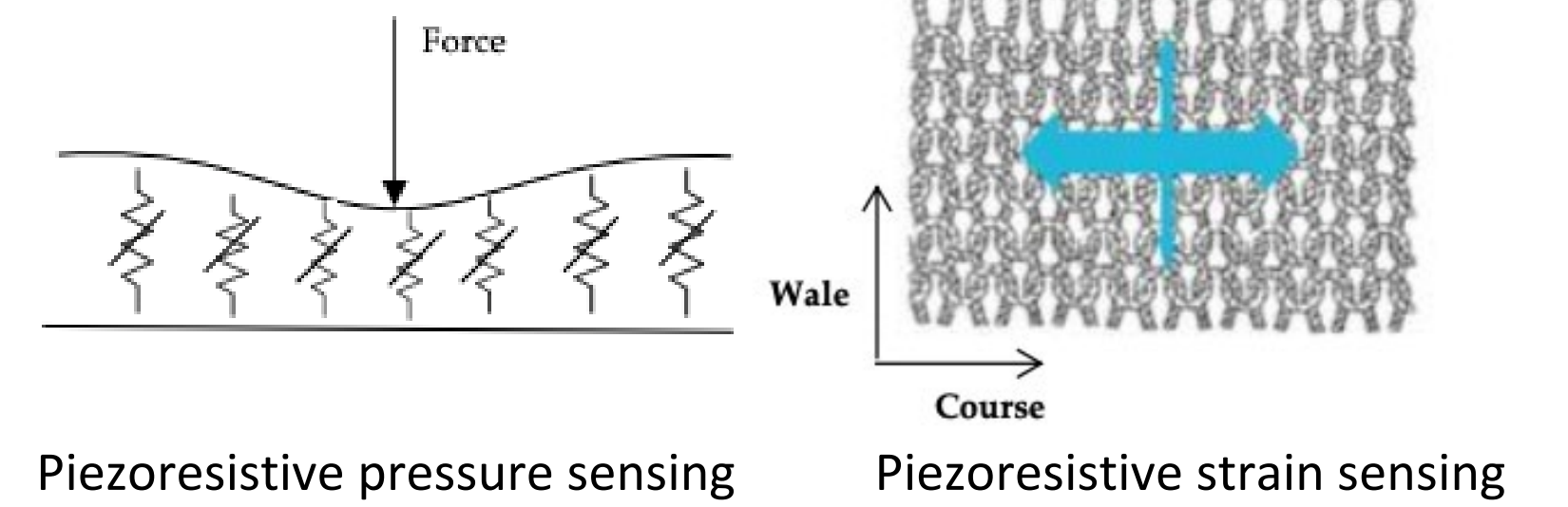
KnittedKeyboard v2 (2021, improved design)

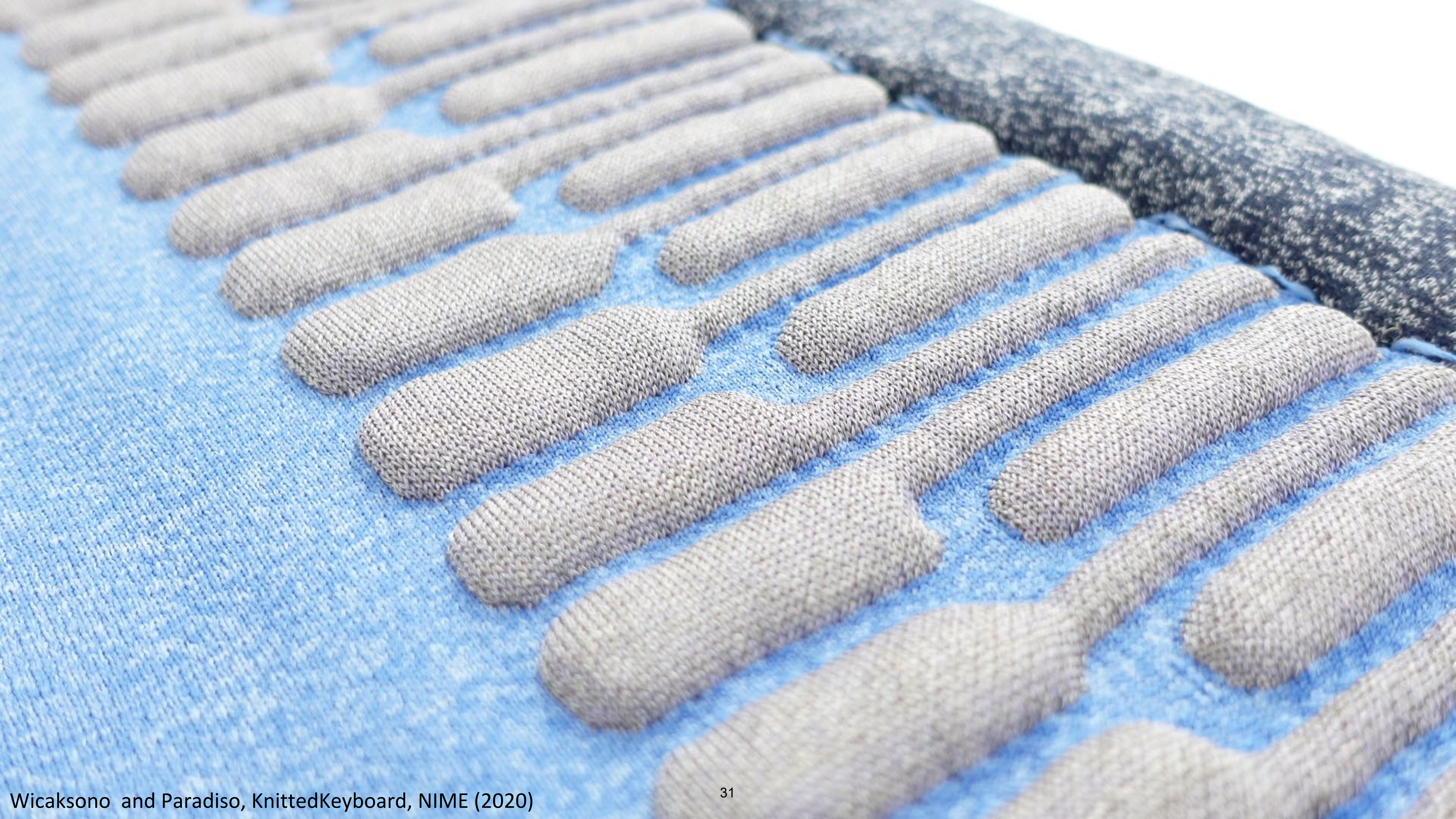
60 keys/5 octave

- 60 capacitive touch sensing elements,
- 60 proximity sensing elements (5 multiplexed)
- 1 pressure sensing elements,
- 1 stretch across the keys

KnittedKeyboard

Digital Knitting of Sensate Textiles

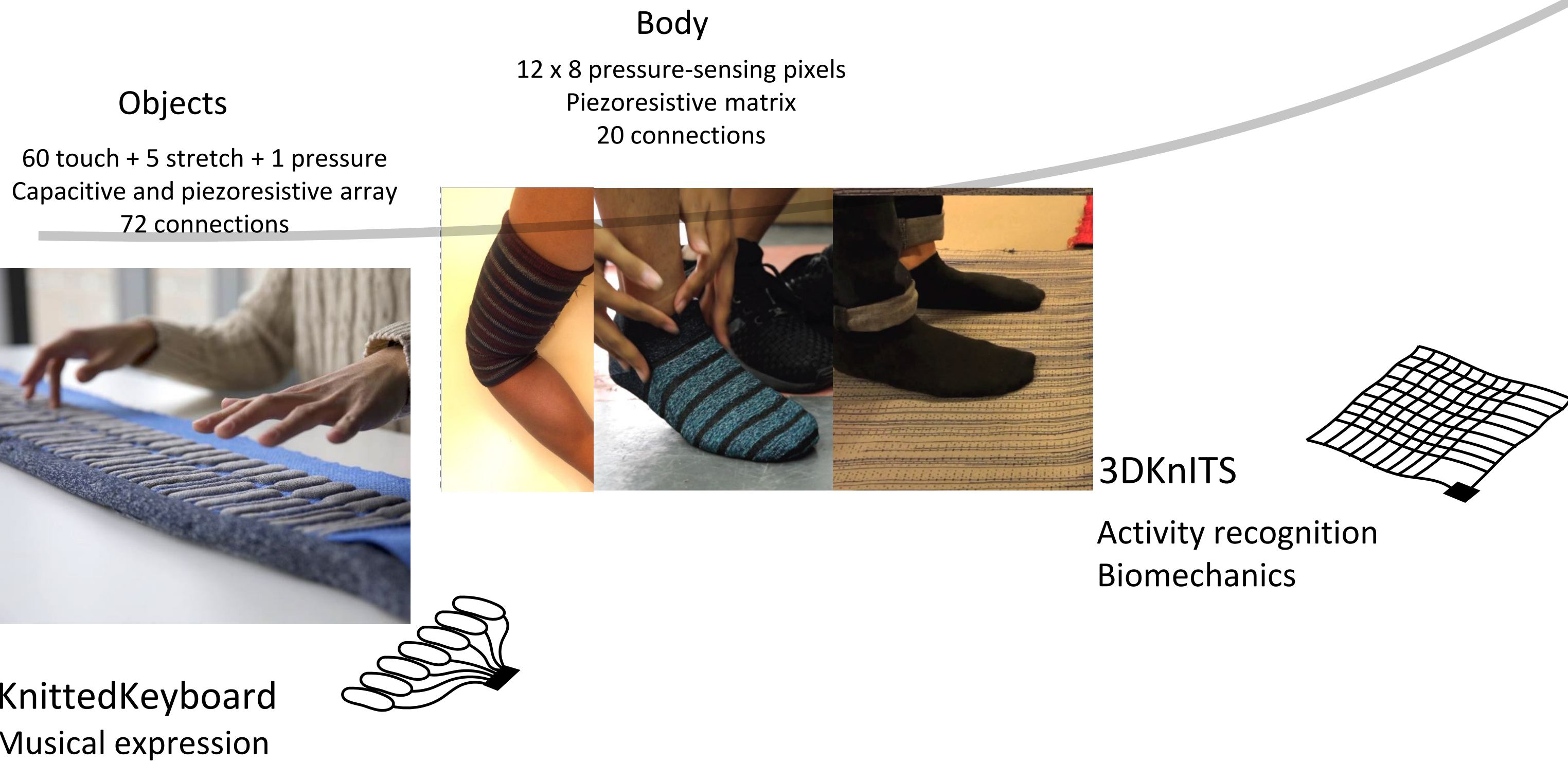




Jordan Rudess, Dream Theater



Architecting sensate textiles across scales



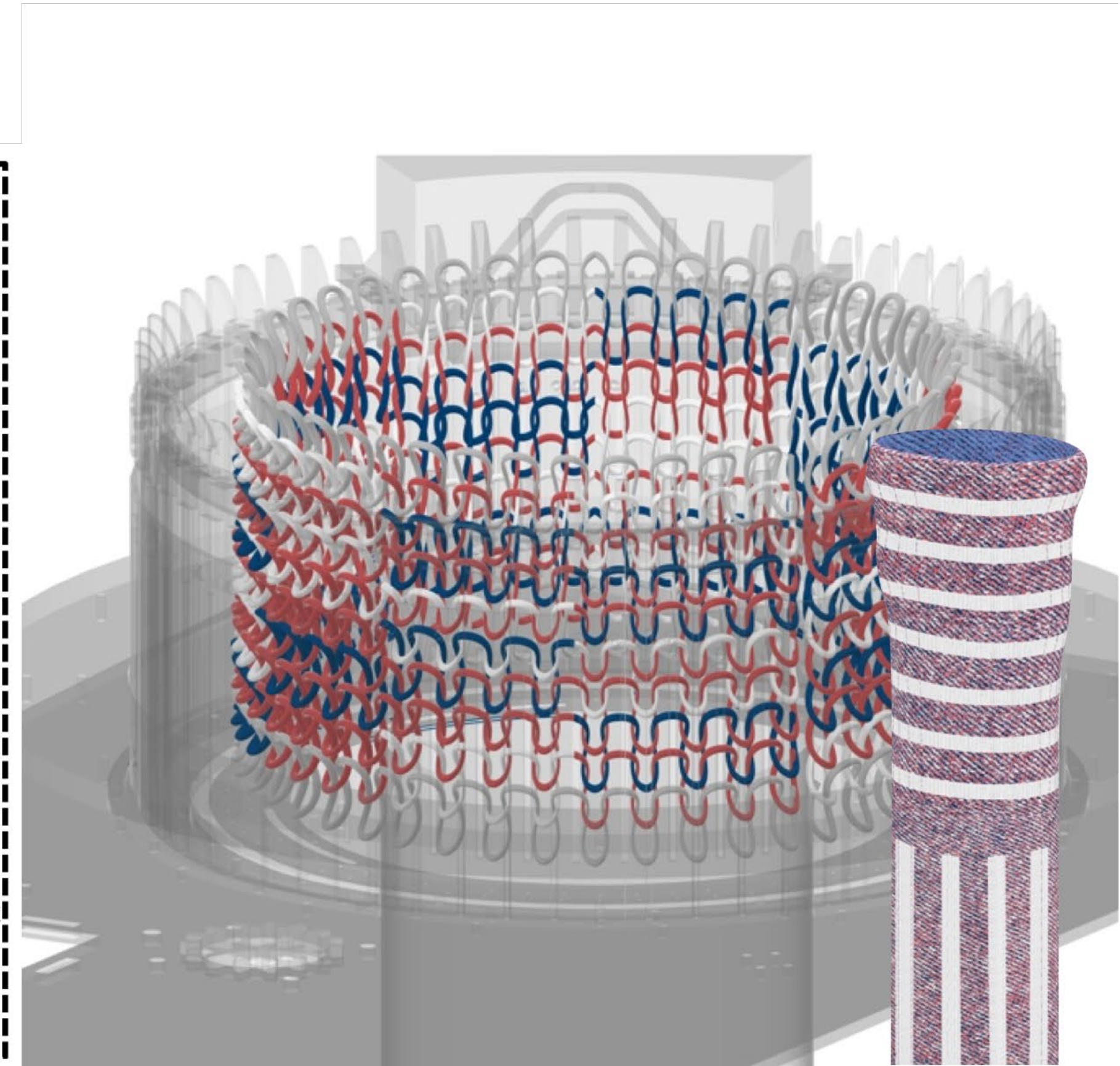
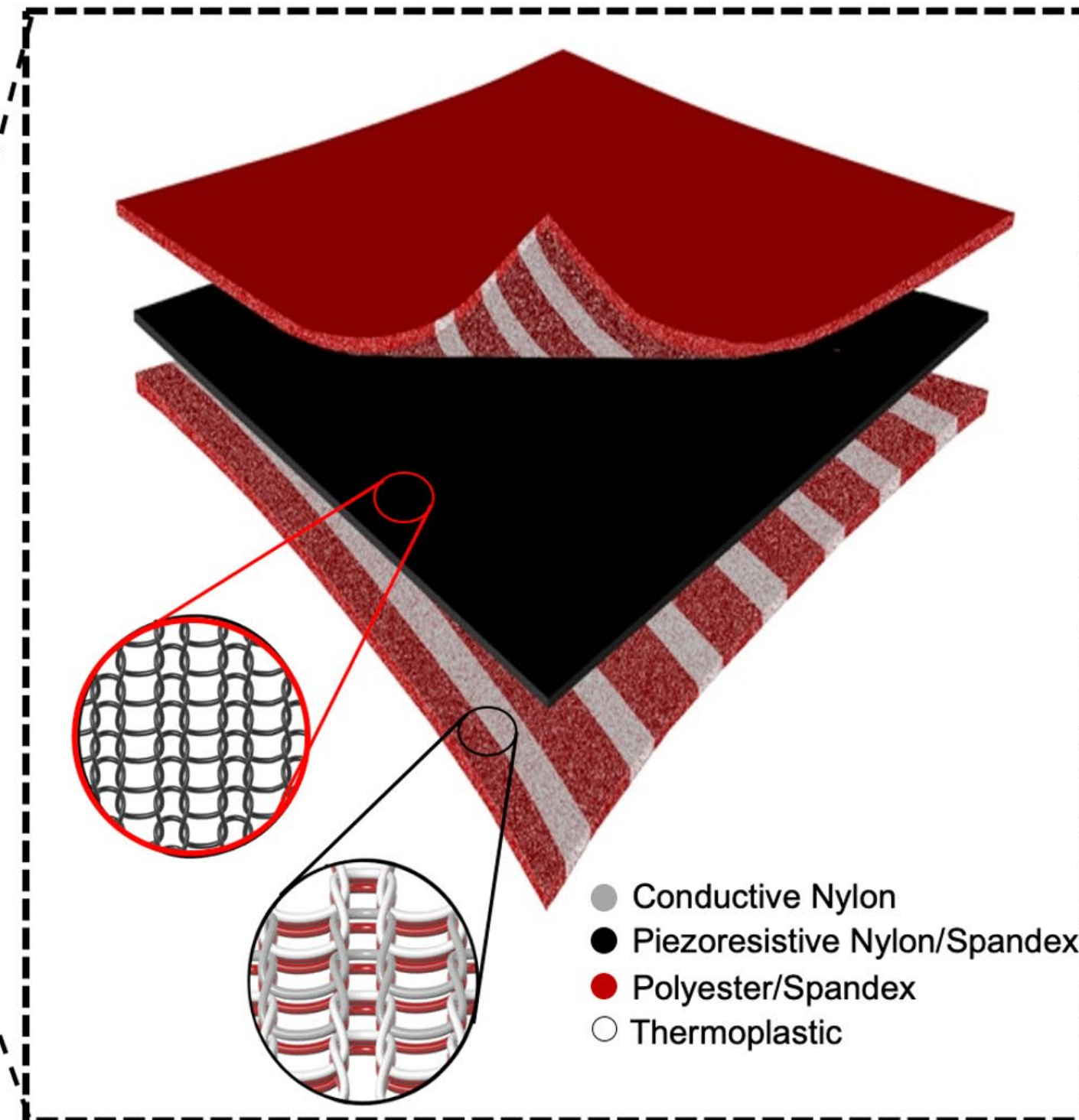
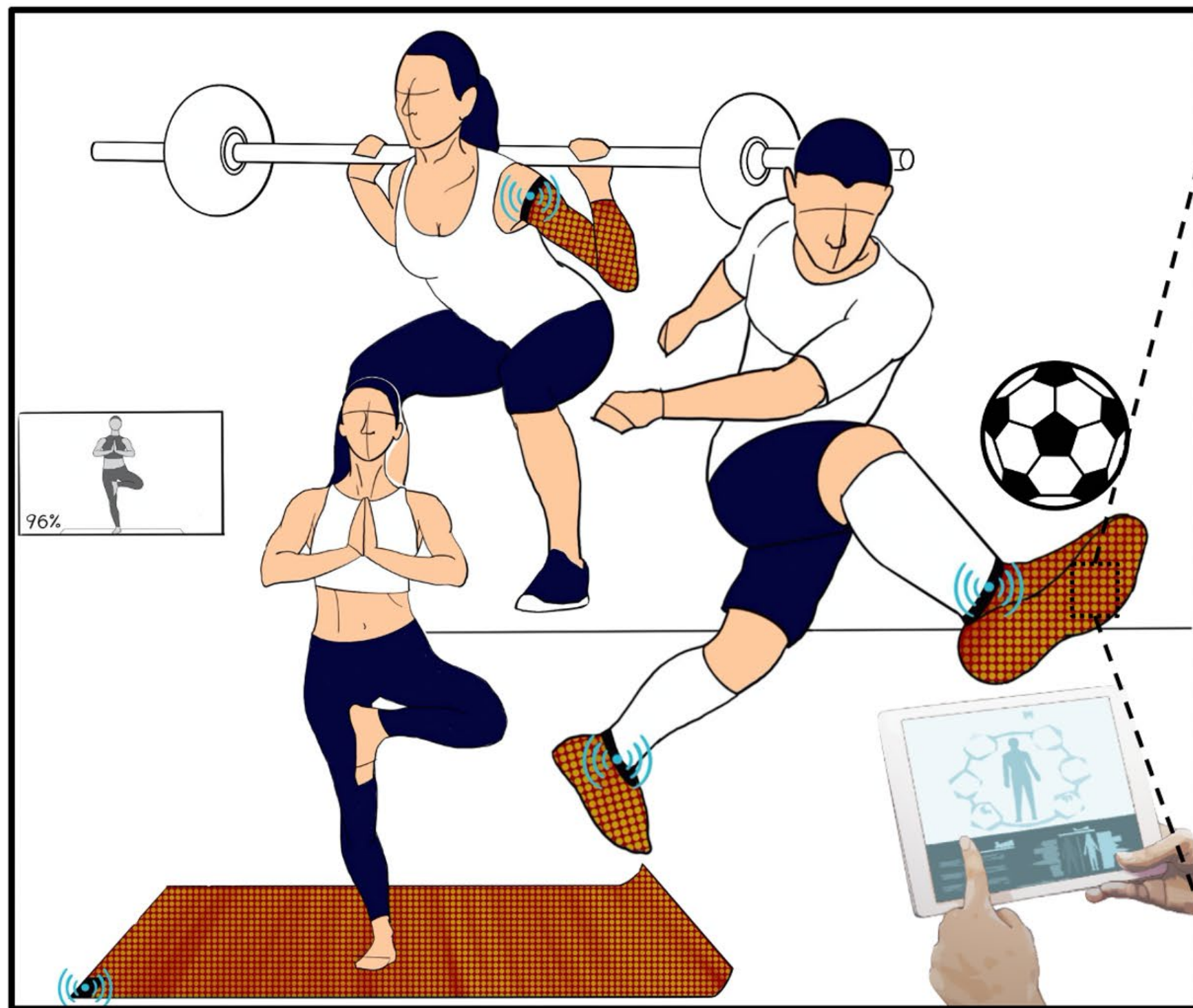
3DKnITS: 3-D Knitted Intelligent Textile Sensor



3DKnITS: 3-D Knitted Intelligent Textile Sensor

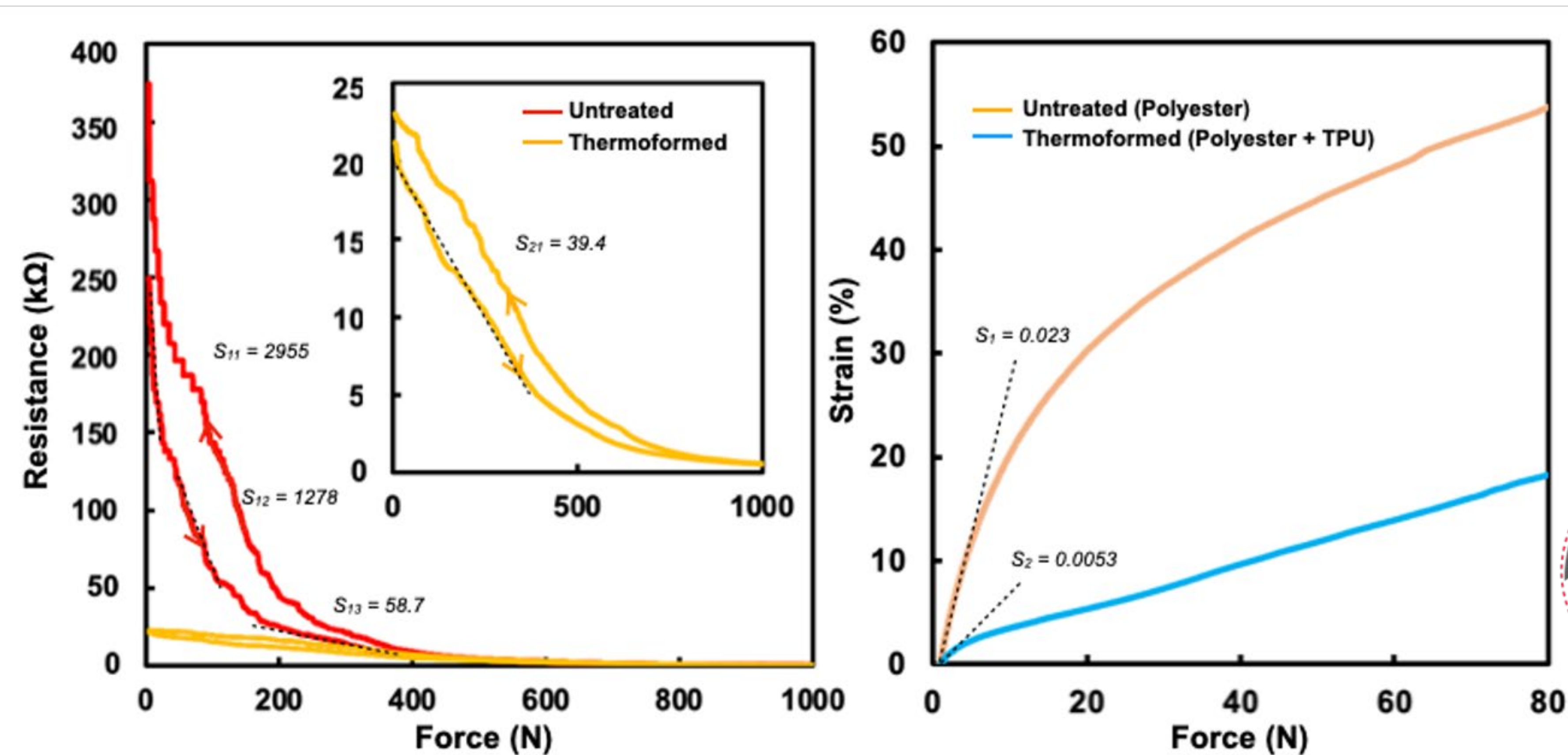


3DKnITS: 3-D Knitted Intelligent Textile Sensor

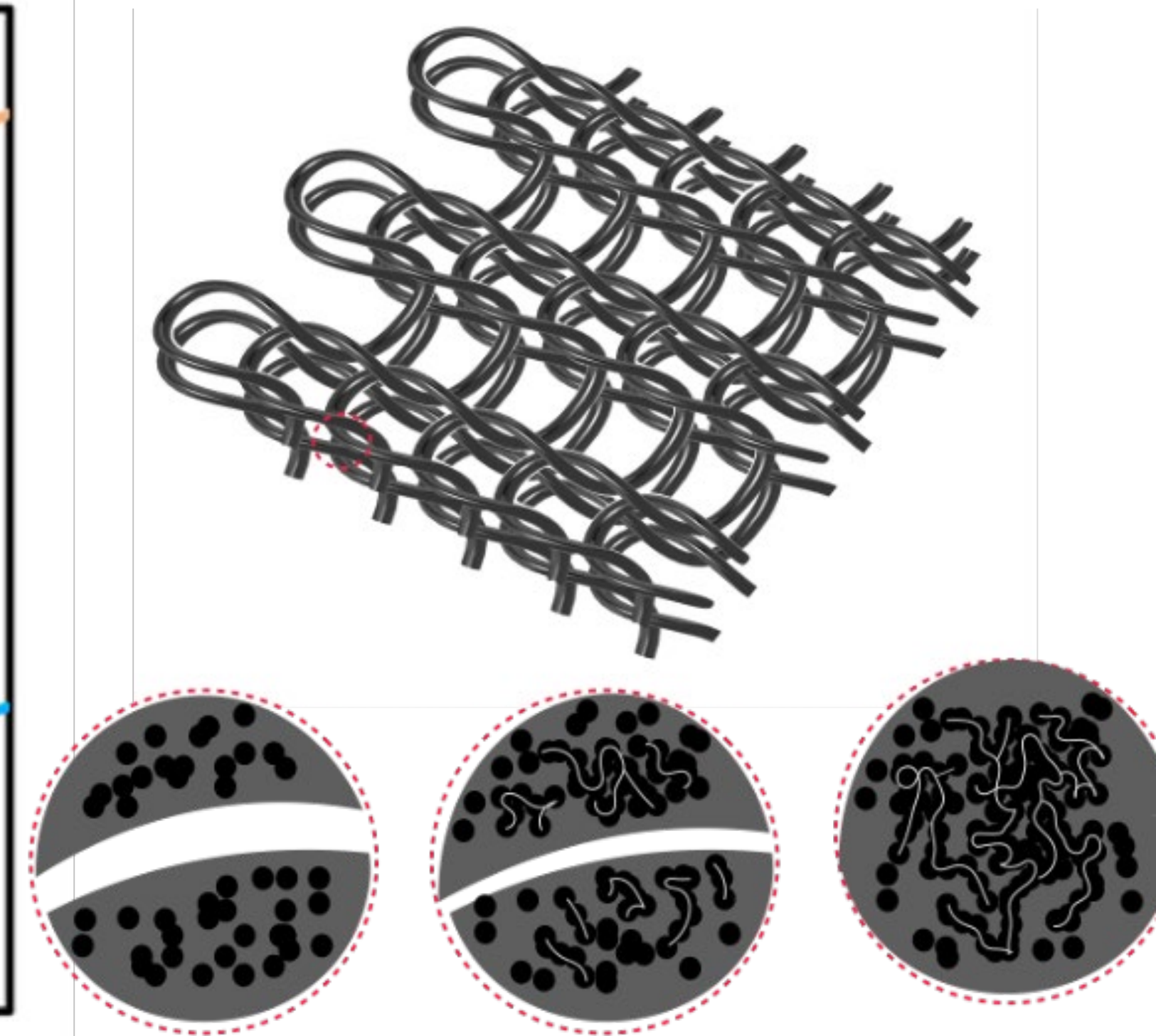


Electromechanical characterization

Designing knitted e-textile for robust pressure-sensing



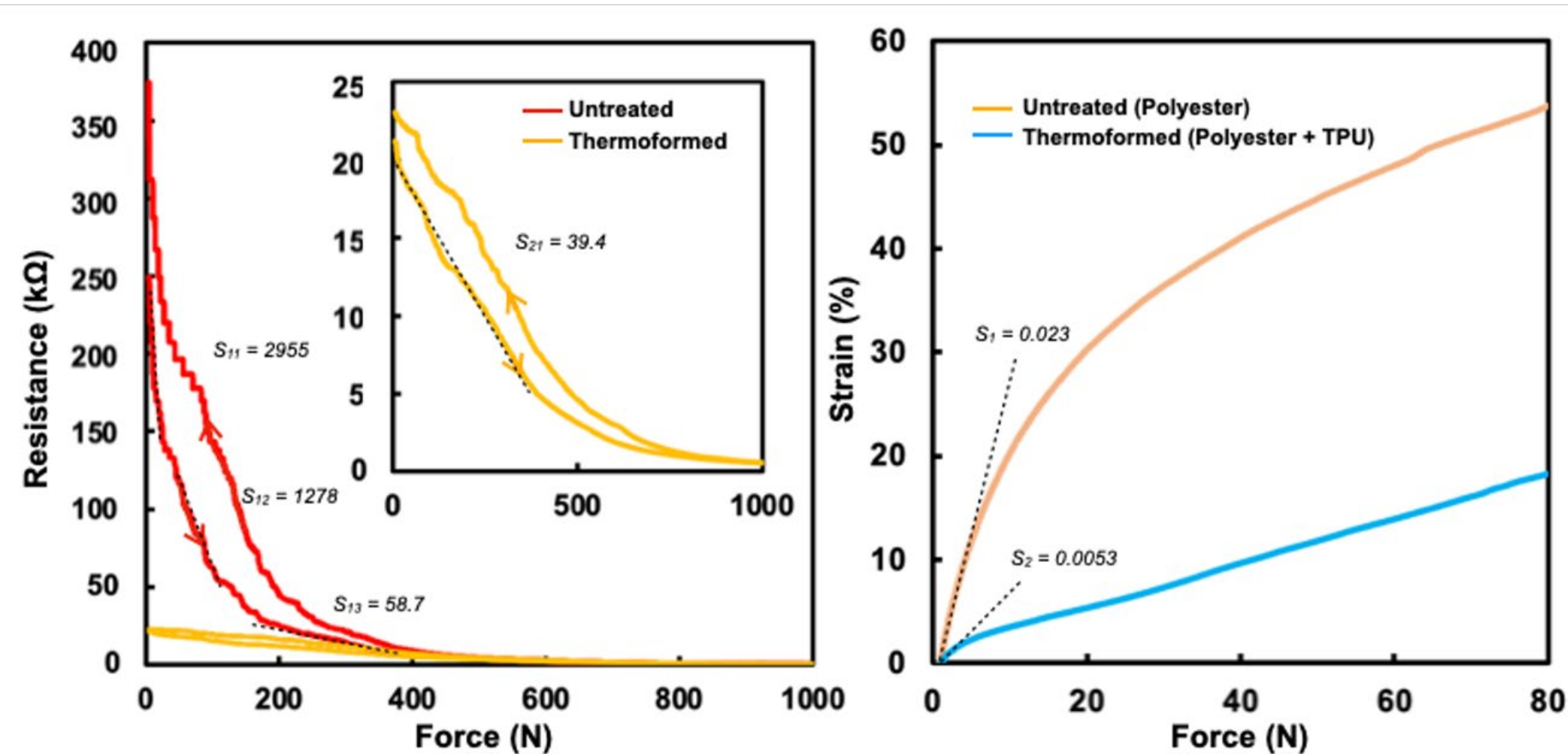
Force vs resistance and stress-strain tensile characterization of both the untreated and thermoformed knit textiles.



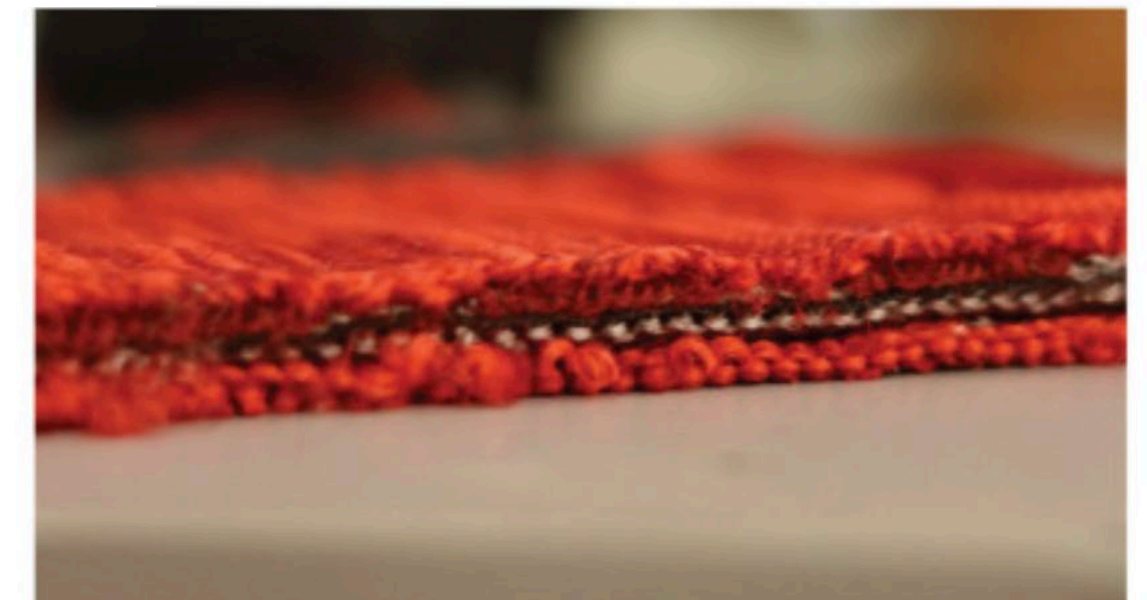
Percolation network of conductive molecules in pressure-sensitive textiles

Electromechanical characterization

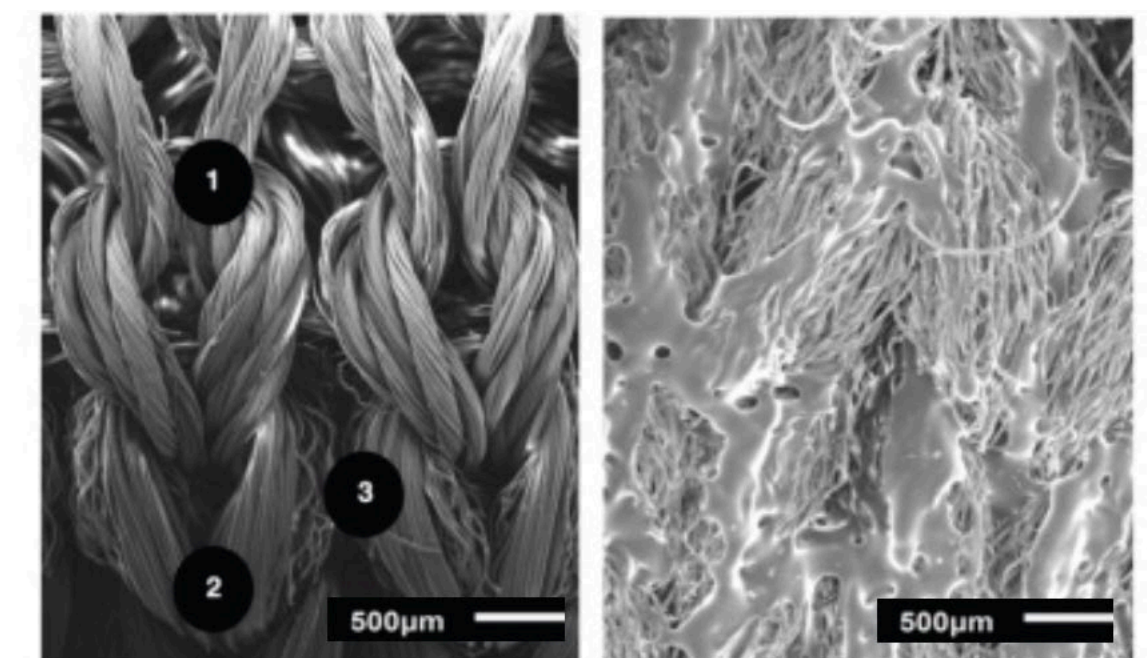
Designing knitted e-textile for robust pressure-sensing



Force vs resistance and stress-strain tensile characterization of both the untreated and thermoformed knit textiles.



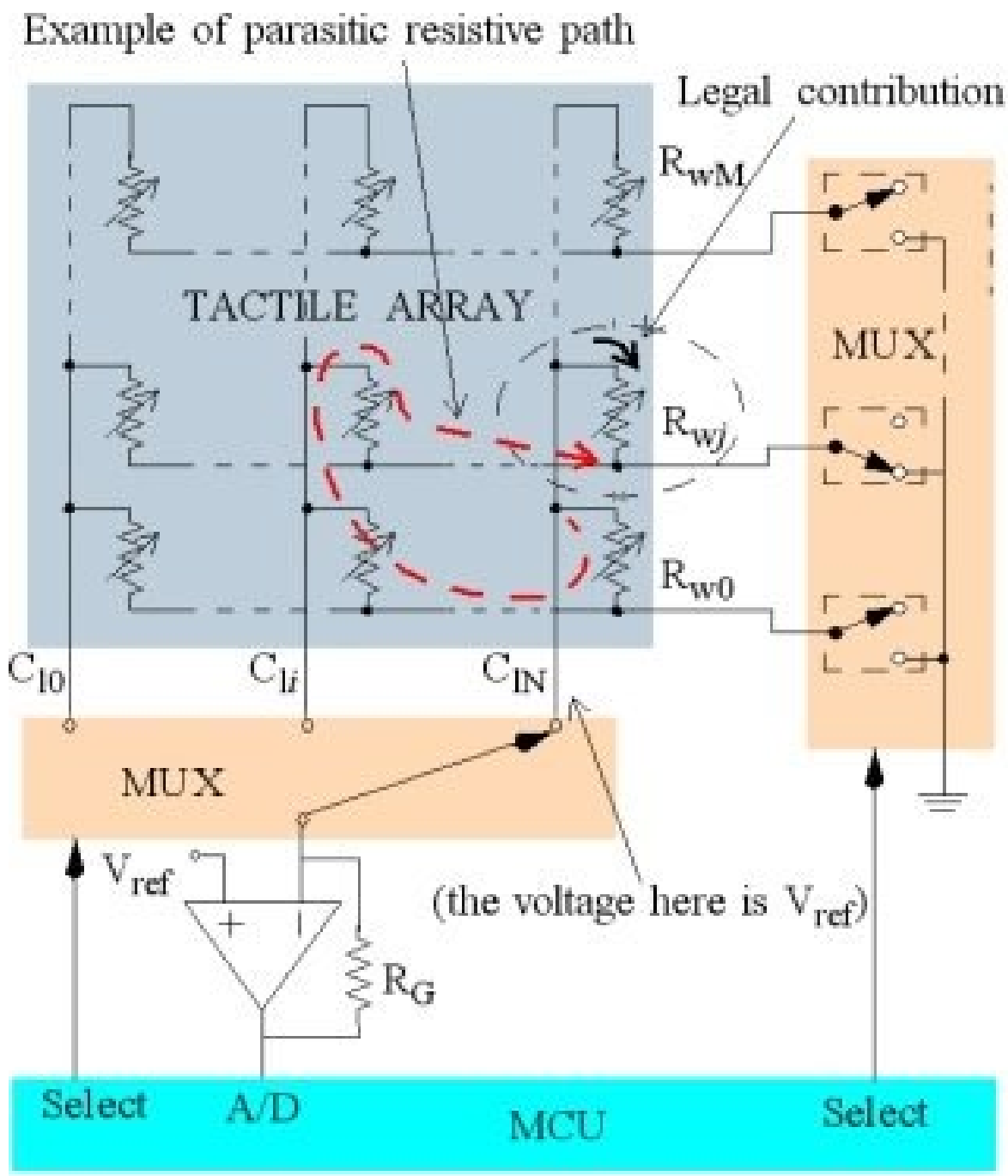
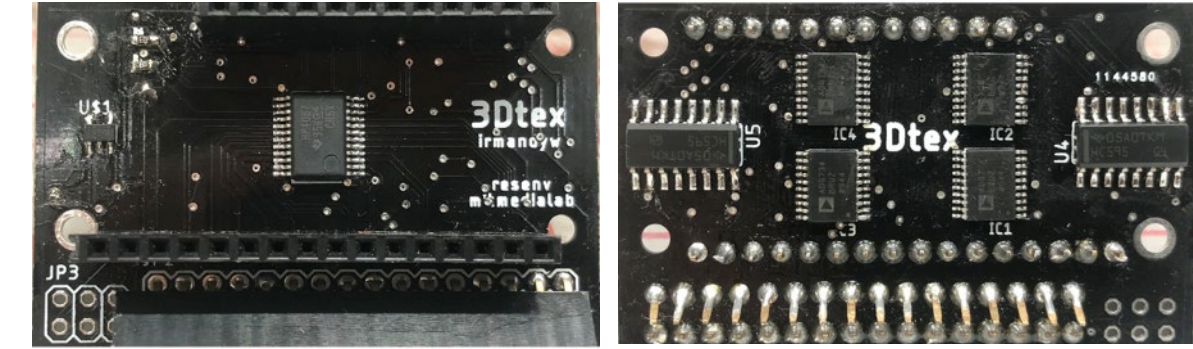
Multi-layer textiles



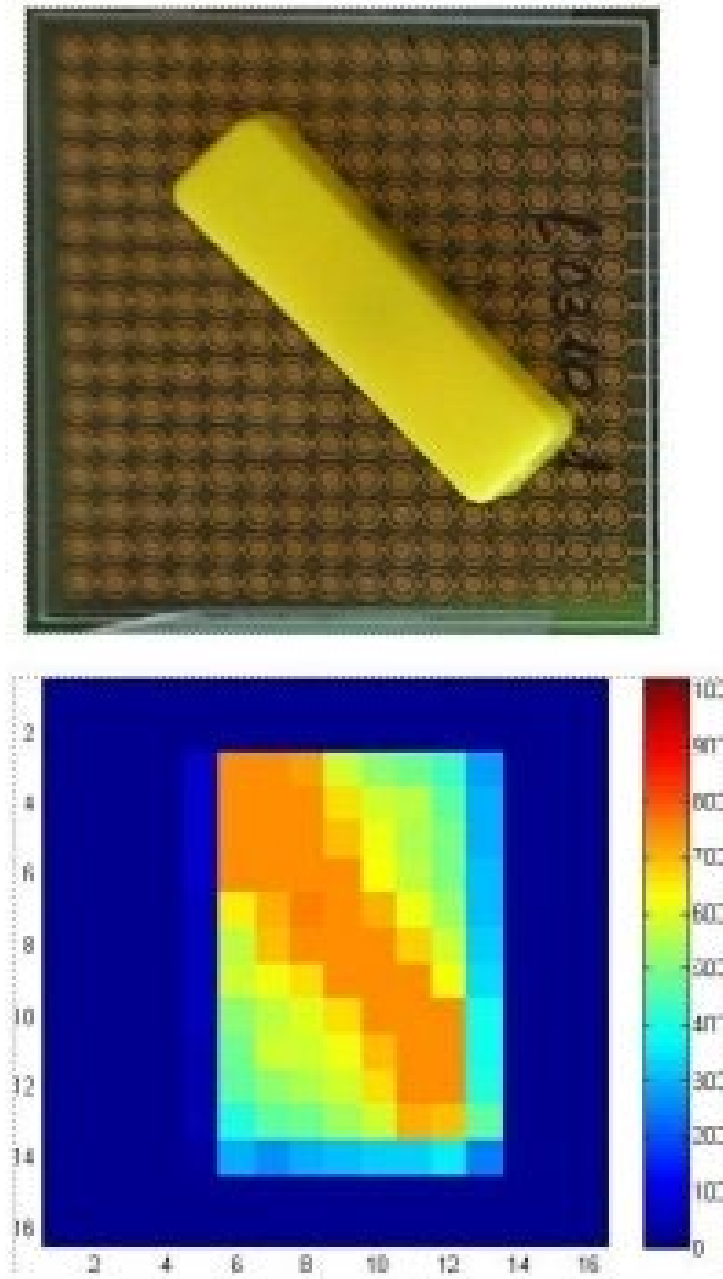
Thermoformed

Multiplexing circuits

Designing knitted e-textile hardware for robust pressure-sensing

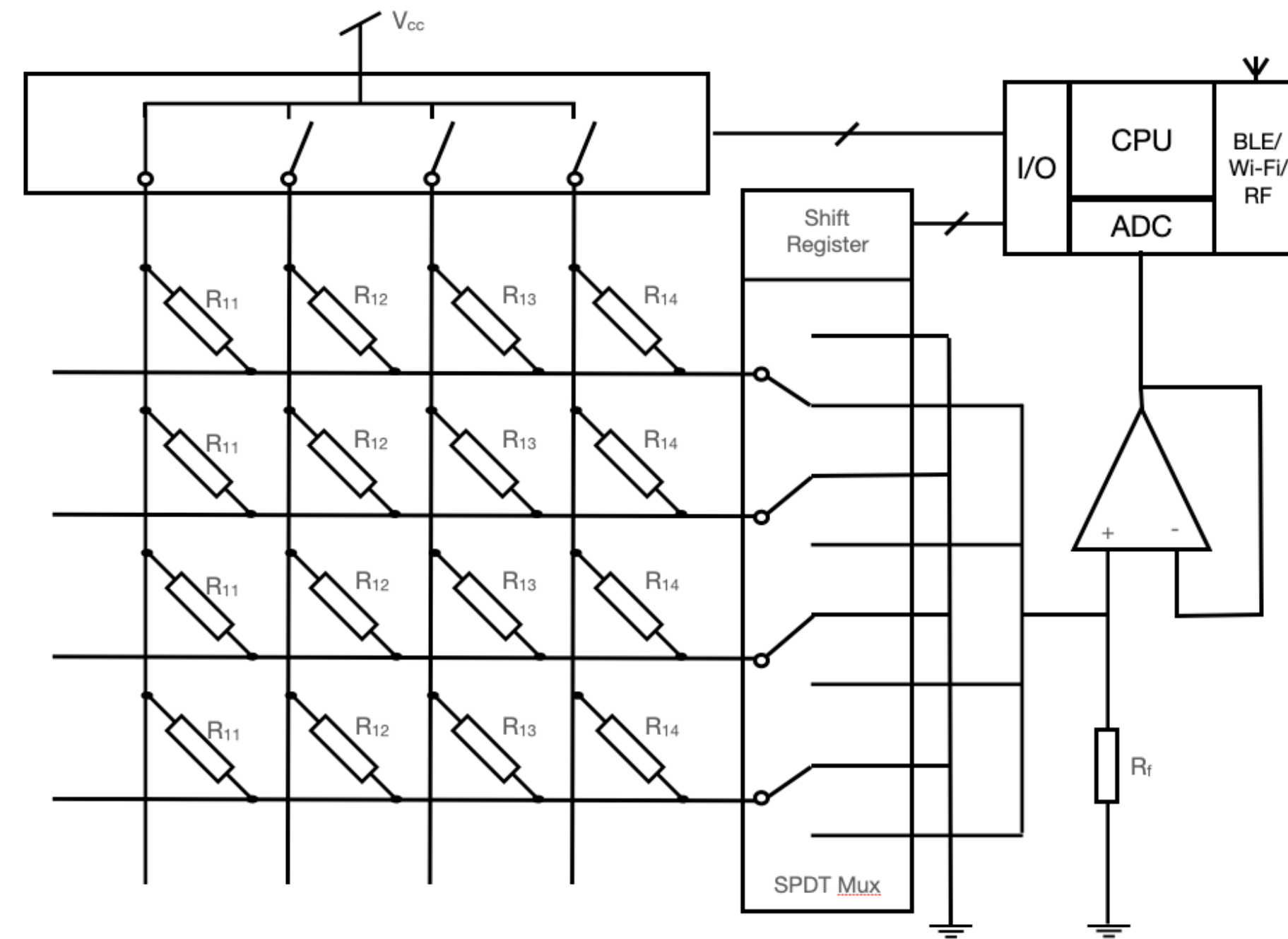


(a)

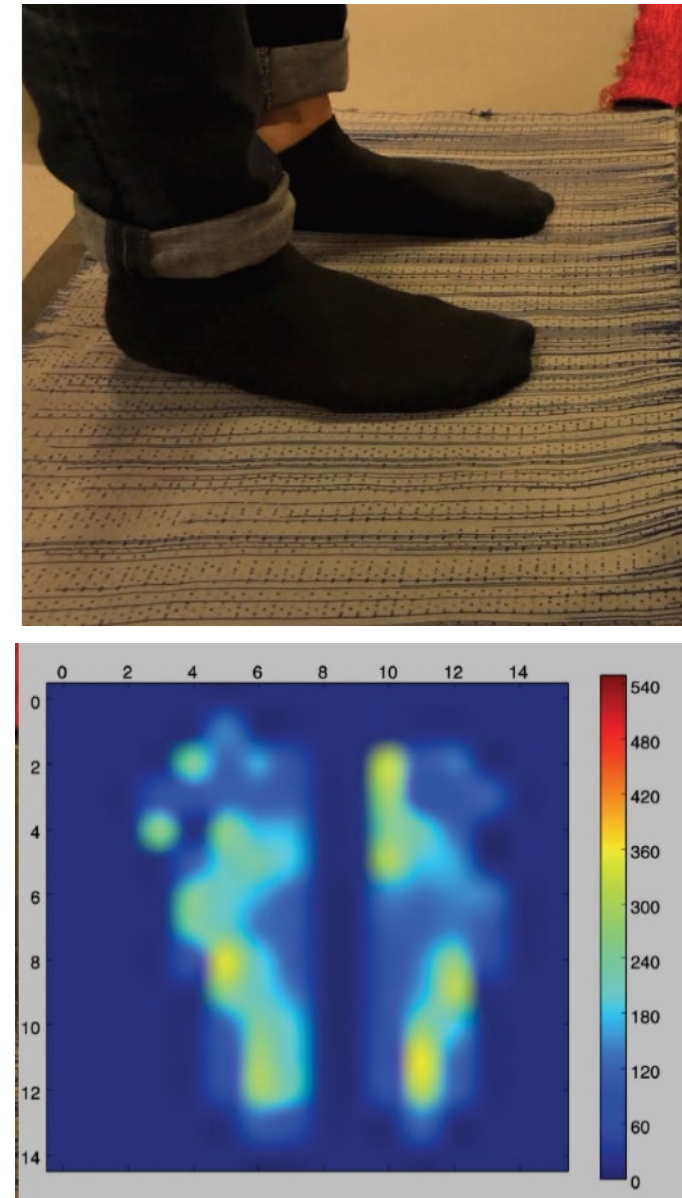


(b)

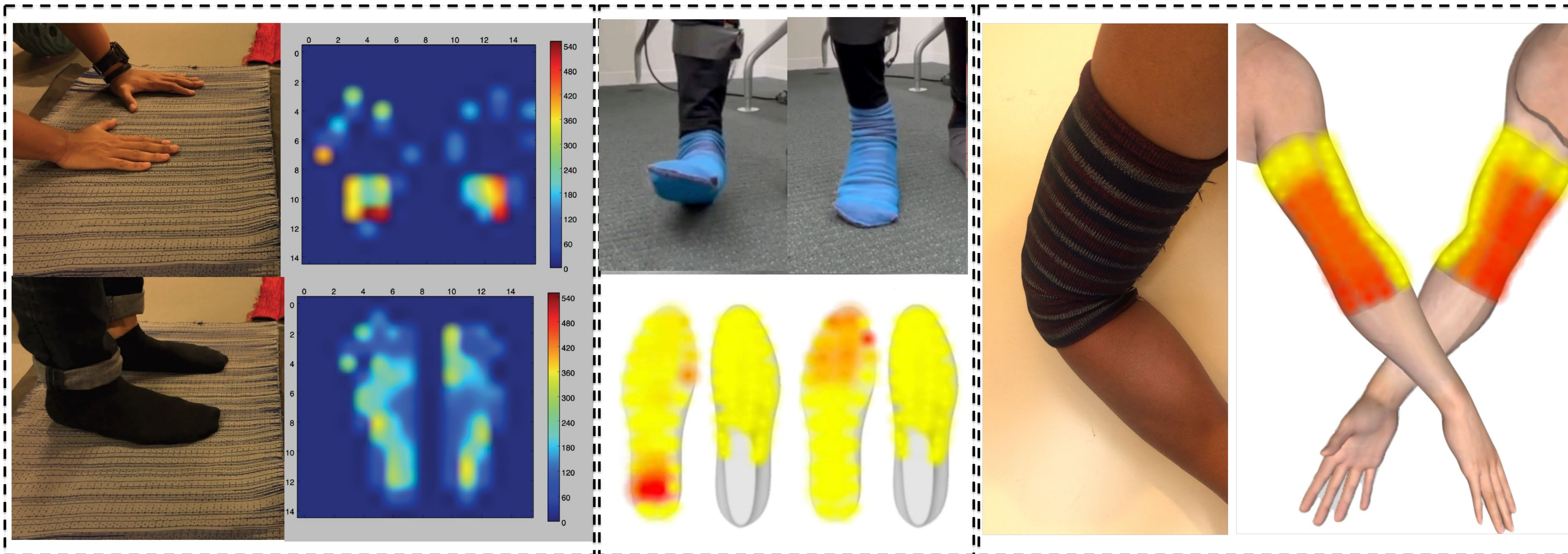
Vidal-Verdu et al., Sensors (2011)



Our multiplexing circuit (16x16)



Dense spatiotemporal pressure-imaging



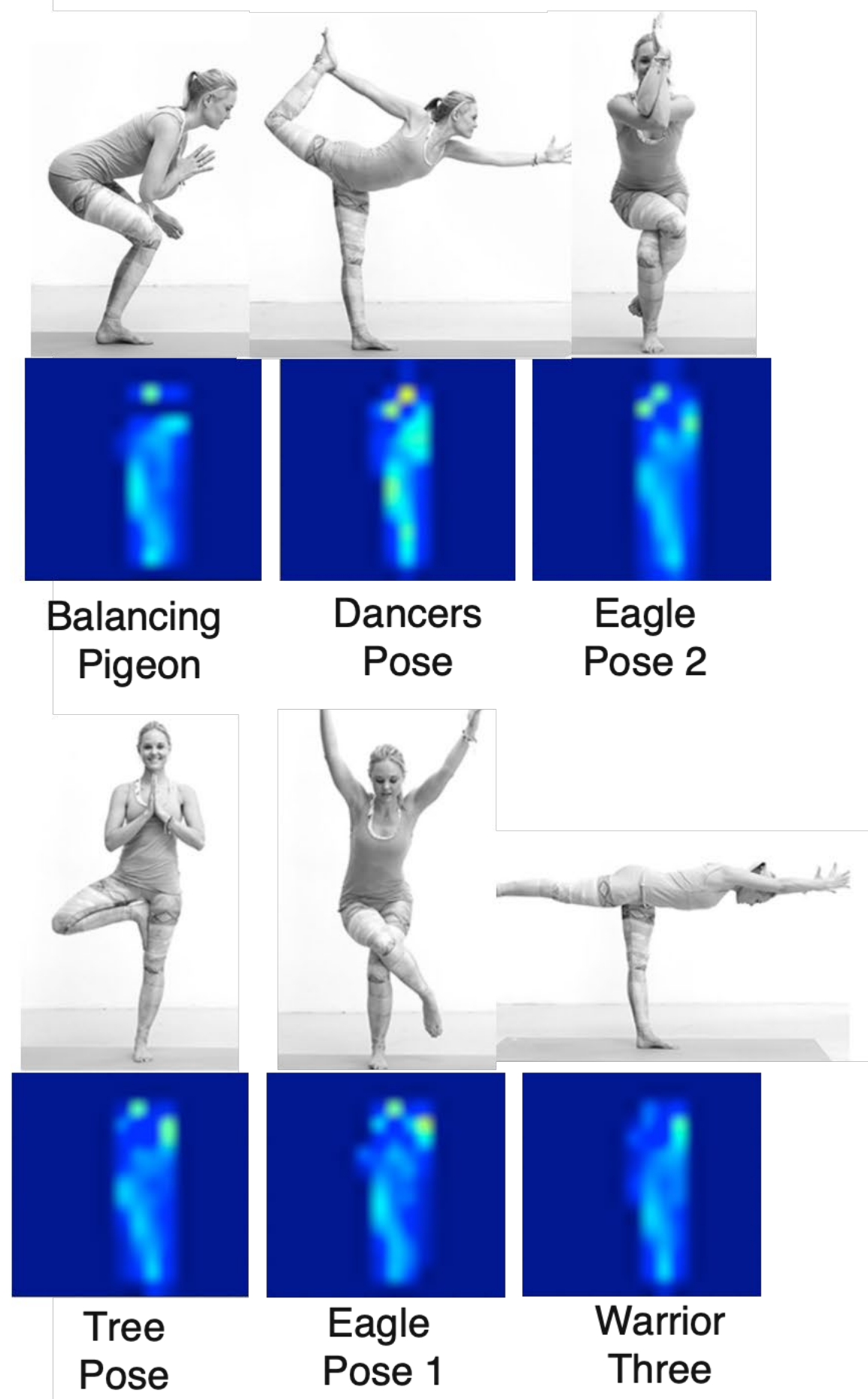
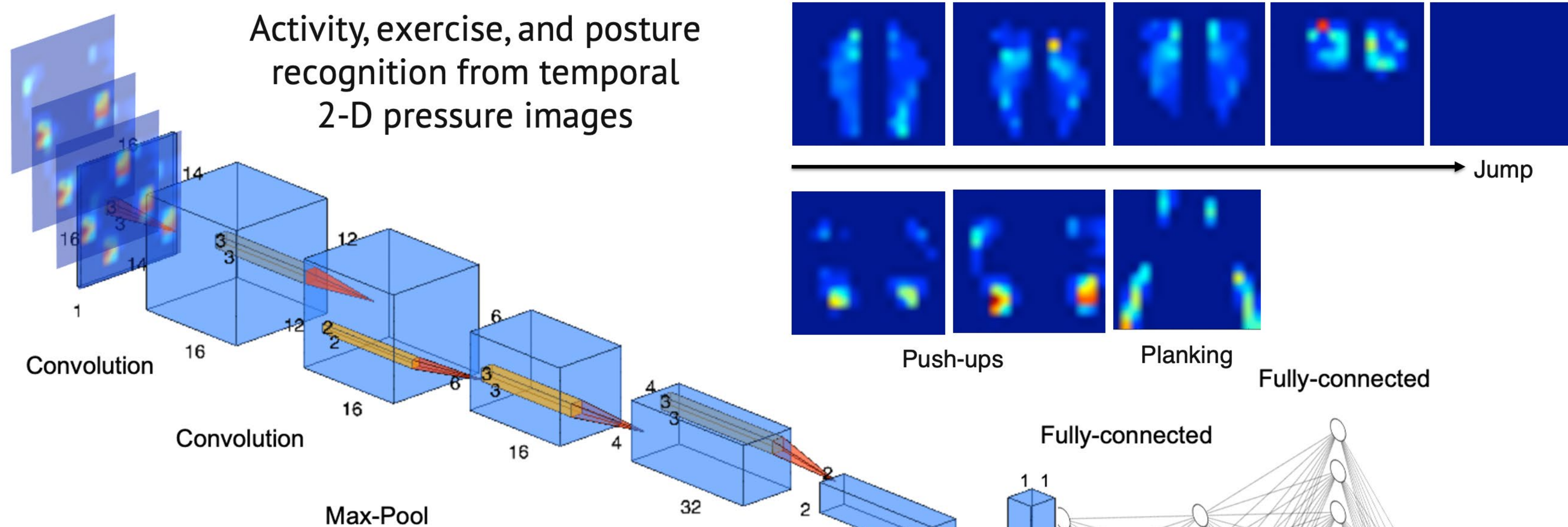
16x16 pressure-sensing pixel (2.5cm pitch)
256 pixels, 45x45 cm

8x12 pressure-sensing pixel (2.5cm pitch)
96 pixels, 24x30 cm

8x10 pressure-sensing pixel (2.5cm pitch)
80 pixels, 24x25 cm

Deep learning-enabled applications

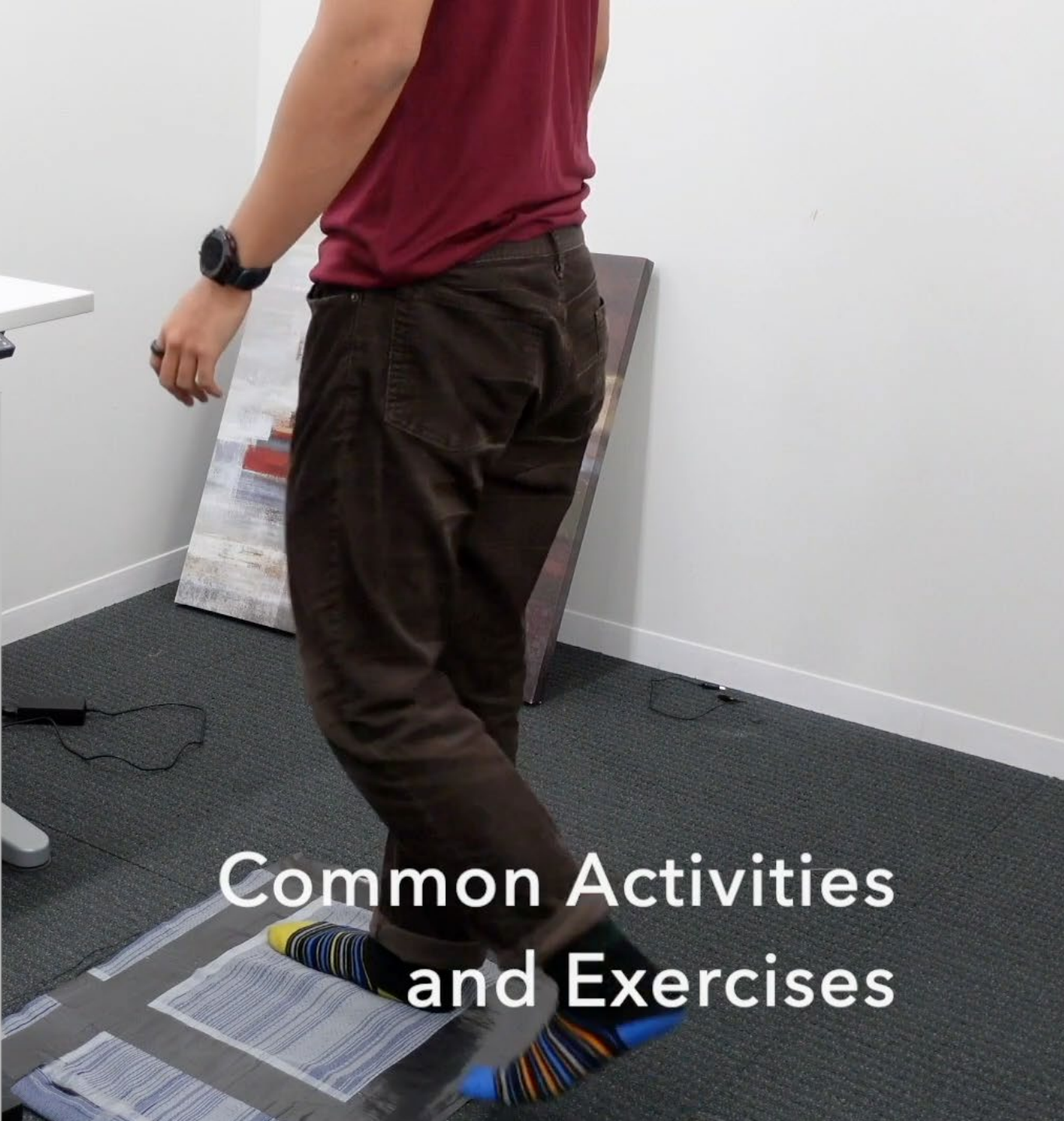
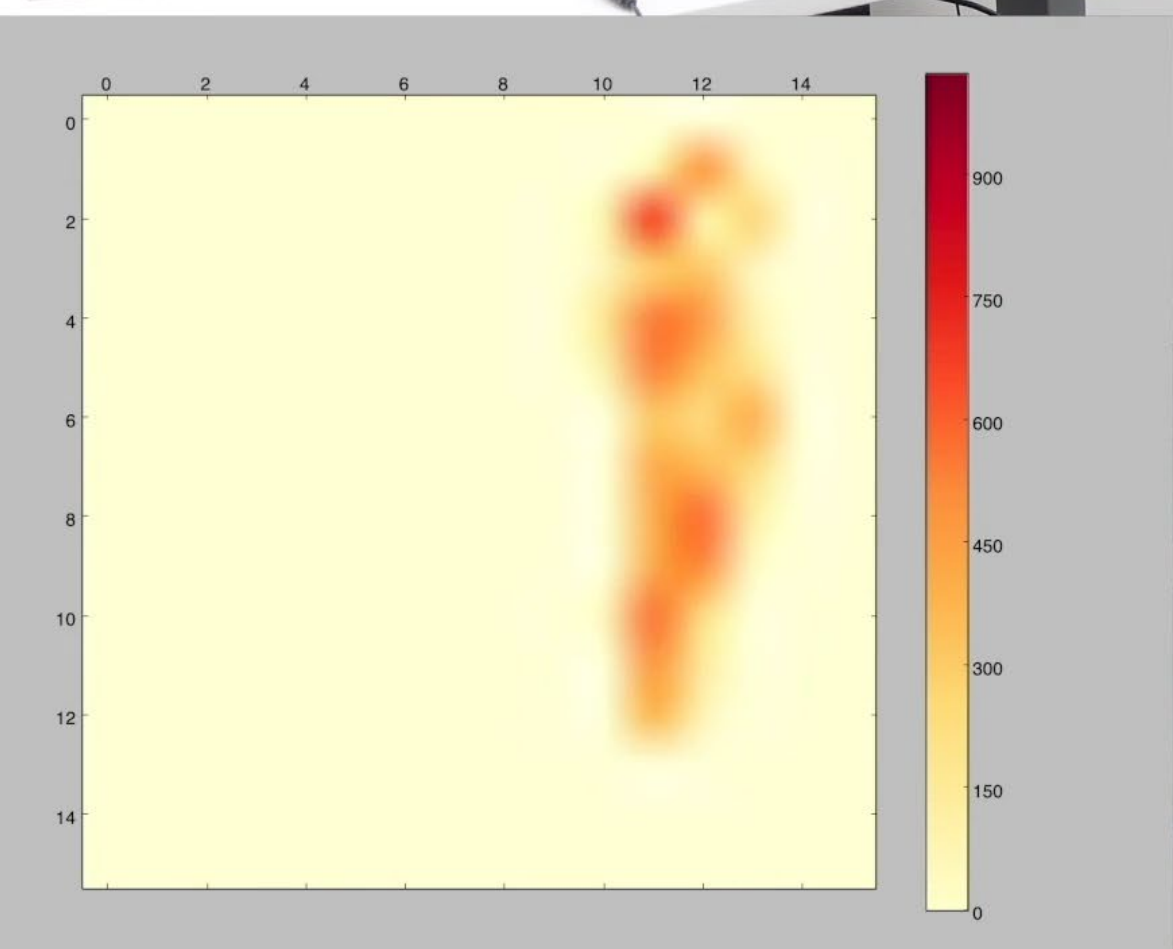
Activity, exercise, and posture recognition from temporal 2-D pressure images



No Activity	729	0	0	0	0	0	0	0
Balancing Pigeon	0	267	1	0	1	0	1	0
Dancers Pose	0	1	248	0	2	0	3	0
Eagle Dristi	0	0	1	176	3	1	2	0
Eagle Pose	0	1	0	1	276	0	3	0
Tree Pose	1	0	1	2	0	388	2	0
Warrior	0	2	1	0	1	0	258	0
Standing	0	0	0	0	0	0	0	235

No Activity	243	0	0	0	0	0	0	0
Standing	0	269	0	0	0	0	0	0
Left step	0	0	199	0	0	0	0	1
Right step	0	0	0	201	0	0	0	0
Planking	1	0	0	0	134	0	0	0
Pus Push-up Down	0	0	0	0	0	102	2	0
F Push-up Up	0	0	0	0	0	1	112	0
Tiptoe/Jumping	0	0	0	0	0	0	0	167

2-D Convolutional Neural Network model

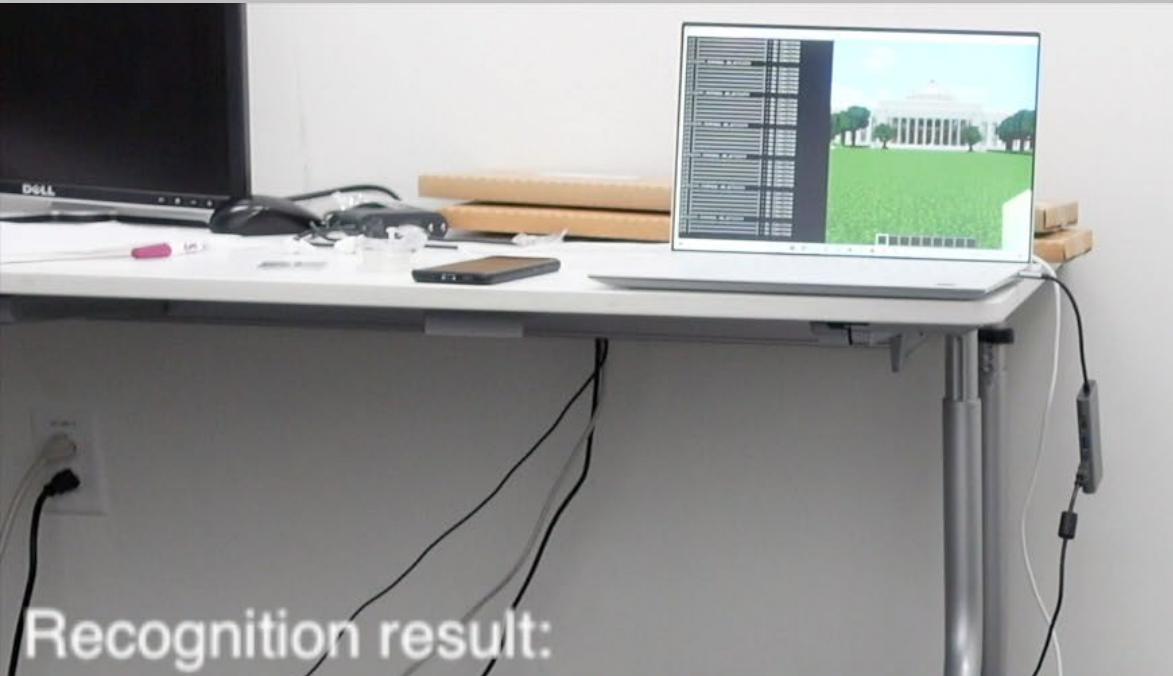


Recognition result:

```

oga.TREE
/1 [=====] - 0s 25ms/step
oga.TREE
/1 [=====] - 0s 24ms/step
oga.TREE
/1 [=====] - 0s 23ms/step
oga.TREE
/1 [=====] - 0s 23ms/step
oga.TREE
/1 [=====] - 0s 25ms/step
oga.EAGLE_CHALLENGE
/1 [=====] - 0s 24ms/step
oga.TREE_CHALLENGE
/1 [=====] - 0s 24ms/step
oga.TREE_CHALLENGE
/1 [=====] - 0s 24ms/step

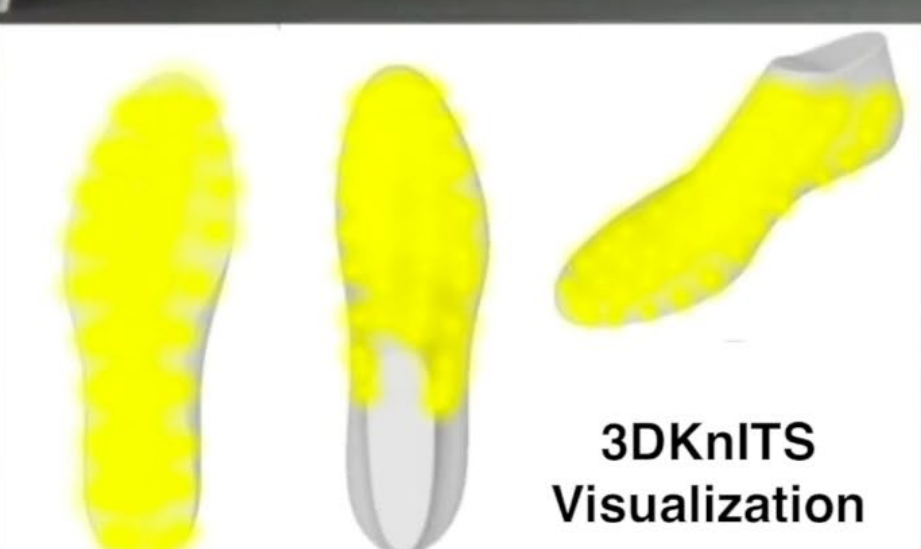
```



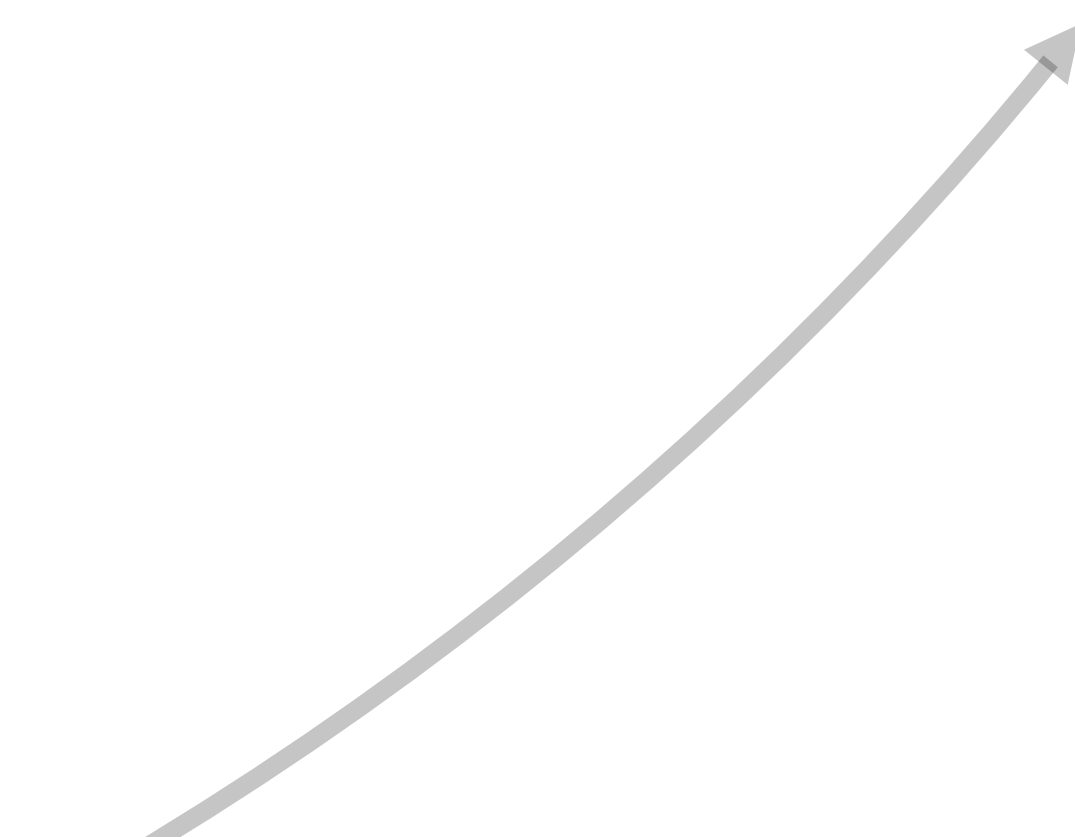
```

ACTIVITY_TEMPORAL_NO_ACTIVITY
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 13ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 13ms/step
1/1 [=====] - 0s 11ms/step
ACTIVITY_TEMPORAL_NO_ACTIVITY
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 11ms/step
ACTIVITY_TEMPORAL_NO_ACTIVITY
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 11ms/step
ACTIVITY_TEMPORAL_NO_ACTIVITY
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 12ms/step
1/1 [=====] - 0s 11ms/step
1/1 [=====] - 0s 11ms/step
ACTIVITY_TEMPORAL_NO_ACTIVITY
1/1 [=====] - 0s 13ms/step
1/1 [=====] - 0s 11ms/step

```

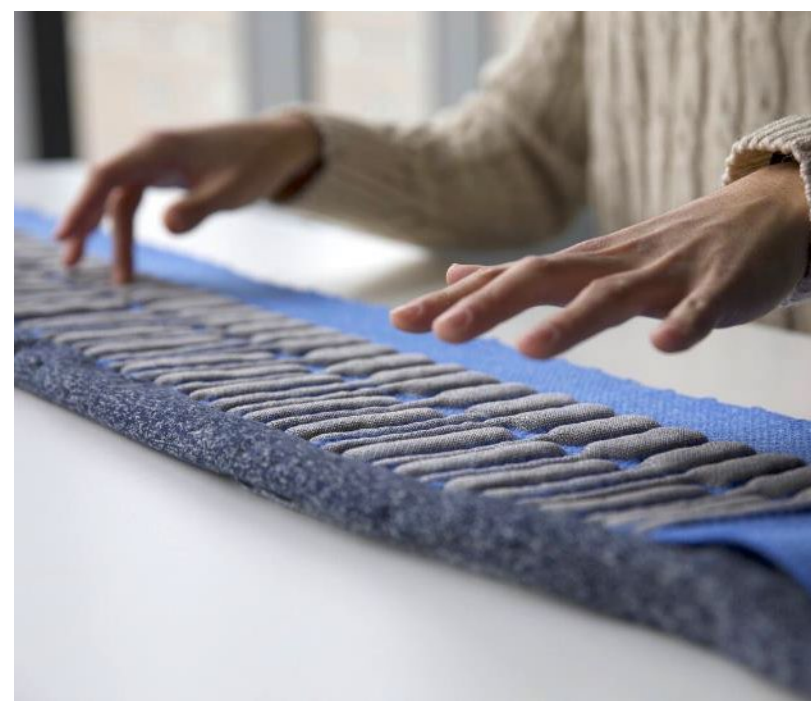


Architecting sensate textiles across scales

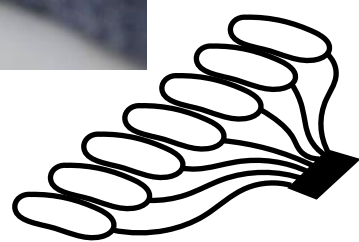


Objects

60 touch + 5 stretch + 1 pressure
Capacitive and piezoresistive array
72 connections
0.15m² active area



KnittedKeyboard
Musical expression



Body

8 x 12 pressure-sensing sock
Piezoresistive matrix
20 connections
0.072 m² active area



16 x 16 pressure-sensing mat
Piezoresistive matrix
32 connections
0.2 m² active area

Room-scale

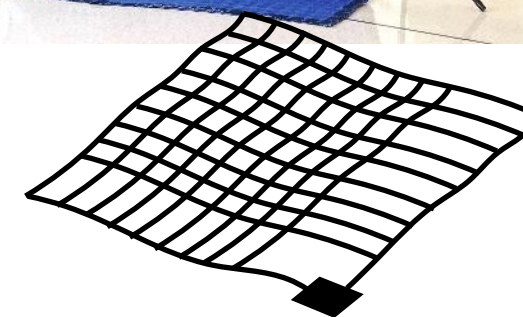
30 x 60 pressure-sensing carpet
Piezoresistive matrix
90 connections
4.5m² active area



Tapis Magique
Interactive dance

3DKnITS

Activity recognition
Biomechanics



Cage/Cunningham *Variations V*

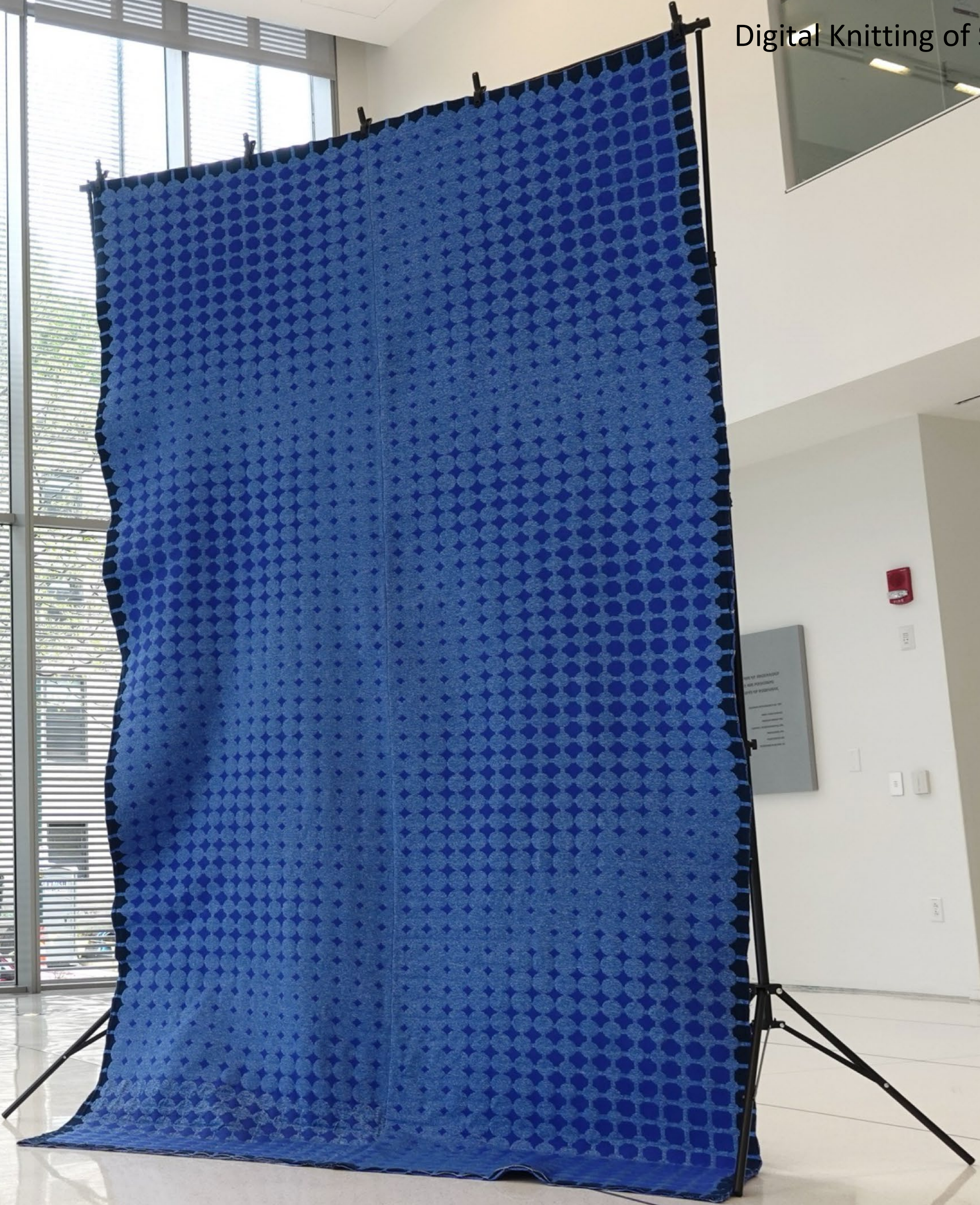
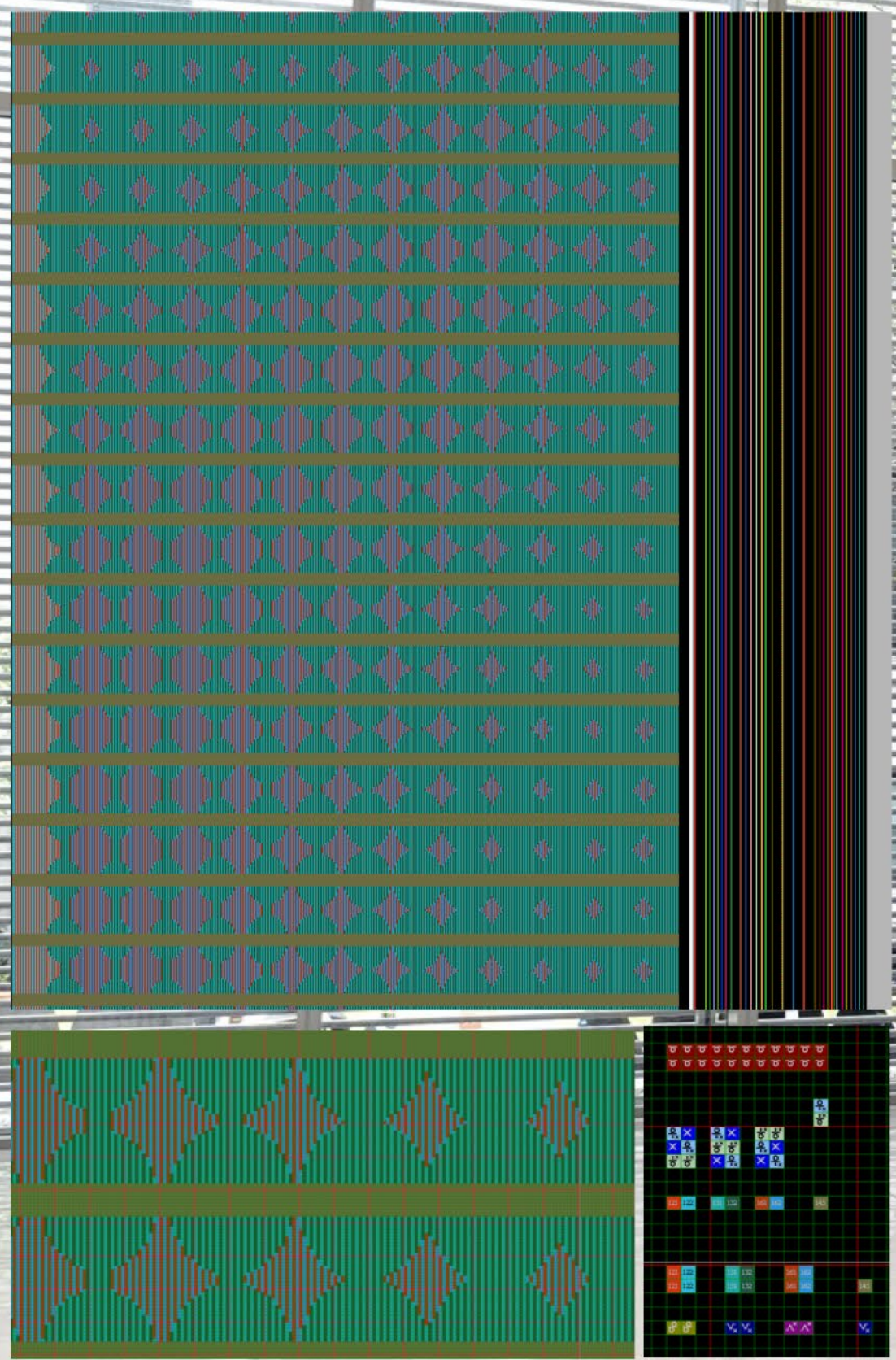


Related Work



Magic Carpet (1997)
Paradiso, Hsiao, Greenworld

Tapis Magique







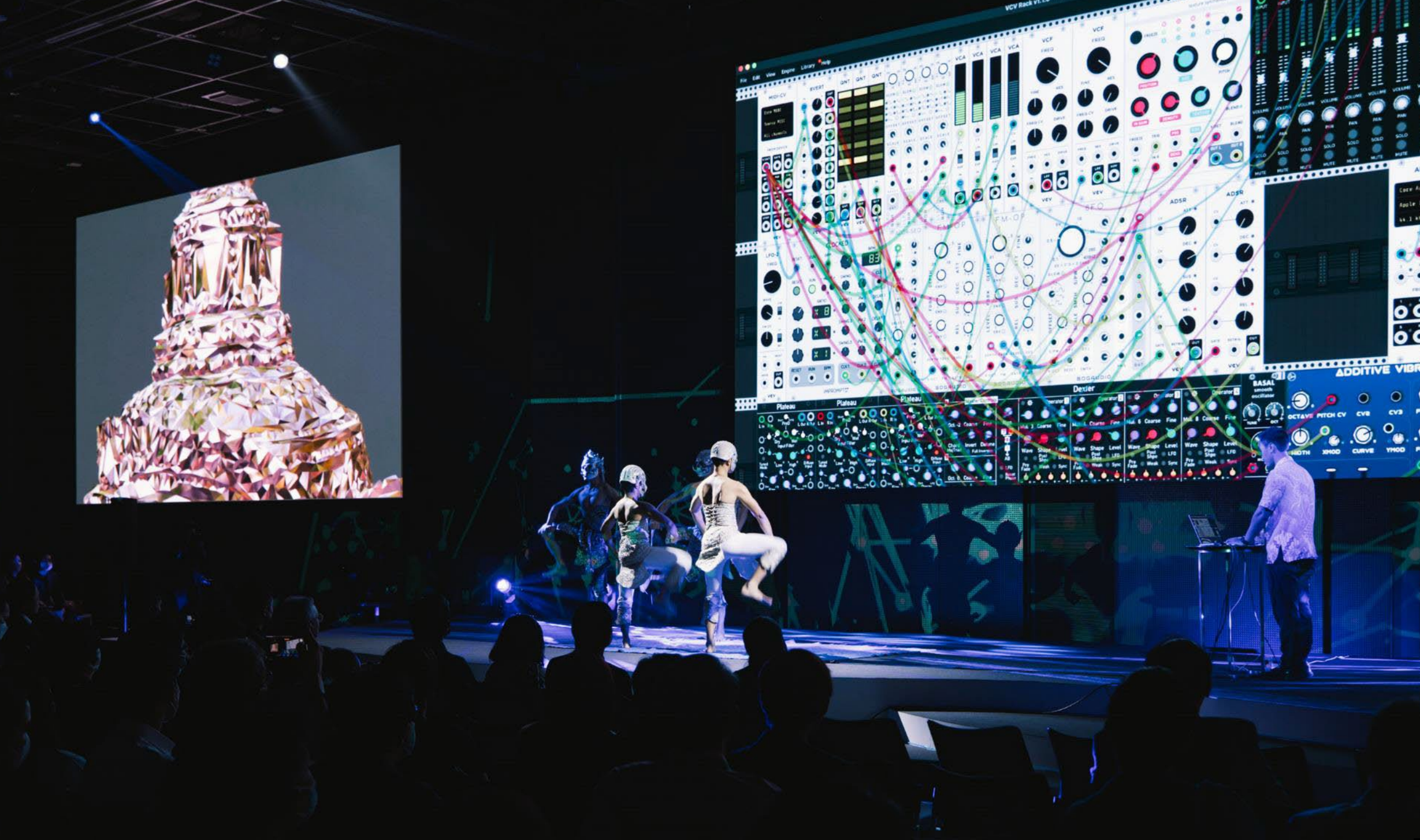
Choreographer, Dancer: Loni Landon, Sound Mapping: Don Derek Haddad

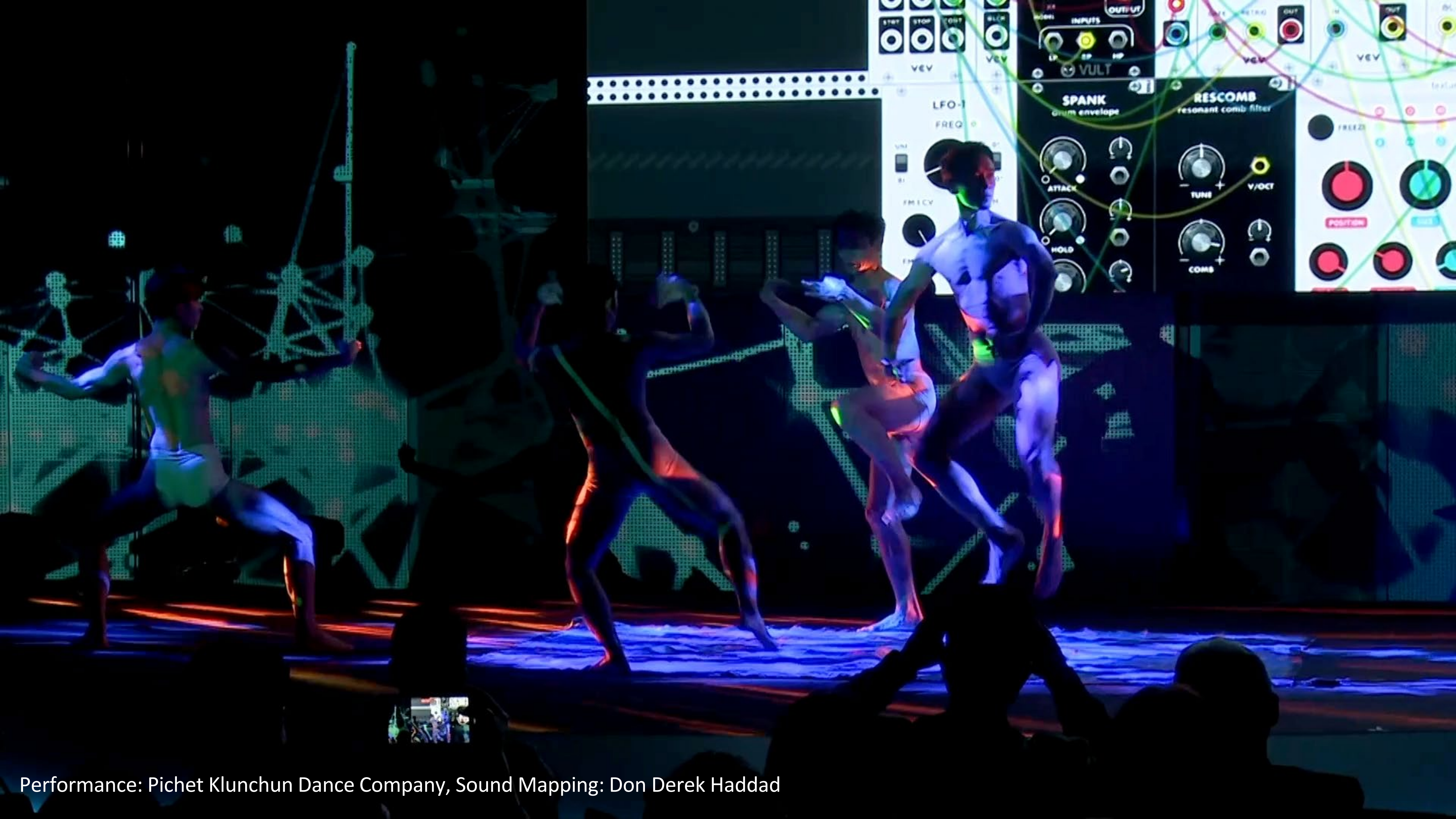


Choreographer, Dancer: Loni Landon, Sound Mapping: Don Derek Haddad



Choreographer, Dancer: Loni Landon, Sound Mapping: Don Derek Haddad

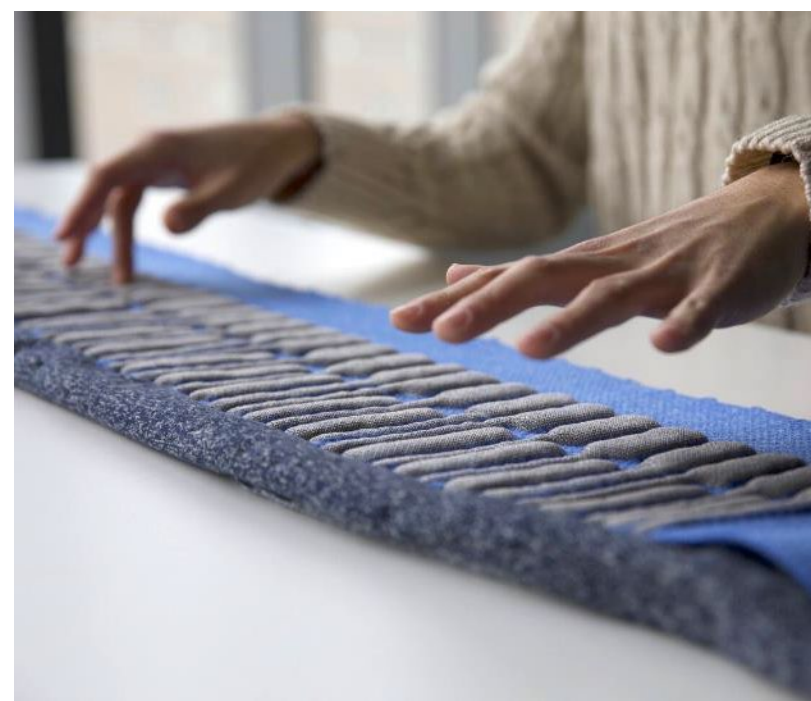




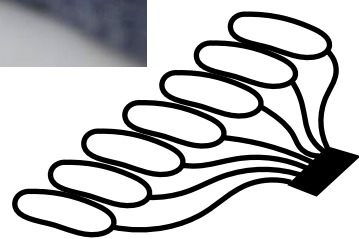
Performance: Pichet Klunchun Dance Company, Sound Mapping: Don Derek Haddad

Architecting sensate textiles across scales

Objects
60 touch + 5 stretch + 1 pressure
Capacitive and piezoresistive array
72 connections
0.15m² active area



KnittedKeyboard
Musical expression



Body
8 x 12 pressure-sensing sock
Piezoresistive matrix
20 connections
0.072 m² active area



Body

16 x 16 pressure-sensing mat
Piezoresistive matrix
32 connections
0.2 m² active area

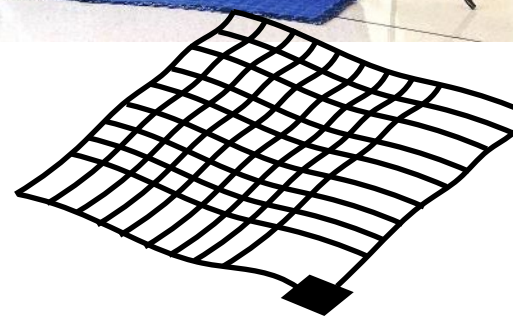
Room-scale

30 x 60 pressure-sensing carpet
Piezoresistive matrix
90 connections
4.5m² active area



3DKnITS

Activity recognition
Biomechanics

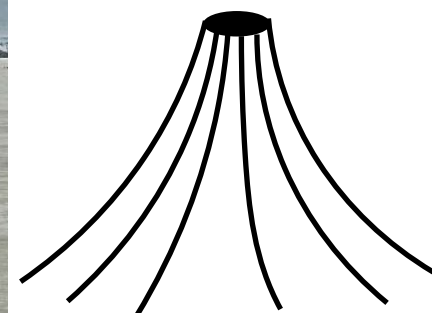


Building

24 Tx/Rx antennas
Active capacitive/e-field
24 connections
25m² active area



Living Knitwork Pavilion
Immersive environments
Telepresence



Tapis Magique
Interactive dance

Black Rock City, NV



A wide, flat landscape, likely a salt flat, under a hazy, golden sky. In the center, a large, white, rounded structure sits on the ground. To the right, a smaller structure with two vertical poles emits a bright, circular glow. The ground is marked with faint tracks and small figures of people scattered across the expanse.

Waking Dreams

BURNING MAN 2022

Living Knitwork Pavilion



Related Work



Lumen (2017)
Jenny Sabin Studio
MoMA PS1, New York



KristCandela (2018)
Block Research Group/ETH Zurich & Zaha Hadid Architects
MUAC, Mexico City

Living Knitwork Pavilion



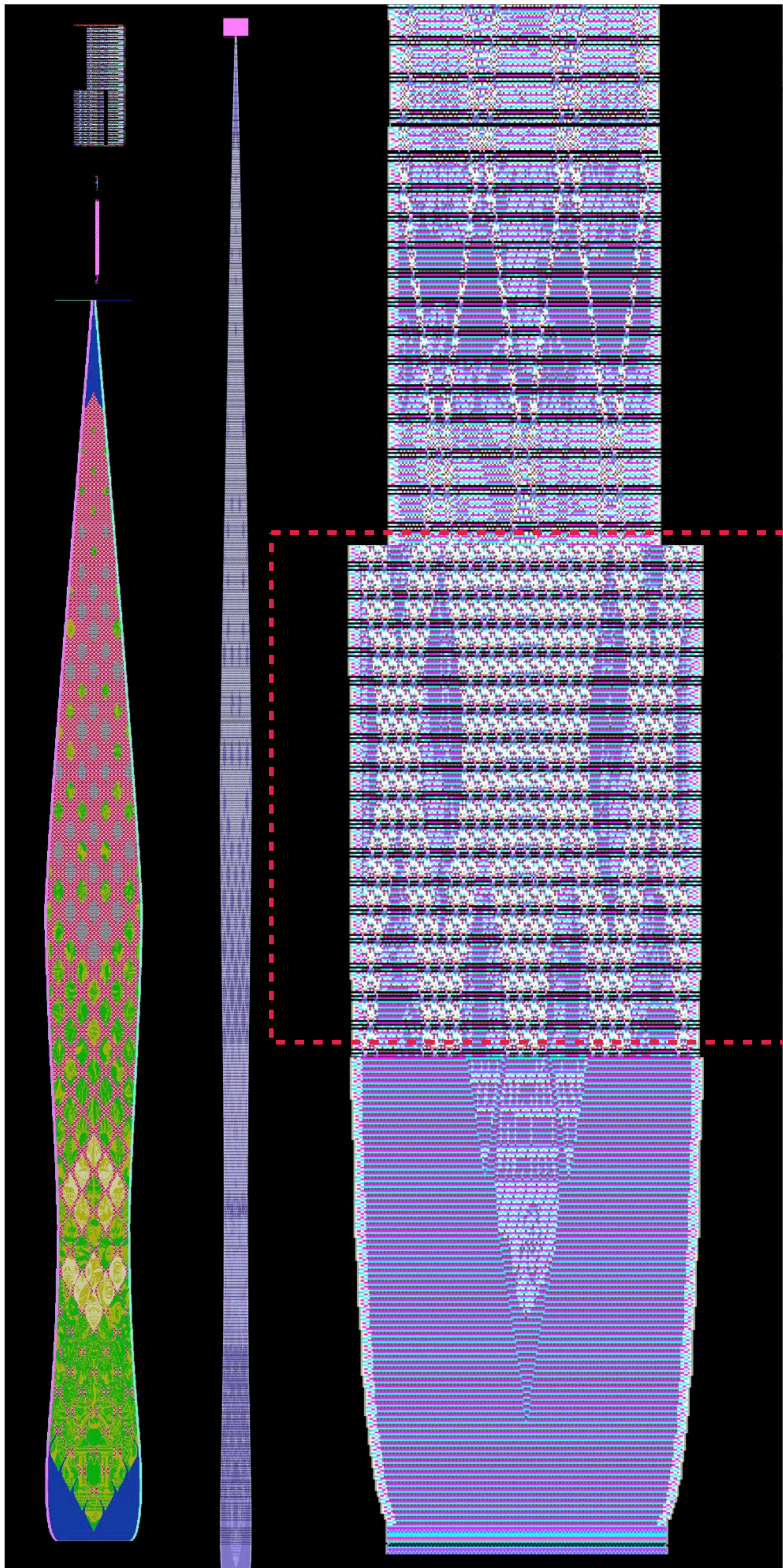
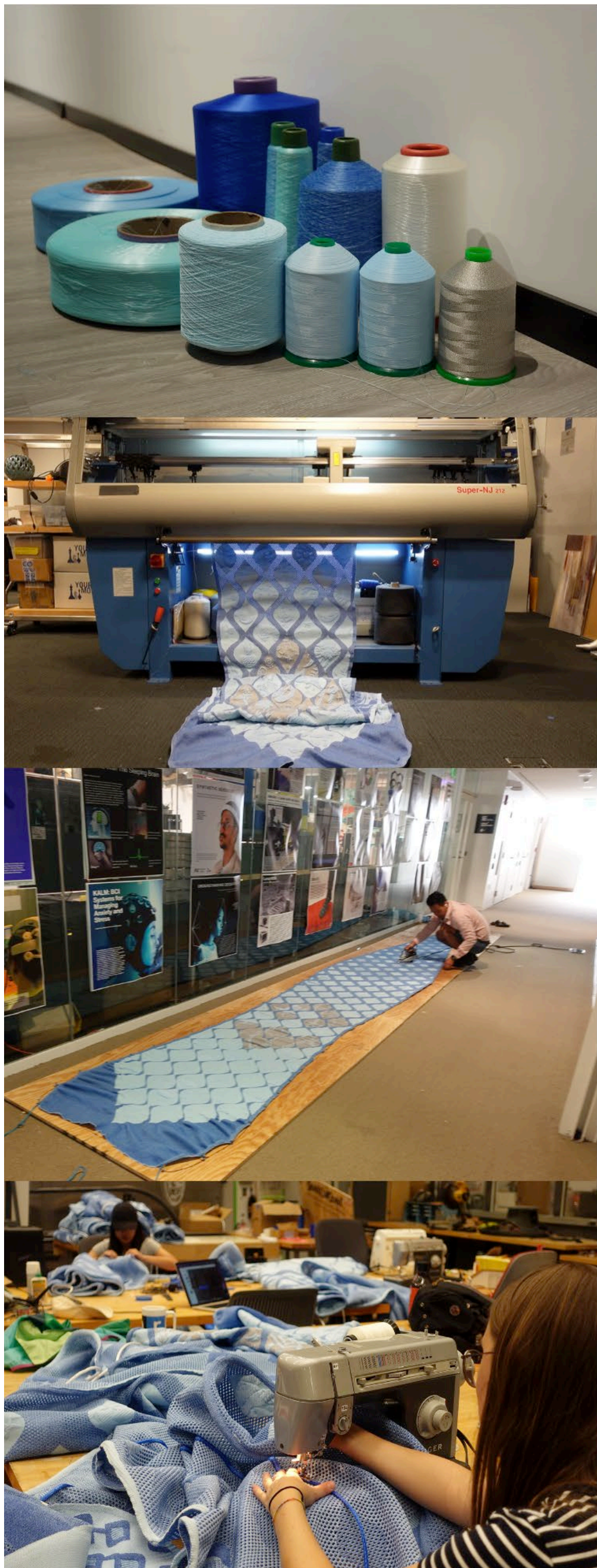
Living Knitwork Pavilion

Textile popped-up patterns, inspired by cultural heritage



Balinese Pura





Wicaksono, Rubio, Cichoka et al., Living Knitwork Pavilion, *paper in review* (2024)



Wicaksono, Rubio, Cichoka et al., Living Knitwork Pavilion, *paper in review* (2024)

Living Knitwork Pavilion

Integrated functional yarns



Living Knitwork Pavilion

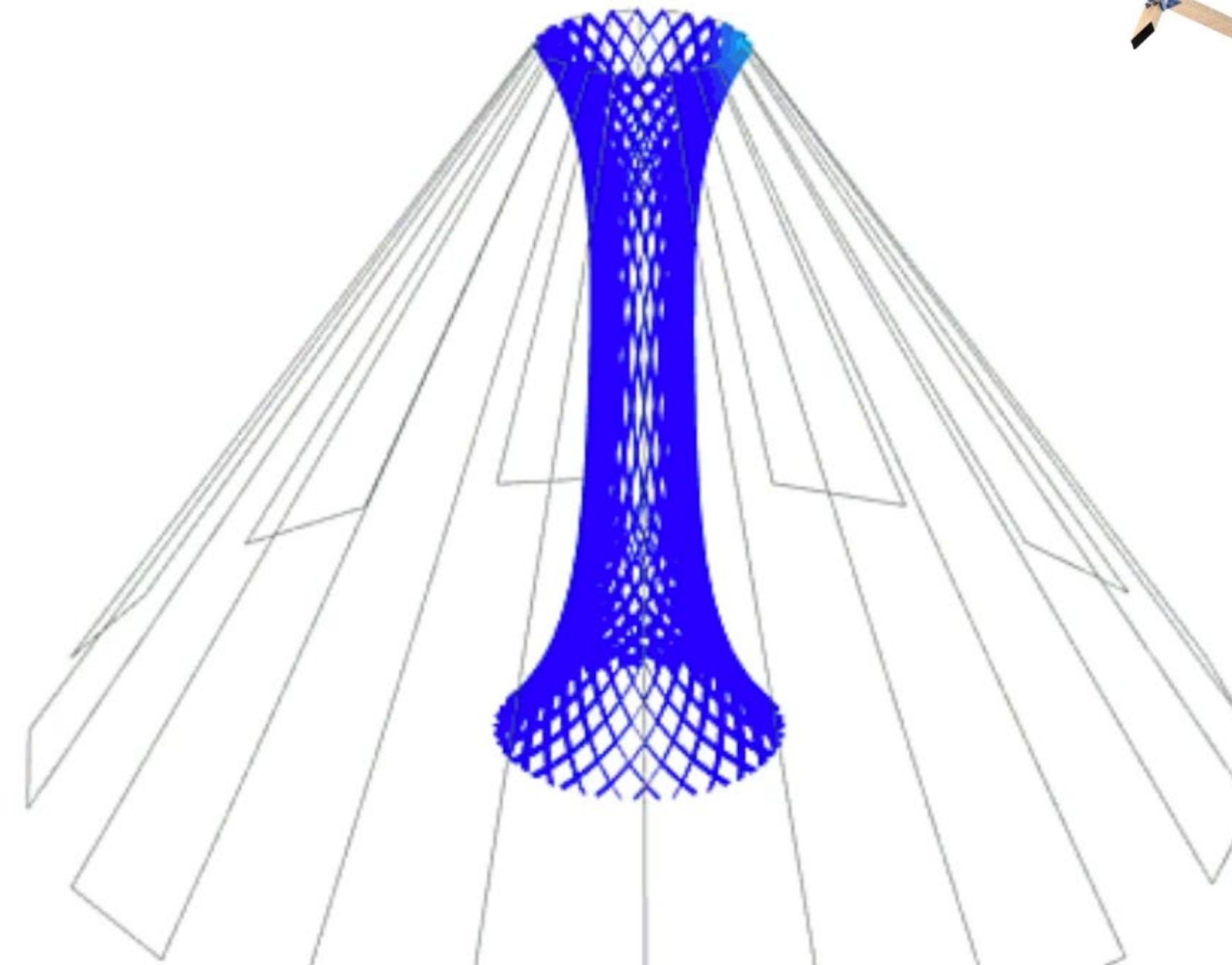
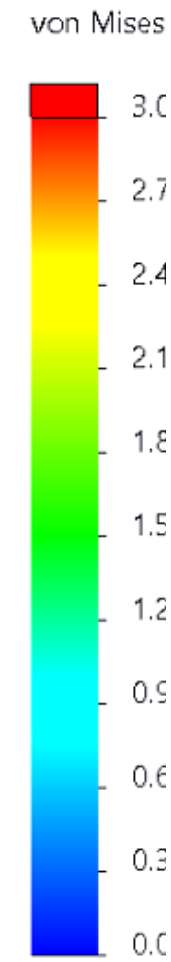
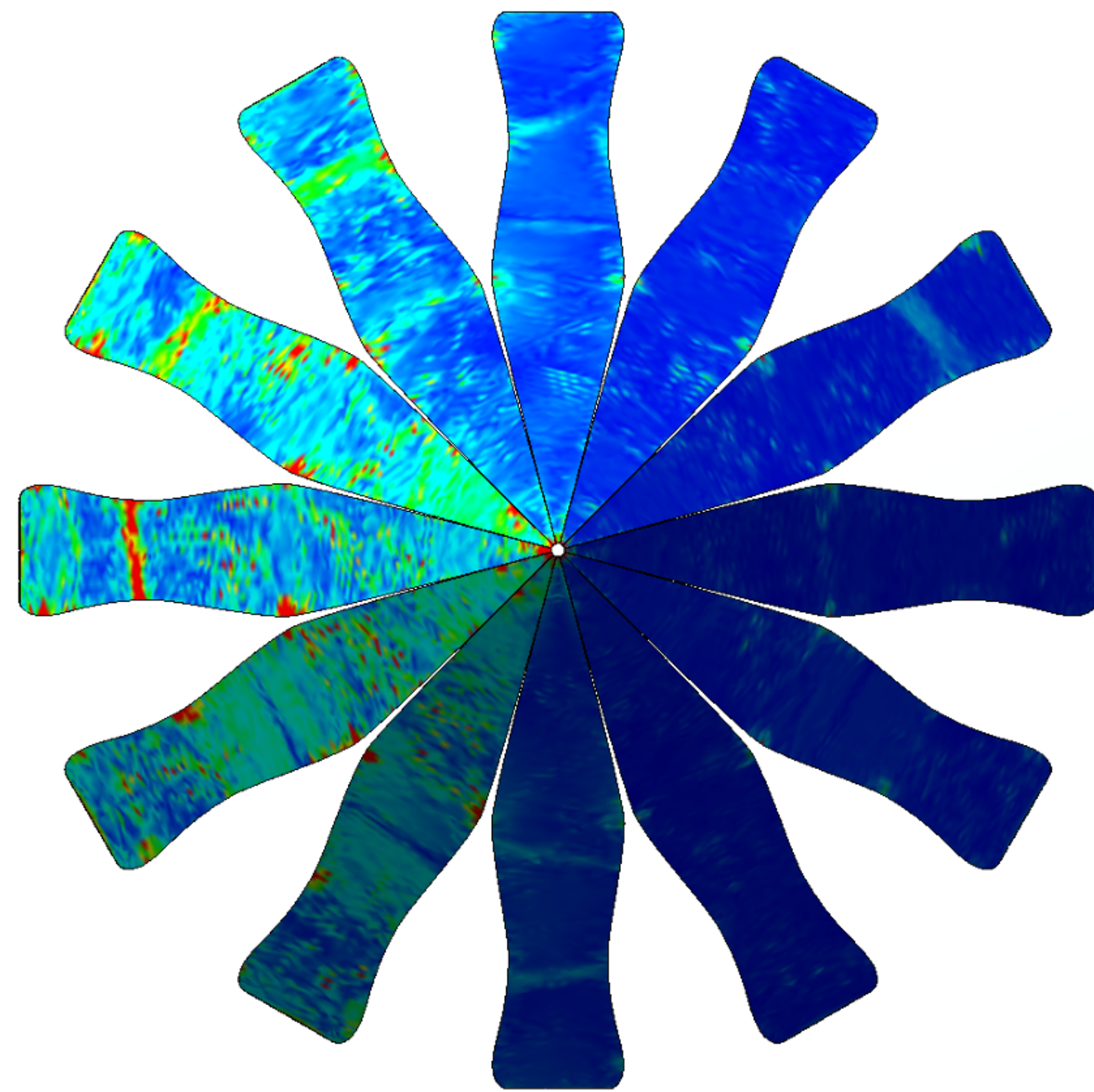
On-site building crew



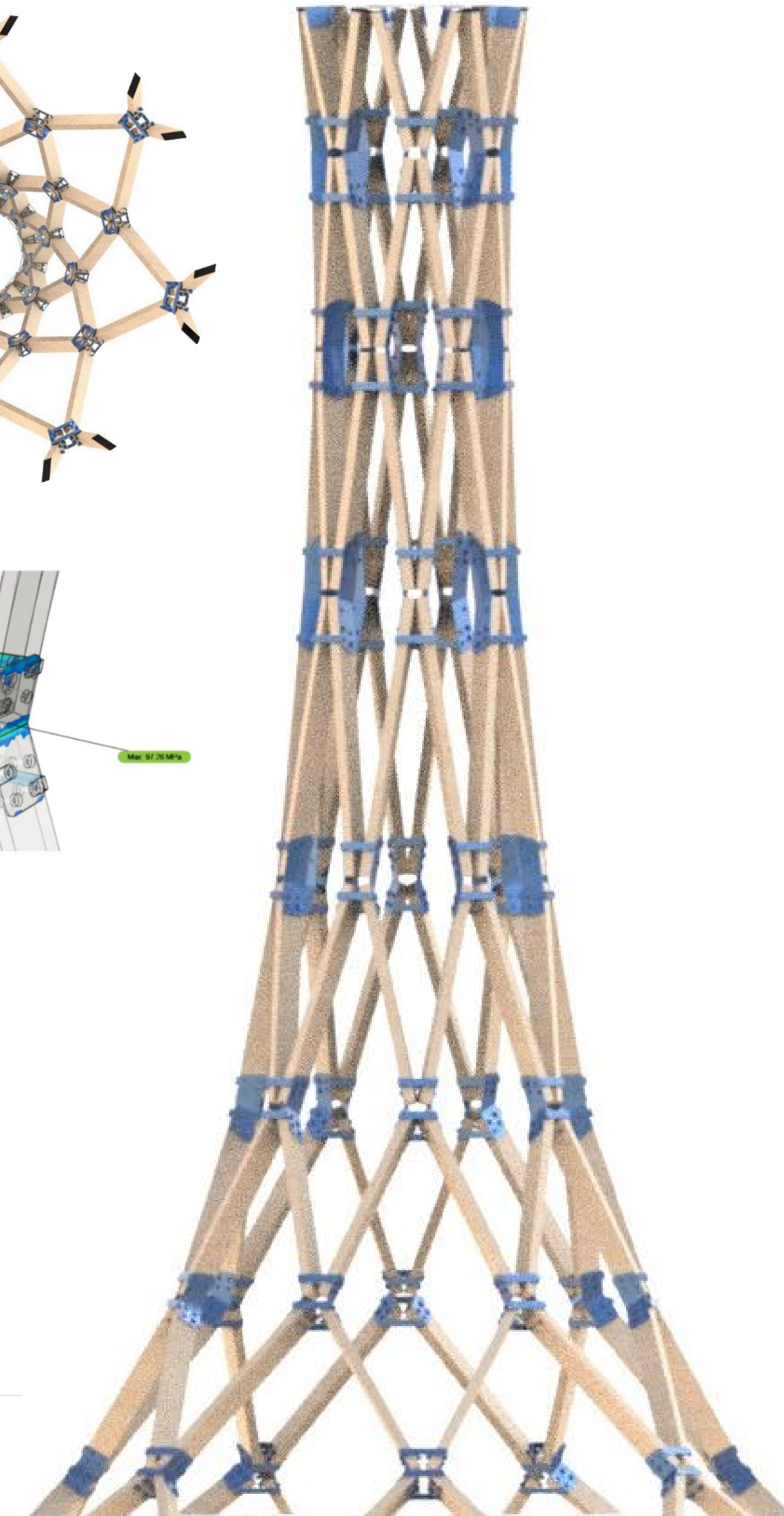
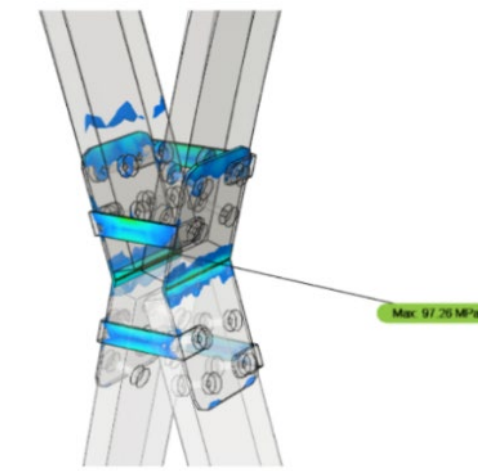
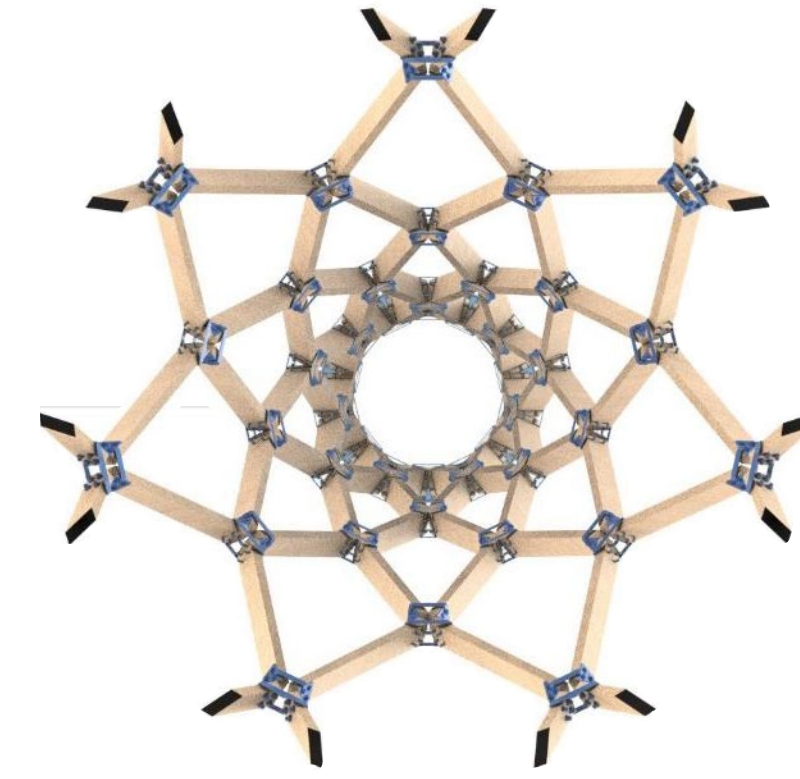
Age van der Mei
Sam Chin,
Judyta Cichoka
Gabriela Advincula
Erik Strand
Alfonso Parra Rubio,
Nicole Bakker

Living Knitwork Pavilion

Designing temporary structures for extreme environments



Base R [m]: 1.2
Top r [m]: 0.8
Height [m]: 6.0
Lath Tot.Length [m]: 323.01
Num of Joints: 744
1.2D+ 1.2LL + 1.0W
(90mph only on tower)
Okoume 10cm x 0.9cm
Segment [m]: 0.4
Displ I [cm]: 2.26



Wind simulation: Tongge Yu

Central structure design: Judyta Cichoka, Alfonso Parra Rubio

Wicaksono, Rubio, Cichoka et al., Living Knitwork Pavilion, *accepted* (2024)



Timelapse: Gabriela Advincula



Timelapse: Gabriela Advincula



Timelapse: Gabriela Advincula

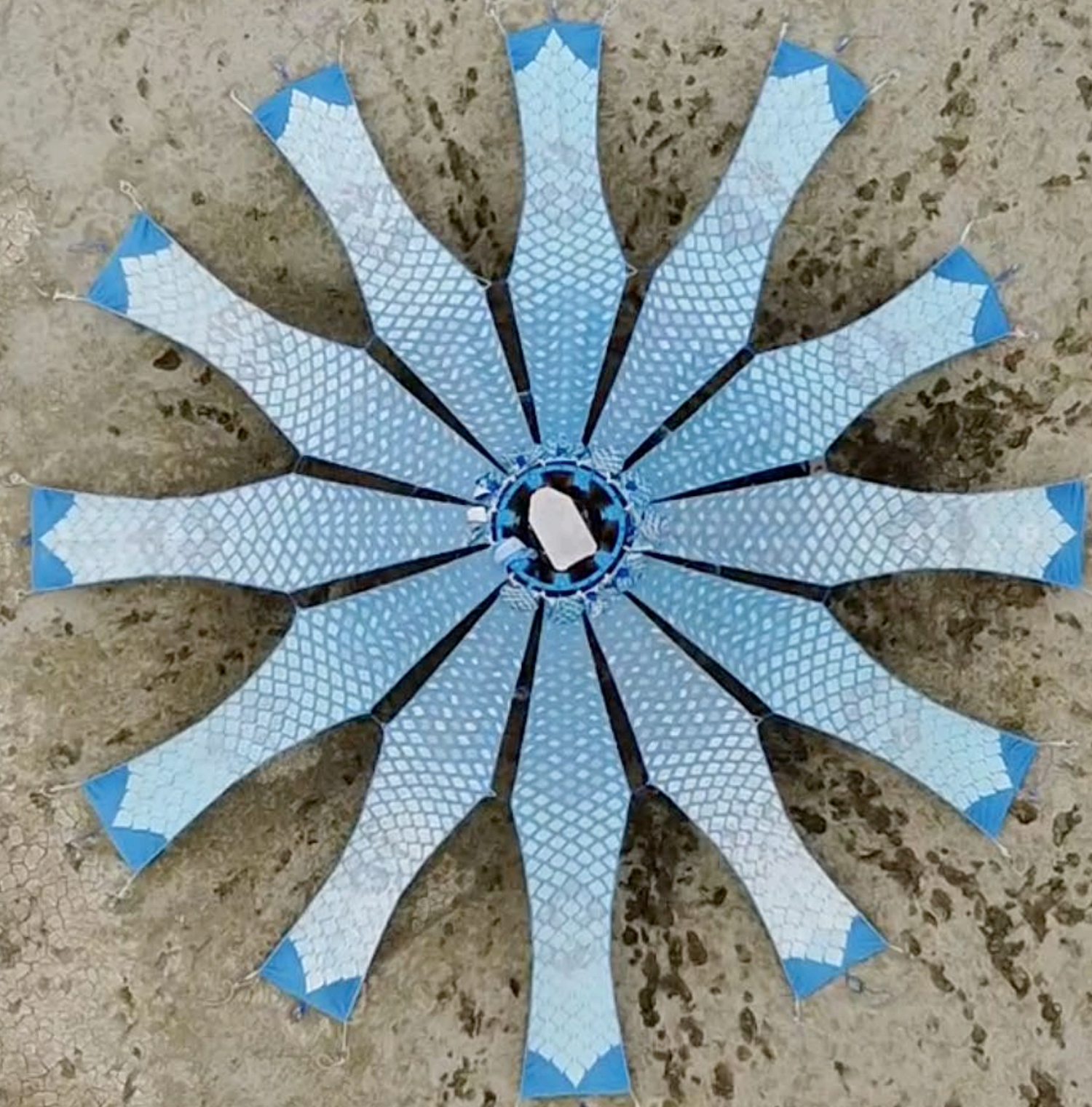


Timelapse: Gabriela Advincula





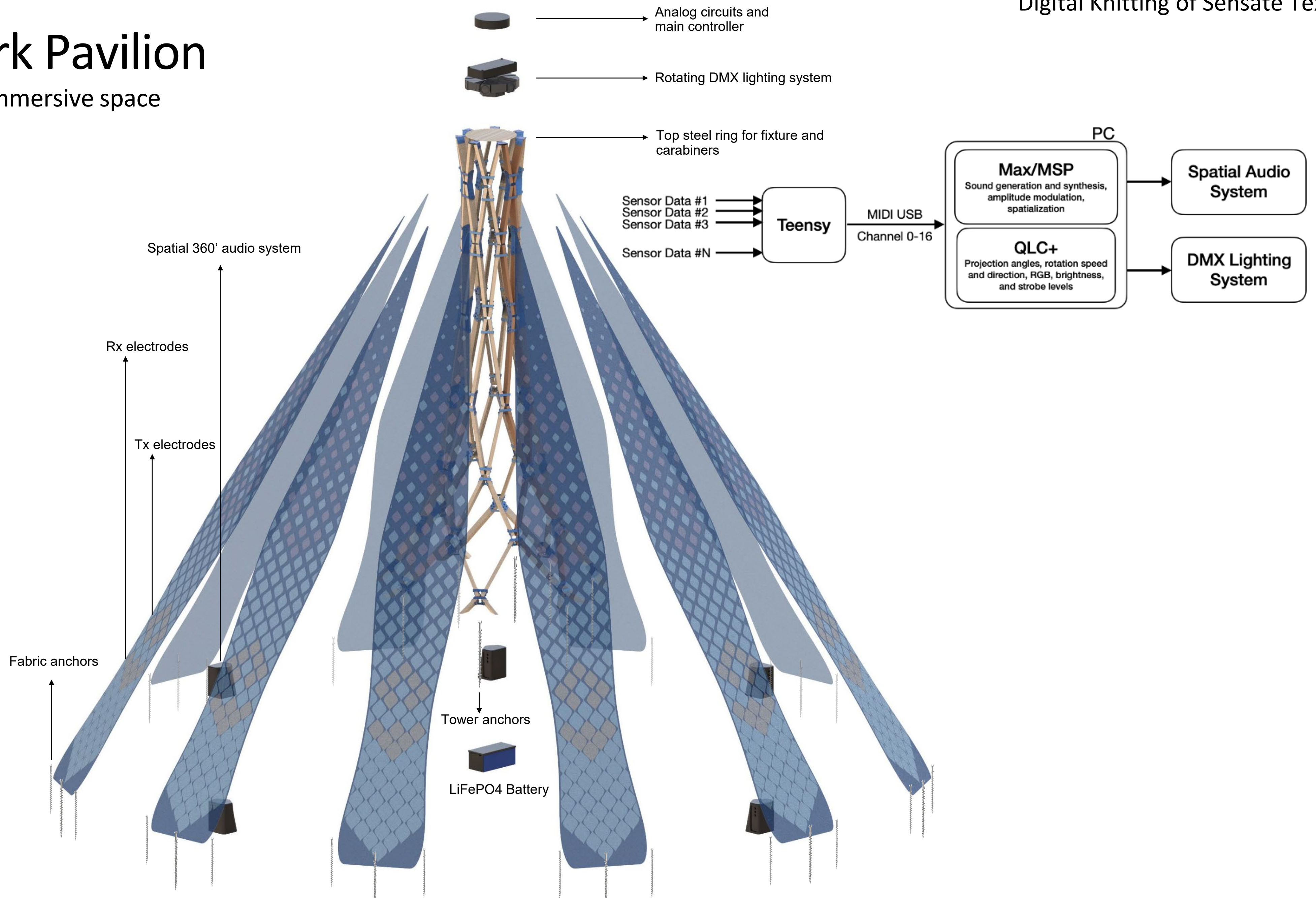




Living Knitwork Pavilion

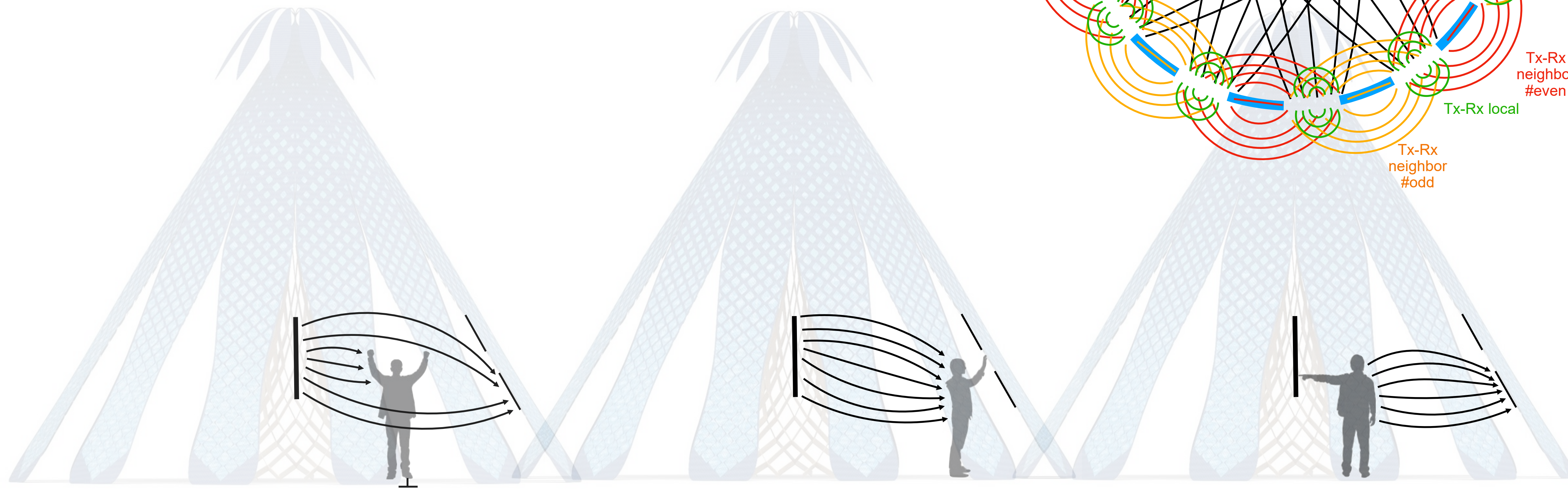
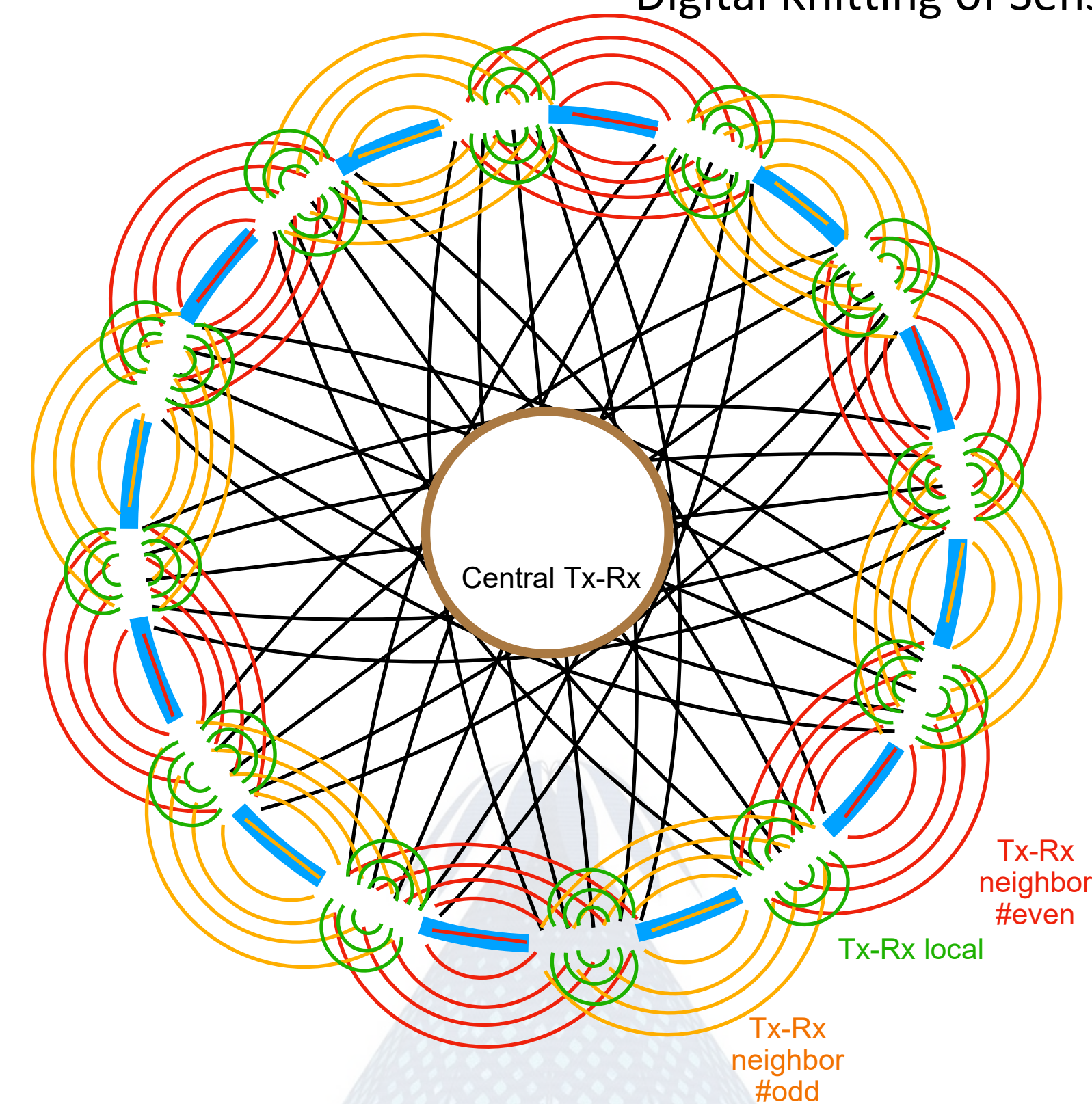
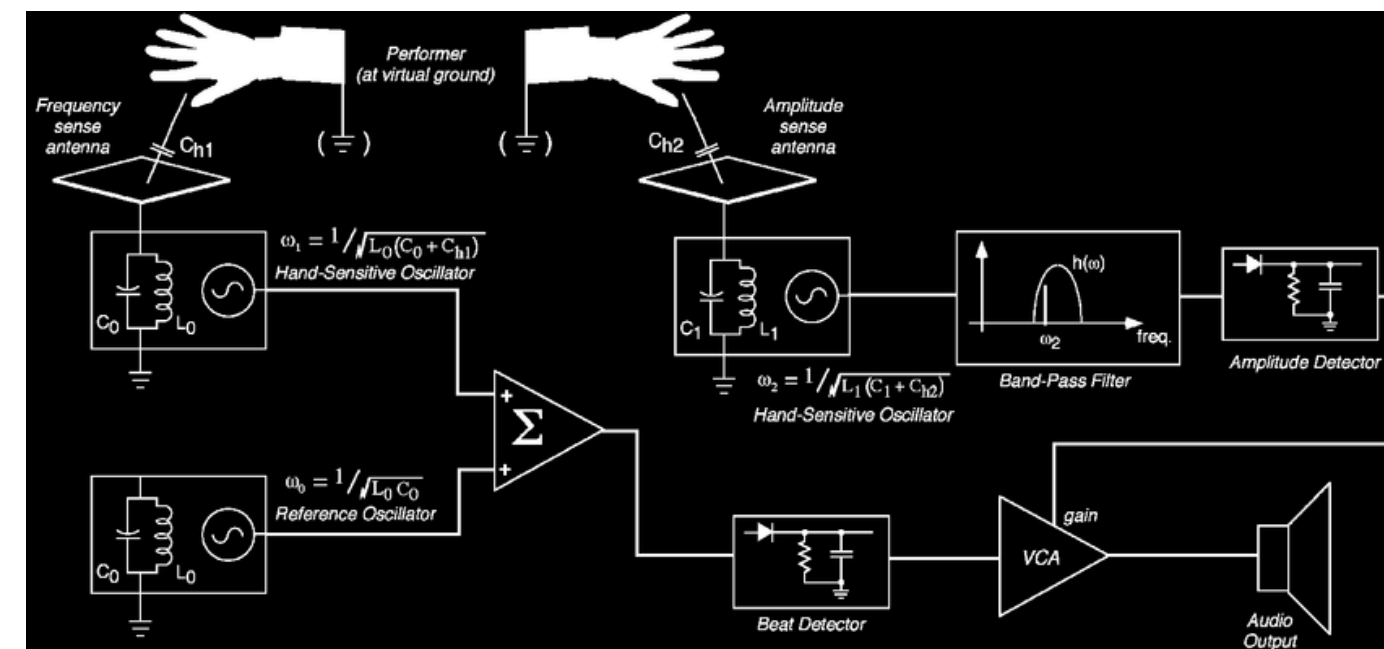
Integrated system for an immersive space

Digital Knitting of Sensate Textiles



Living Knitwork Pavilion

An architectural theremin, distributed e-field sensing



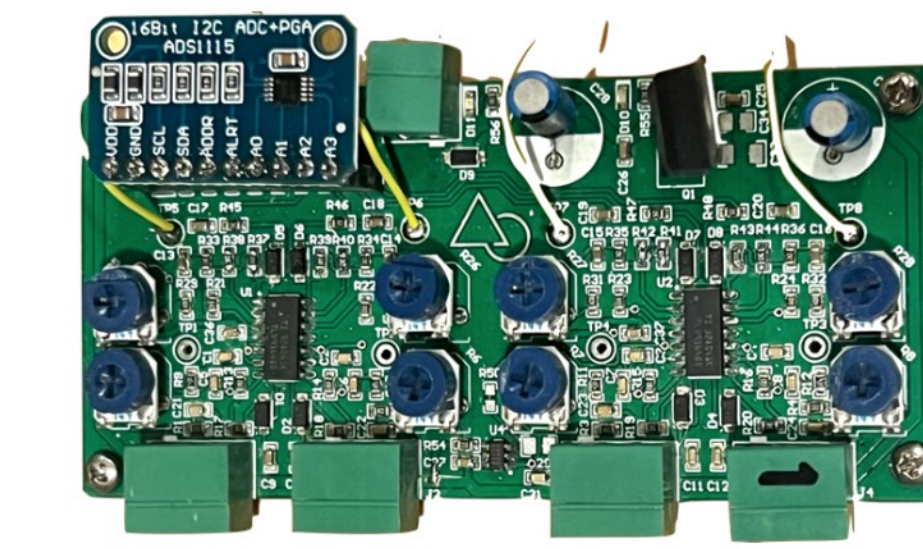
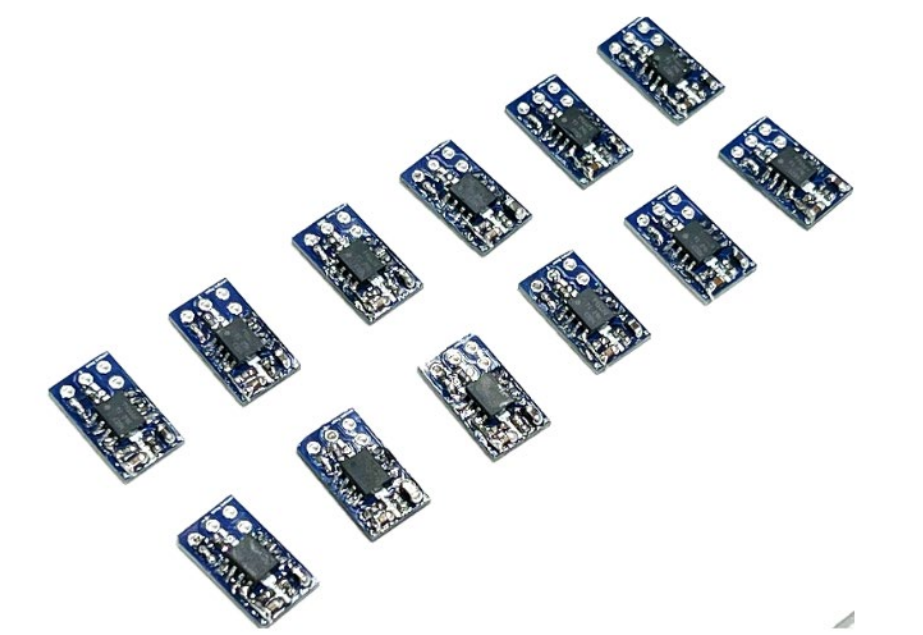
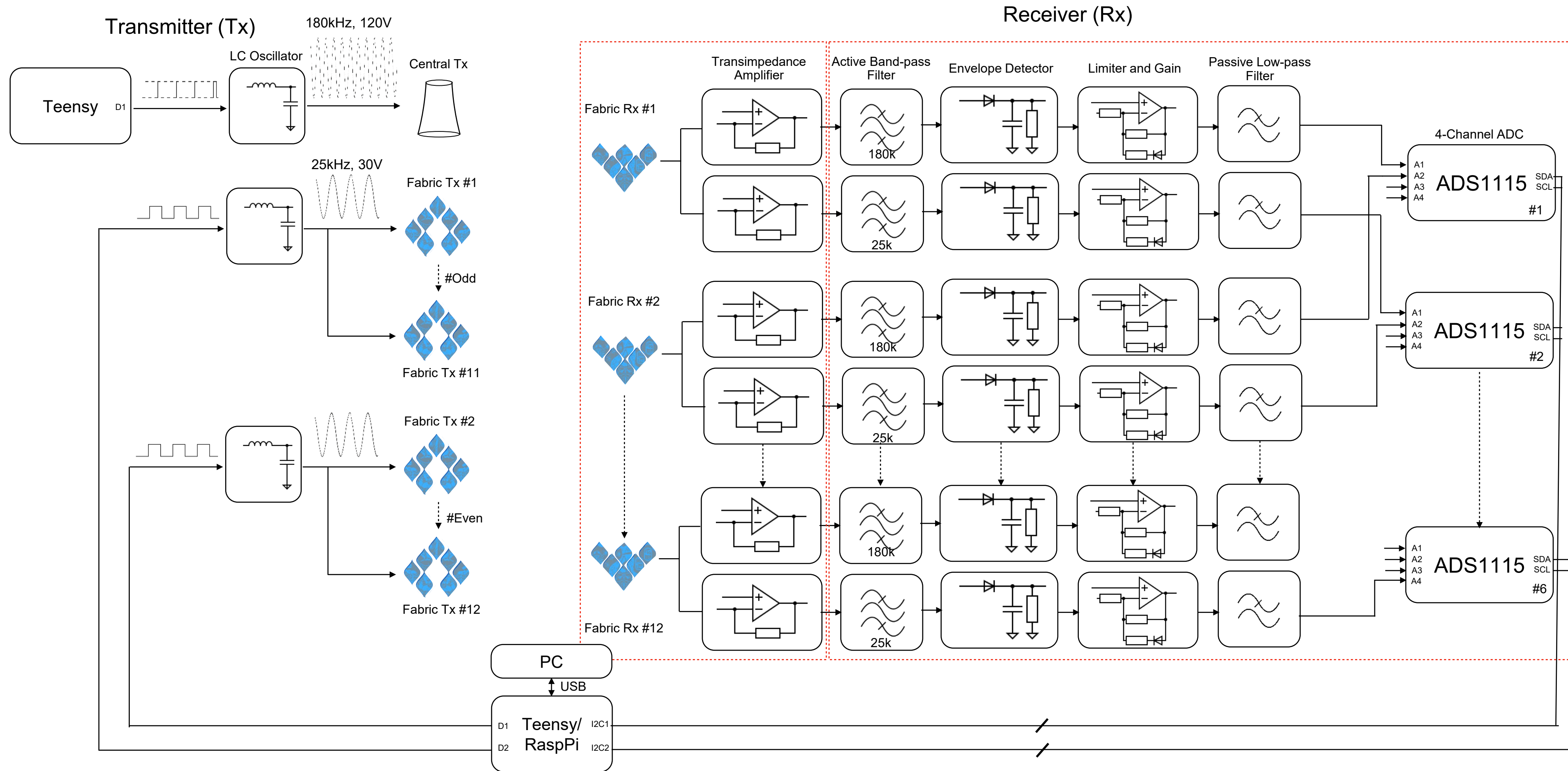
Shunt Mode

Receive Mode

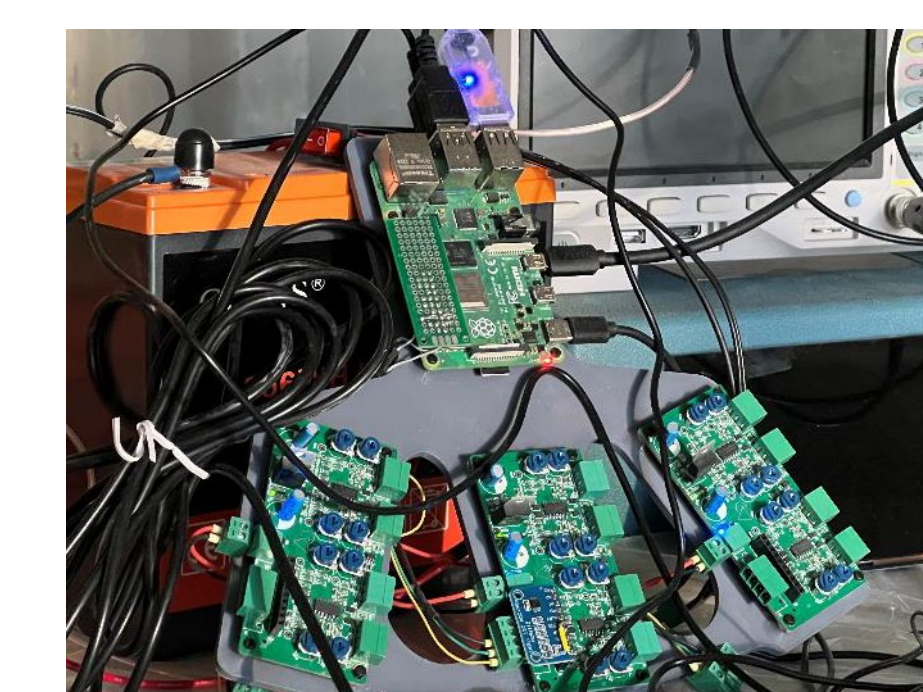
Transmit Mode

Living Knitwork Pavilion

Hardware system for e-field sensing



Transimpedance and Rx circuit

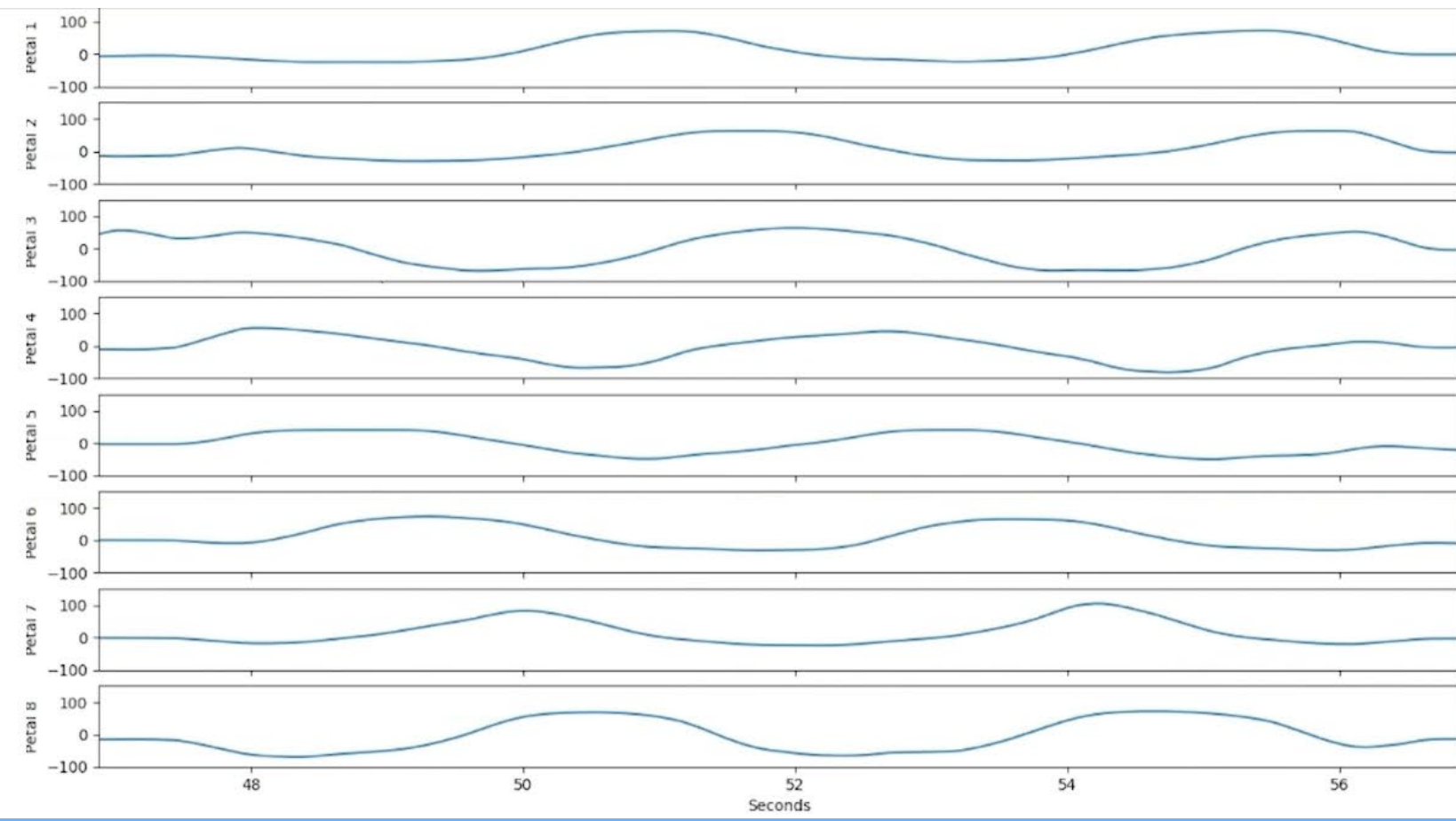
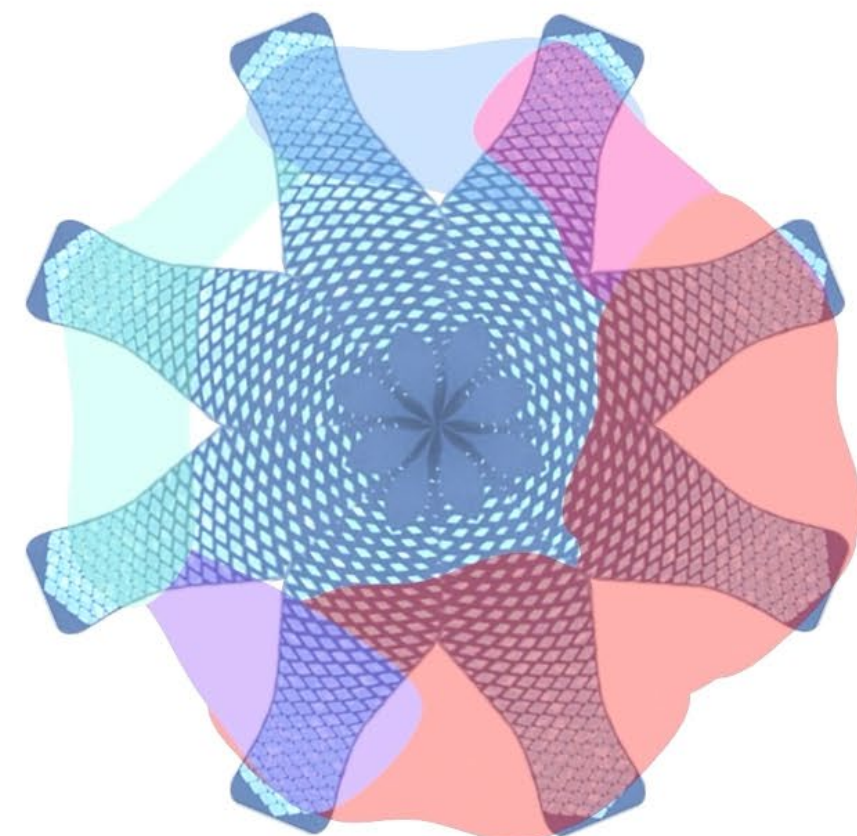


Central module

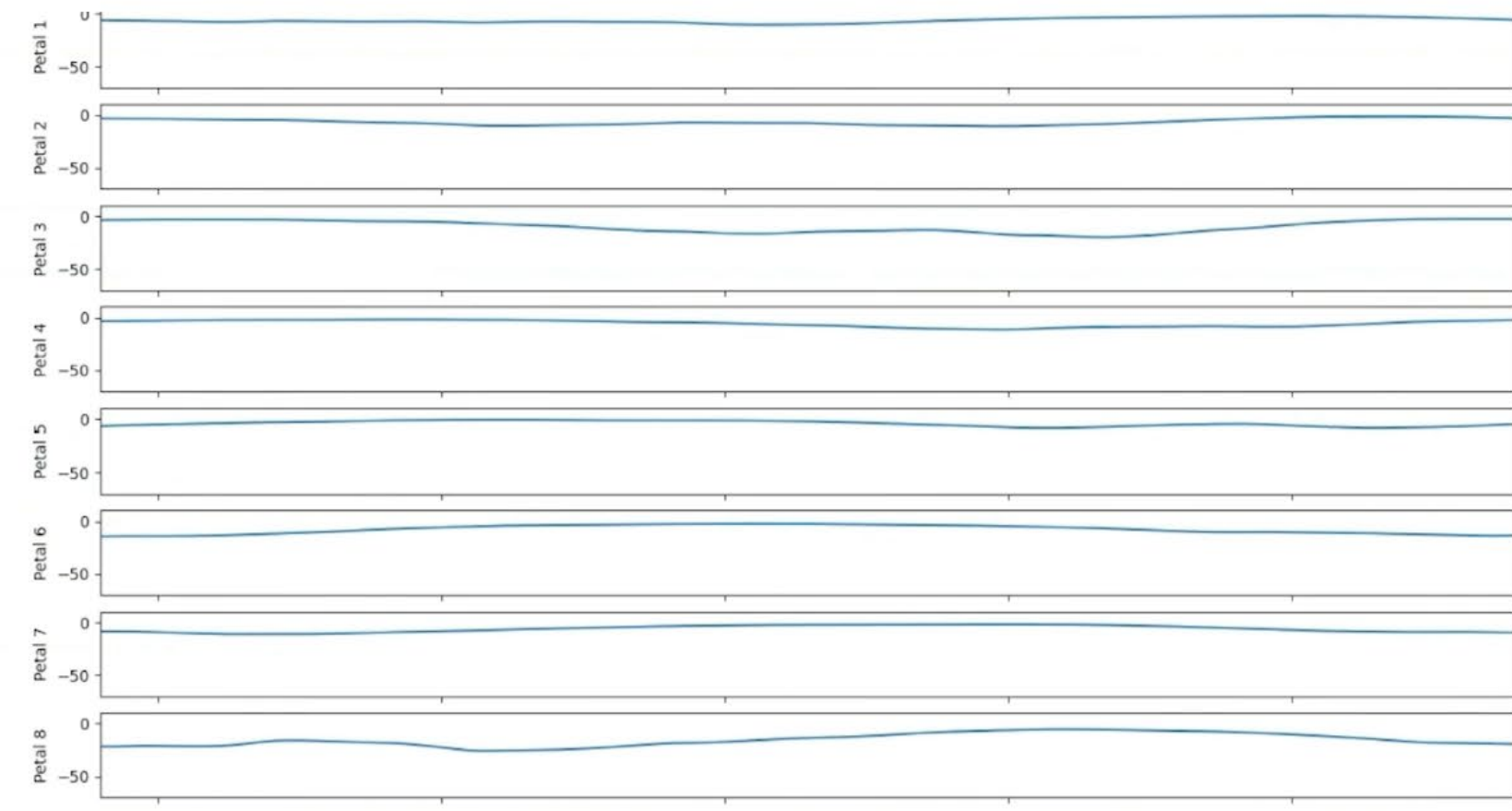
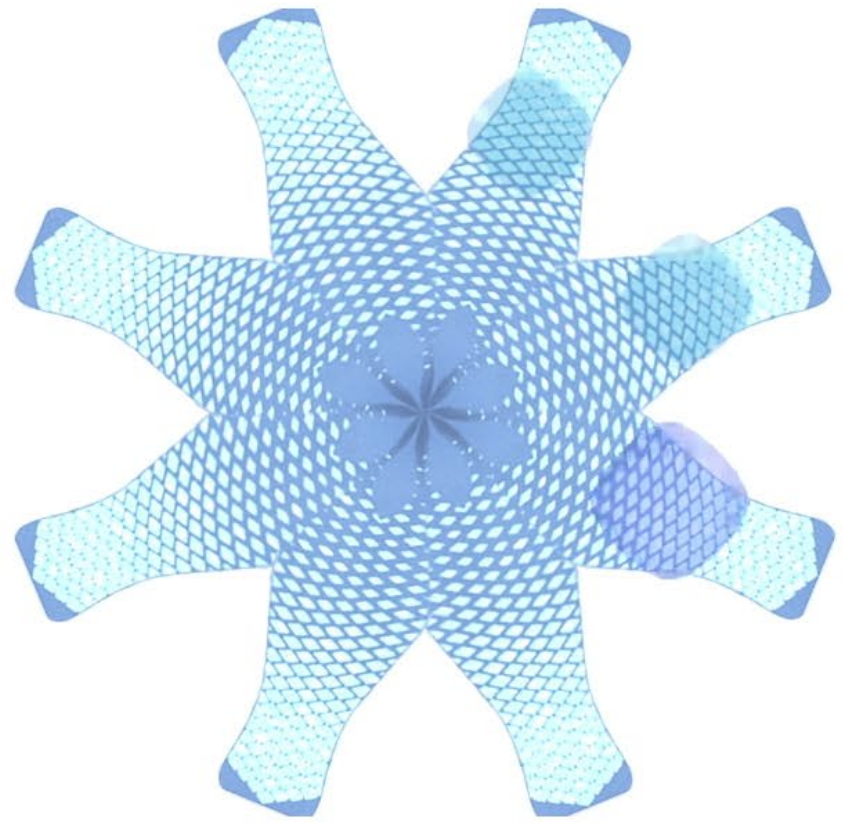
Hardware design with Sam Chin

Wicaksono, Rubio, Cichoka et al., Living Knitwork Pavilion, *accepted* (2024)

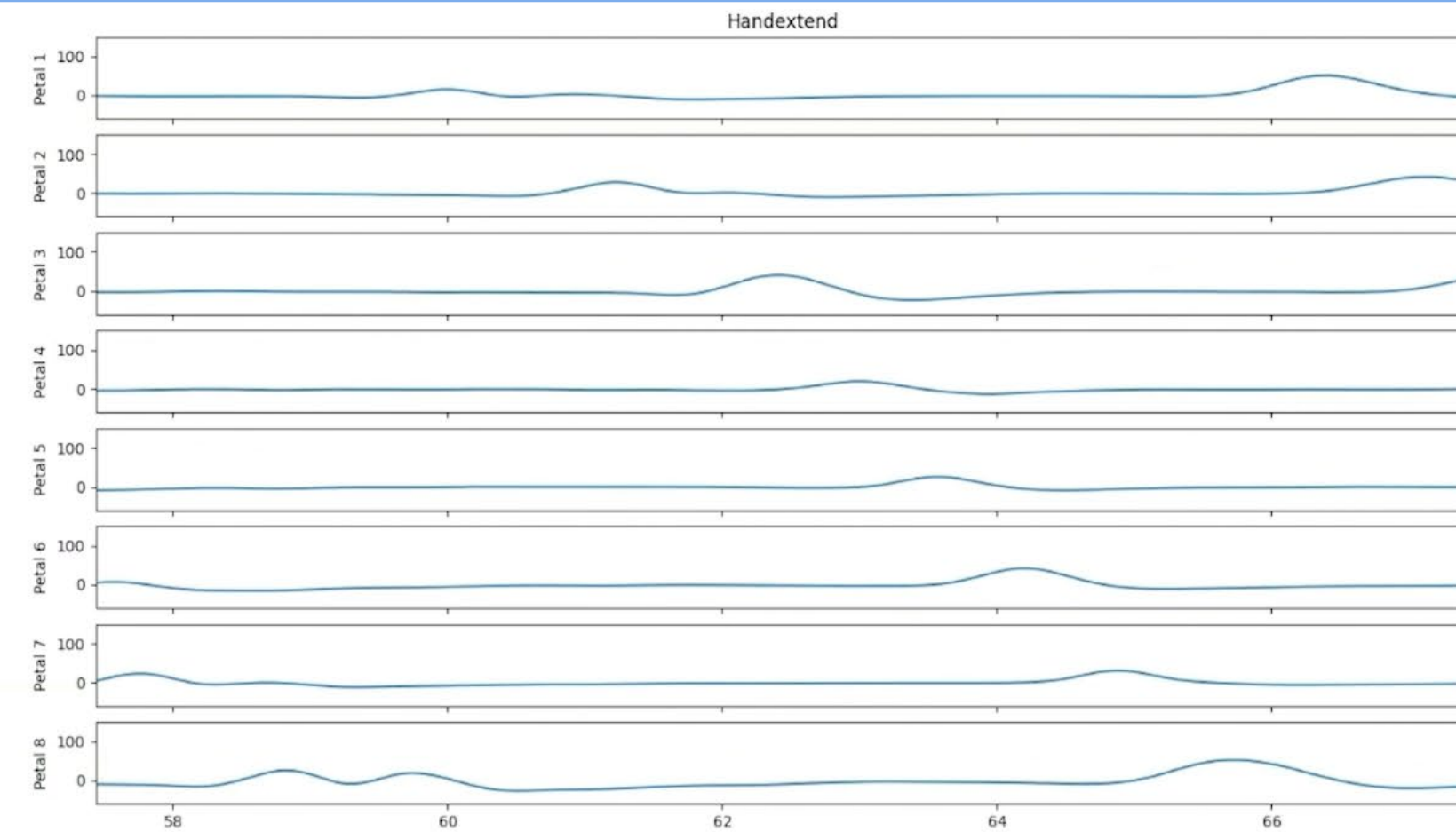
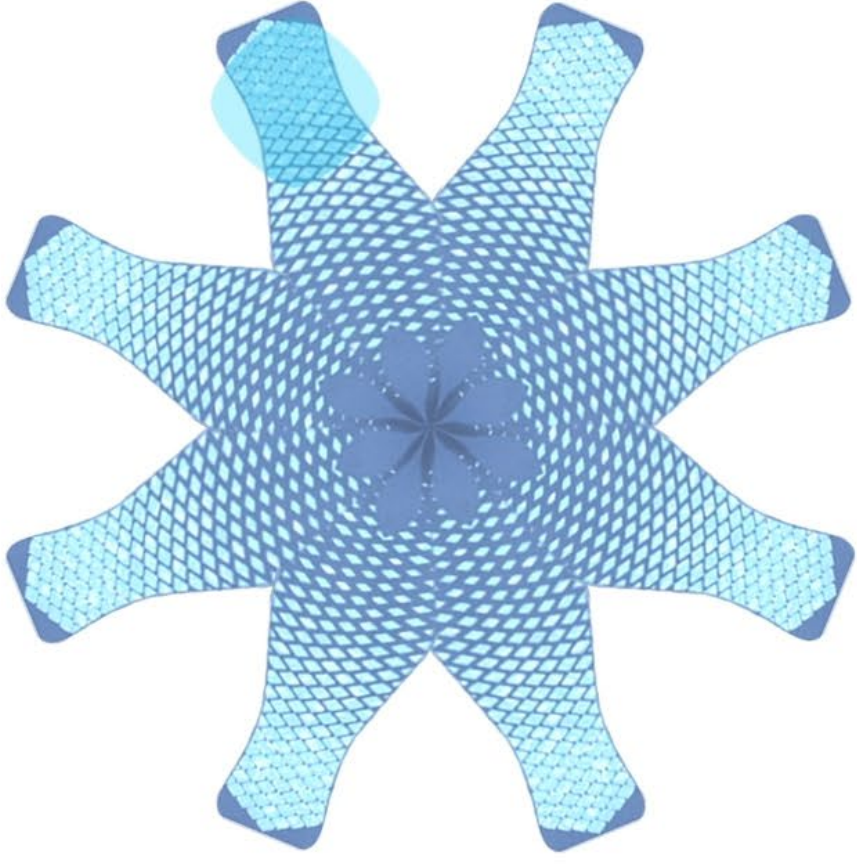
Transmit mode



Shunt mode



Receive mode





Video: Manaswi Mishra



Choreographer: Treyden Chiavaralotti, Sound Mapping: Don Derek Haddad

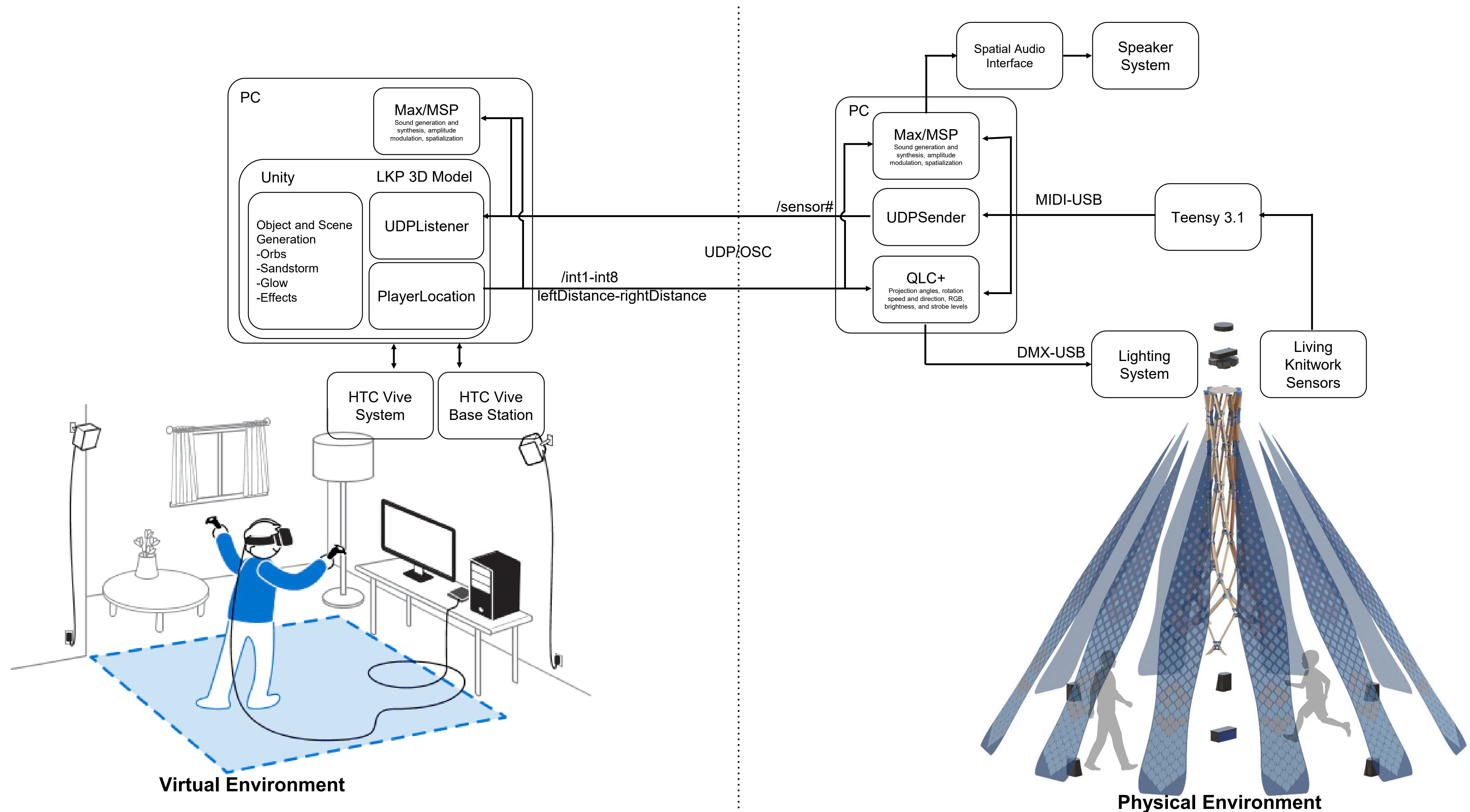


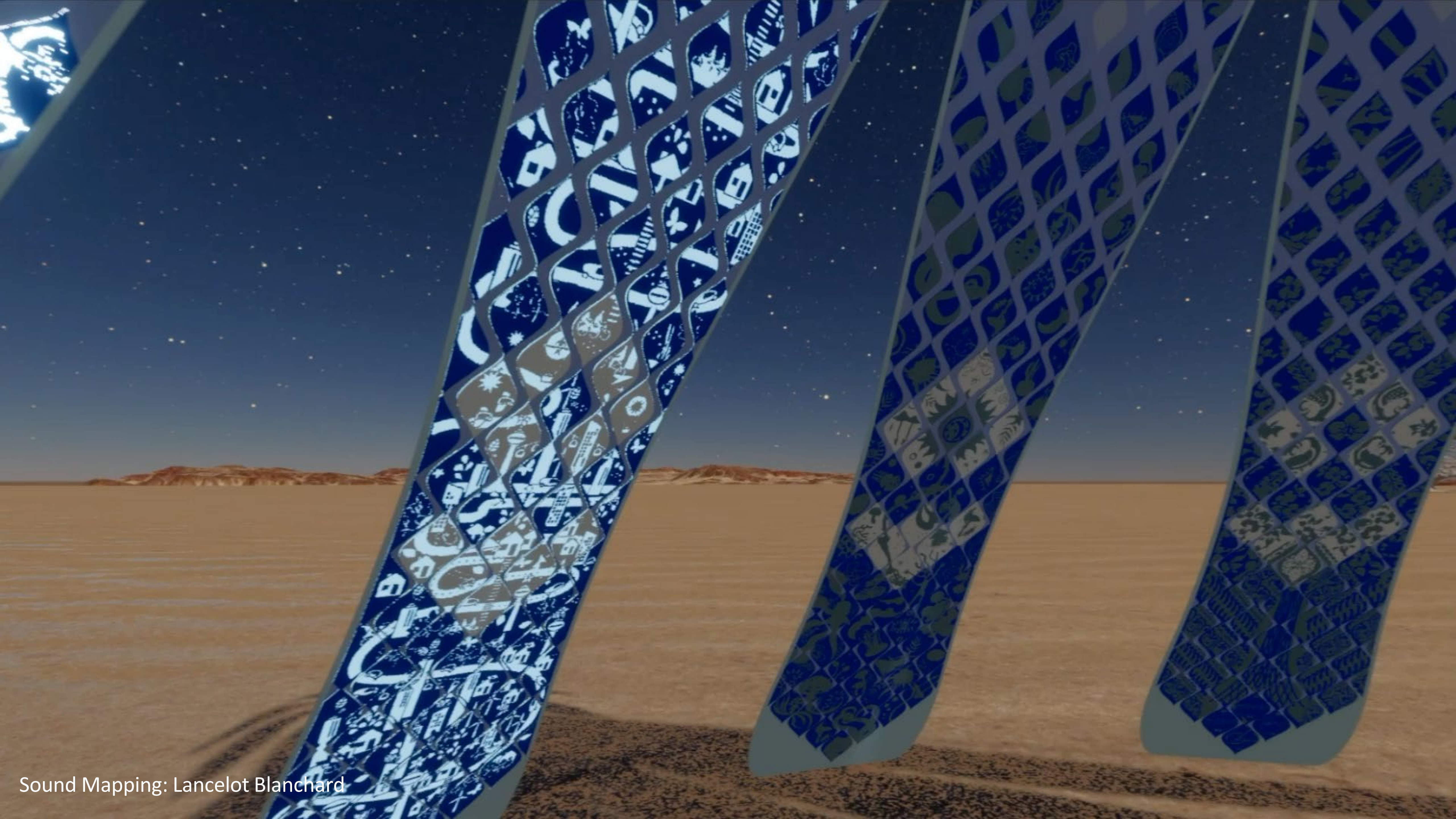
LIVING
KNITWORK
PAVILION

Choreographer: Treyden Chiavaralotti, Sound Mapping: Don Derek Haddad

KnitworkVR: A dual-reality telepresence experience

Connecting to the virtual and *vice versa*, driven by real-time sensor data and interaction





Sound Mapping: Lancelot Blanchard



EXIT

CAUTION

LIVING KNITWORK PAVILION

by Emmanuelle Wéber and collaborators

Drawing inspiration from the artistry and craftsmanship of Indonesian batik textiles, theatrical performance of Wangyi Kull, and the spirituality of a temple and pagoda as a gathering and meditation space, we present a new perspective on architectural-electronic textiles by integrating functional fibers, digital fabrication, sensing systems, and immersive technologies, while incorporating intricate details and avenues for self-expression.

The Living Knitwork Pavilion is an art, research, and immersive installation in the form of a sub-cylindrical pyramid (10 ft tall and 20 ft wide). It consists of 12 modular petals, each featuring 90 textile reliefs inspired by temple carvings. The fusion of parametric and individually designed motifs transforms the Living Knitwork into a narrative artwork, reflecting both a reverence for tradition and a vision of the future. These reliefs, full of symbols and illustrations, portray 12 scenarios—from interplanetary cities and bio-machine interfaces to the deep ocean and space exploration.

We employed 3D knitting, a digital fabrication technique that begins with a variety of functional yarns as design primitives, including recycled polyester, conductive, photochromic, and luminescent yarns. This entire process enables the building of large-scale custom textiles with minimal raw materials and waste. The Knitwork petals feature mesh and openings that allow light and wind to pass through, double-knit sensing and textile reliefs, and openings for pharmaceuticals and sensors for securing ropes and electrical cabling.

The structure of the Pavilion houses an asymptotic of lumbar elements reinforced for both structural integrity. During the day, the Pavilion structure, providing an intimate space for gathering and meditation. As the sun rises, light emerges through photochromic fibers.

As night falls, illuminated and illuminated, each other and participants of transmission. Body fibers in the air and lighting network forms the Pavilion and energy and interaction collectives and events.

Our effort integrates into a structure whose performance, human interaction, machines harmonious assembly the remarkable architecture, technical, the physical and the digital. In this exhibit and is enveloped in a light, and sound.

The interdisciplinary group includes researchers in Planning, Strategy, Visual Arts, Architecture, Material Science, and Design.

This project is a collaboration between Emmanuelle Wéber, M+O Architecture, and the Living Knitwork Pavilion.

Image captured from the Living Knitwork Pavilion, M+O Architecture, and the Living Knitwork Pavilion.



Sound Mapping: Lancelot Blanchard

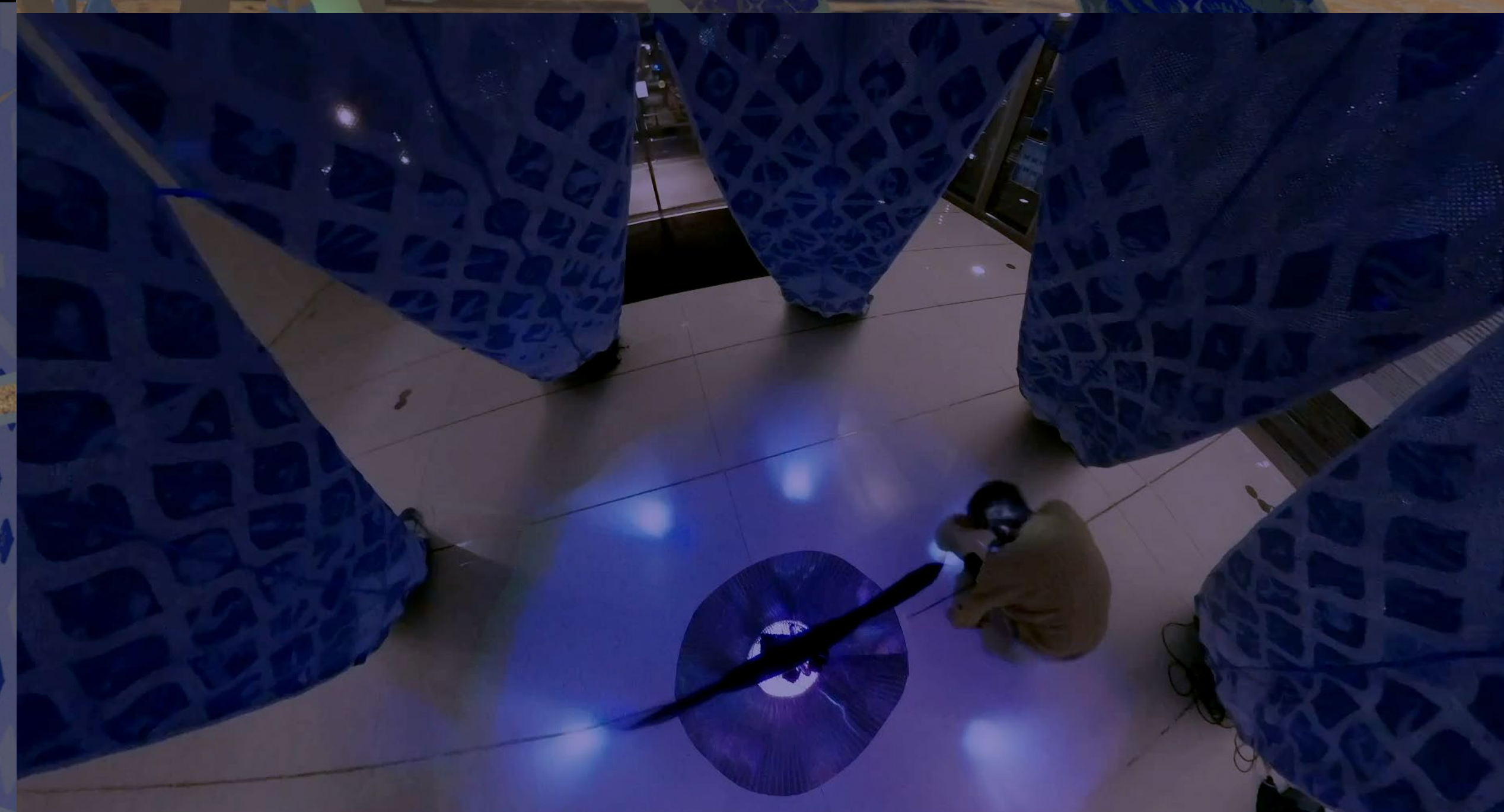
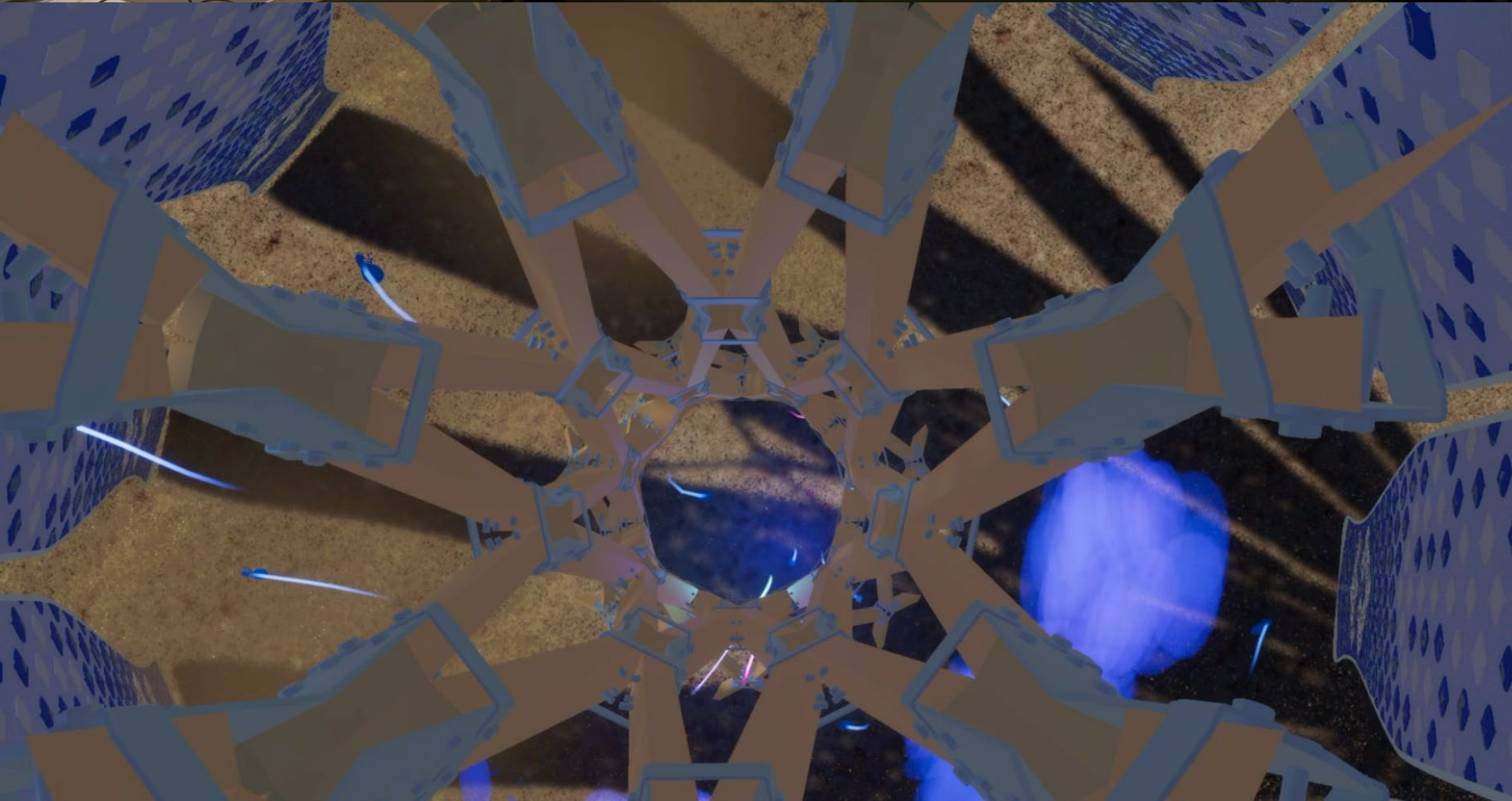
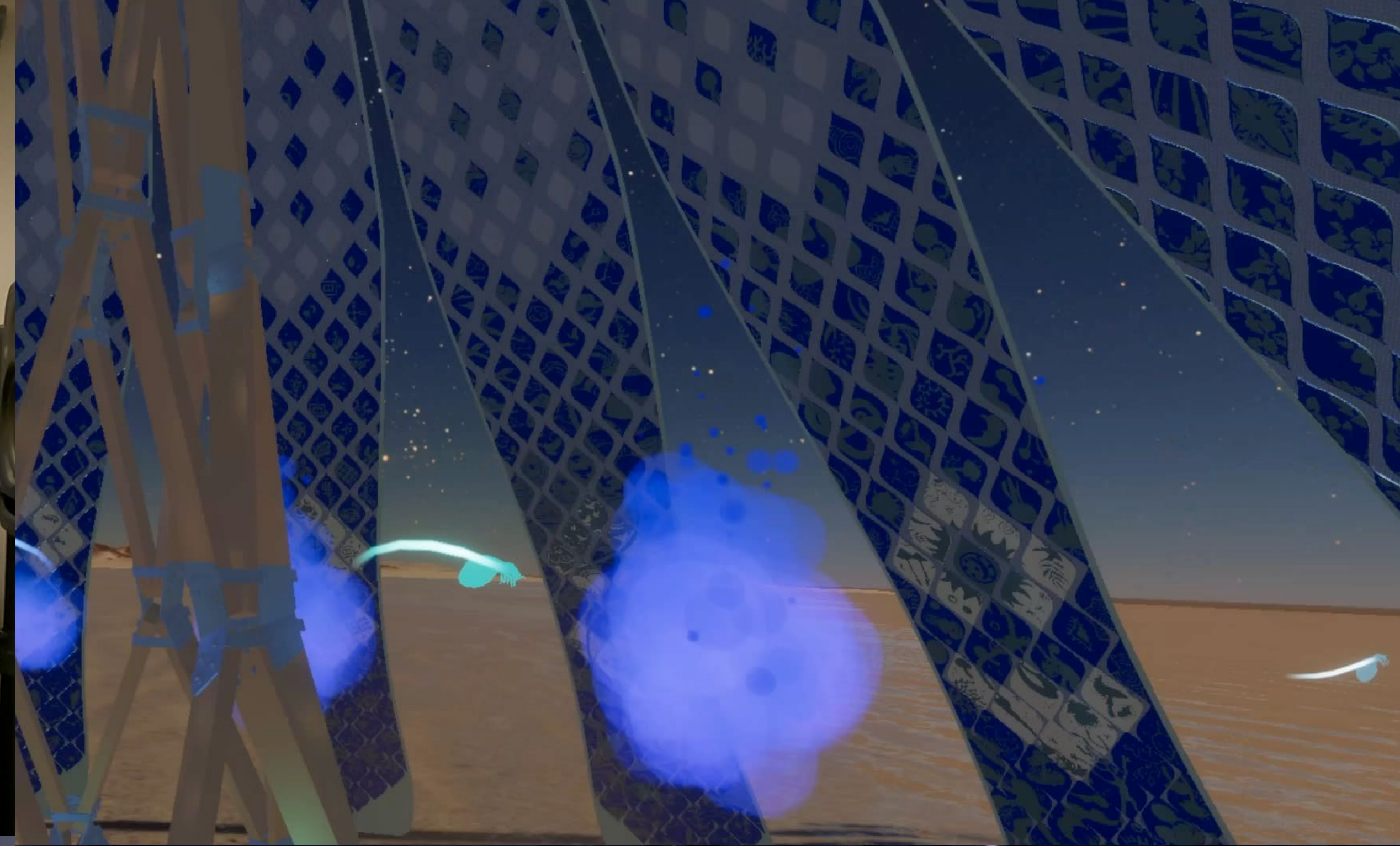


Sound Mapping: Lancelot Blanchard

KnitworkVR

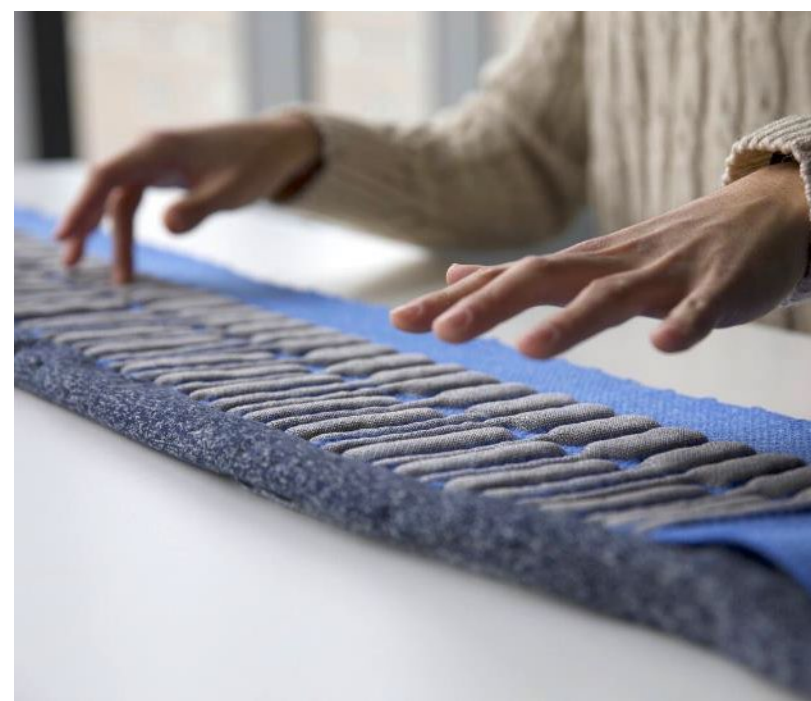


Cristian Colon

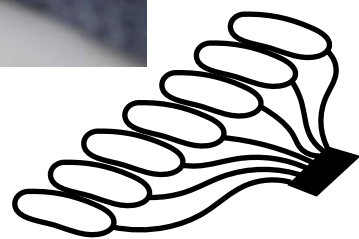


Architecting sensate textiles across scales

Objects
60 touch + 5 stretch + 1 pressure
Capacitive and piezoresistive array
72 connections
0.15m² active area



KnittedKeyboard
Musical expression



Body
8 x 12 pressure-sensing sock
Piezoresistive matrix
20 connections
0.072 m² active area

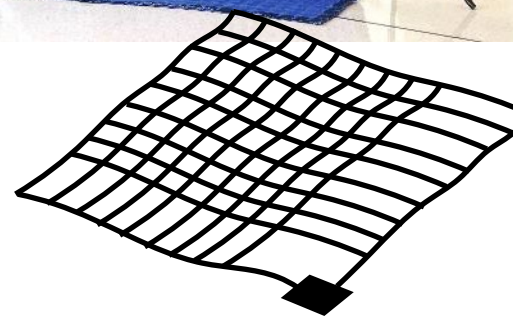


16 x 16 pressure-sensing mat
Piezoresistive matrix
32 connections
0.2 m² active area

Room-scale
30 x 60 pressure-sensing carpet
Piezoresistive matrix
90 connections
4.5m² active area



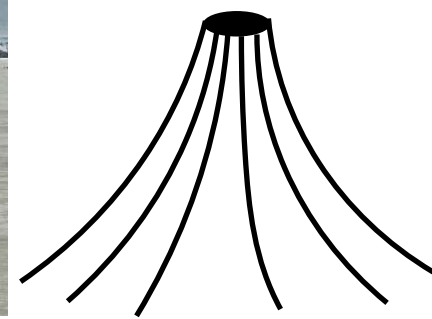
3DKnITS
Activity recognition
Biomechanics



Building
24 Tx/Rx antennas
Active capacitive/e-field
24 connections
25m² active area



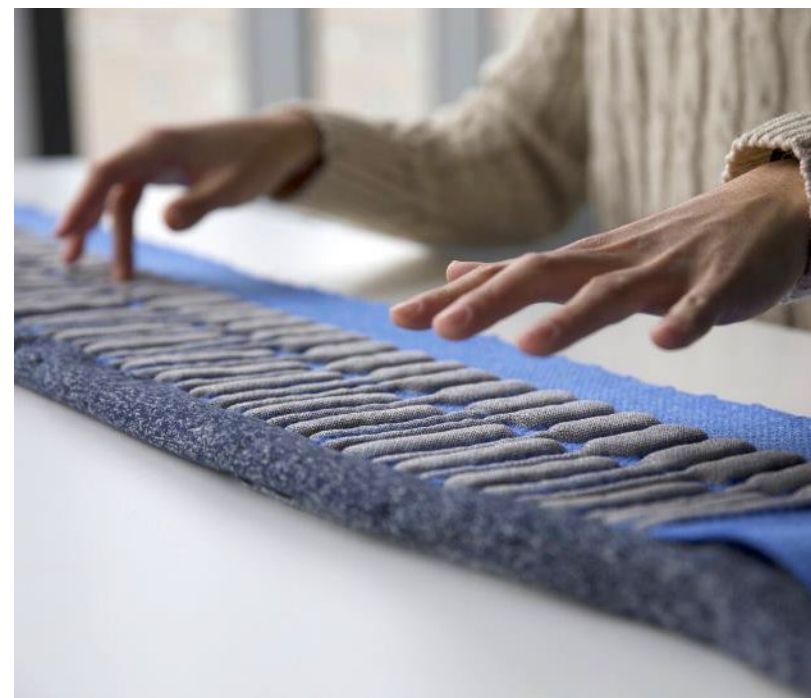
Living Knitwork Pavilion
Immersive environments
Telepresence



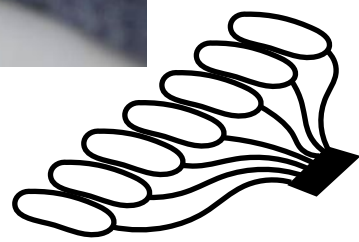
Tapis Magique
Interactive dance

Architecting sensate textiles across scales

Objects
 60 touch + 5 stretch + 1 pressure
 Capacitive and piezoresistive array
 72 connections
 0.15m² active area



KnittedKeyboard
 Musical expression



Body
 8 x 12 pressure-sensing sock
 Piezoresistive matrix
 20 connections
 0.072 m² active area



Body

16 x 16 pressure-sensing mat
 Piezoresistive matrix
 32 connections
 0.2 m² active area

Room-scale

30 x 60 pressure-sensing carpet
 Piezoresistive matrix
 90 connections
 4.5m² active area

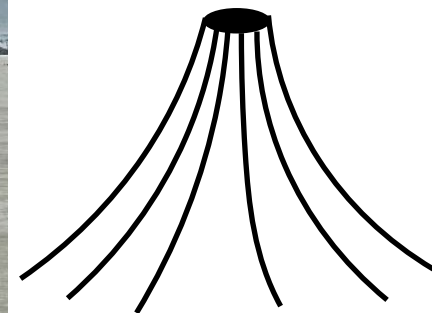


3DKnITS

Activity recognition
 Biomechanics

Building

24 Tx/Rx antennas
 Active capacitive/e-field
 24 connections
 25m² active area



Living Knitwork Pavilion
 Immersive environments
 Telepresence

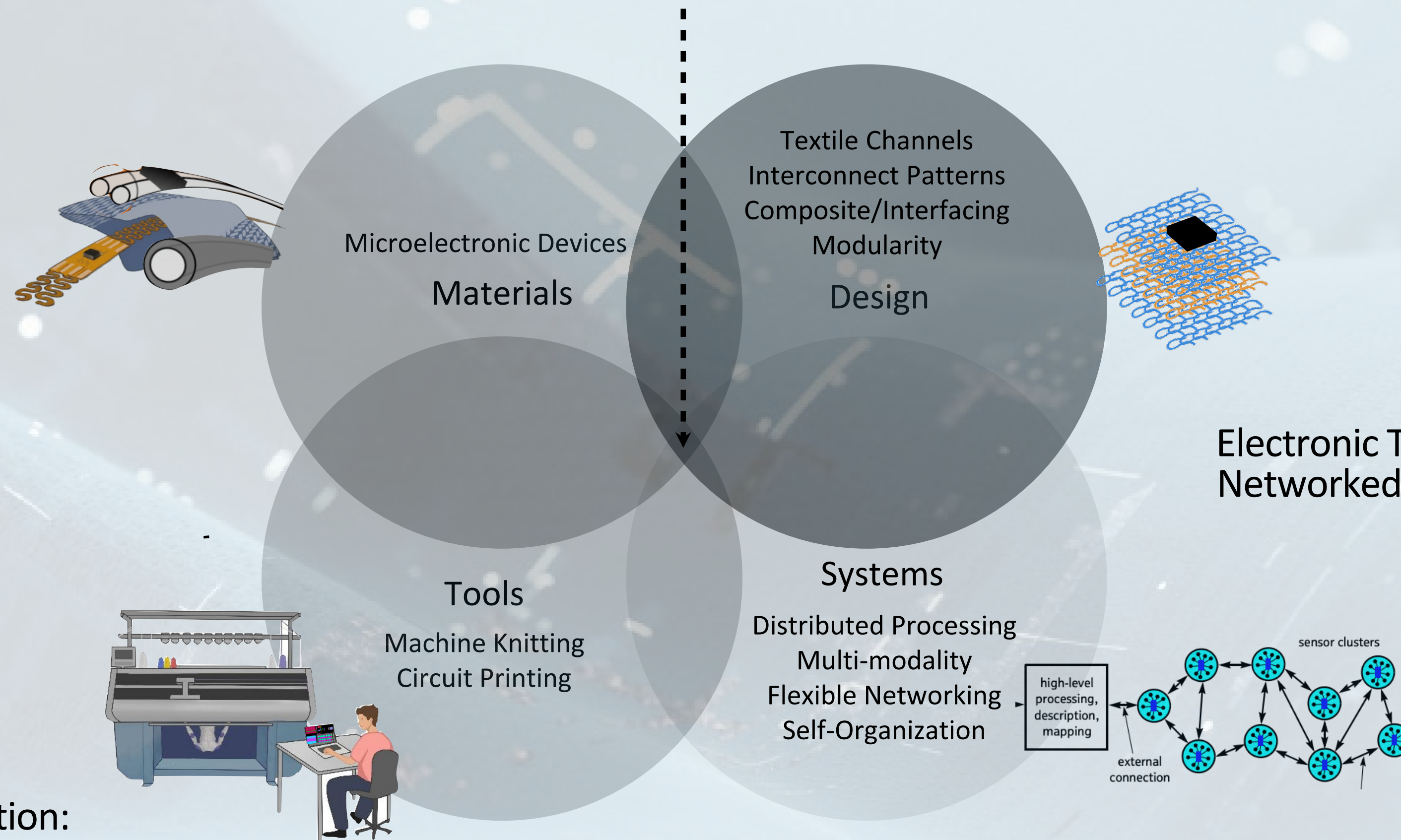
Tapis Magique
 Interactive dance

Common challenges:

- Wiring implementation is complex
- Node is not scalable
- Frequency reduction as *n* increases
- Fault/damage-sensitive
- Application-specific

Computational Fabrics Framework

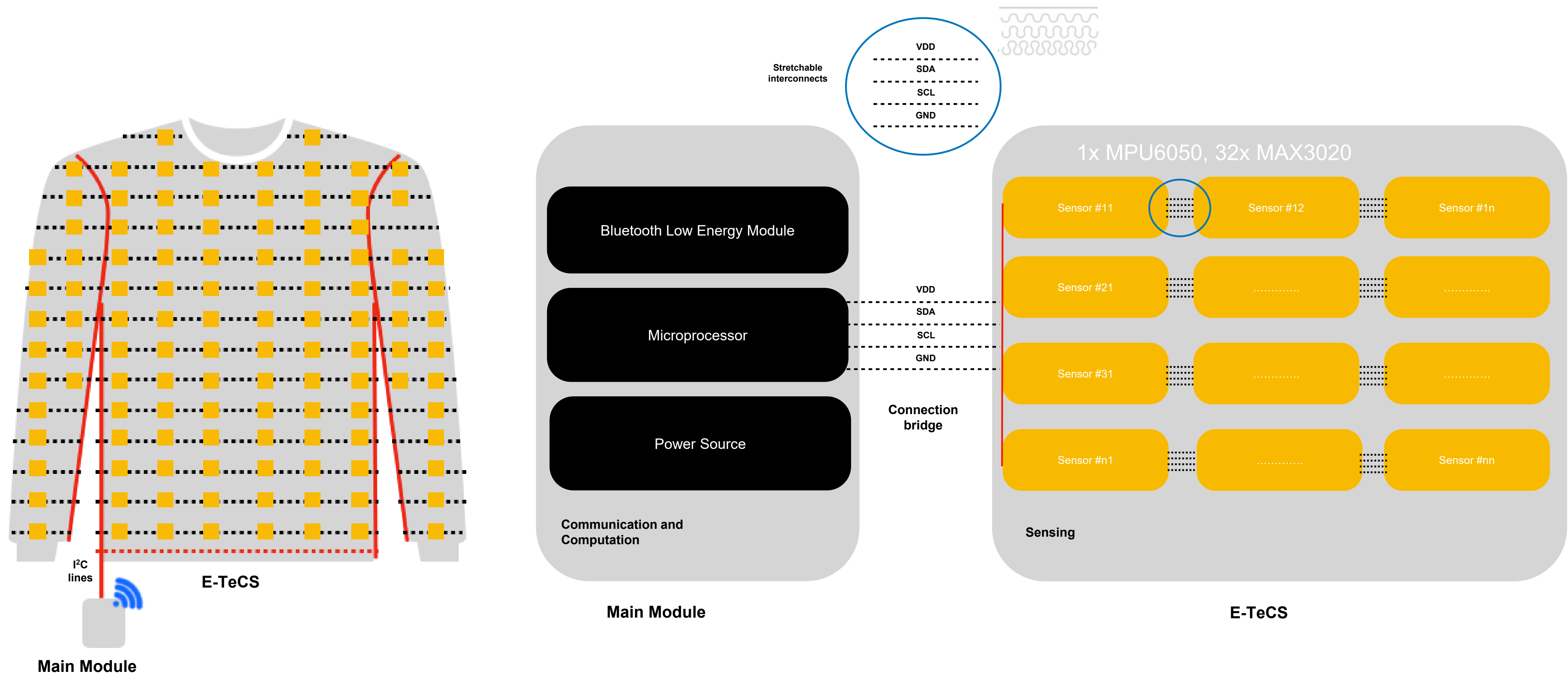
Distributed Computational Fabrics



Projects:
Electronic Textile Conformable Suit (E-TeCS)
Networked Electronic Textile System (NETS)

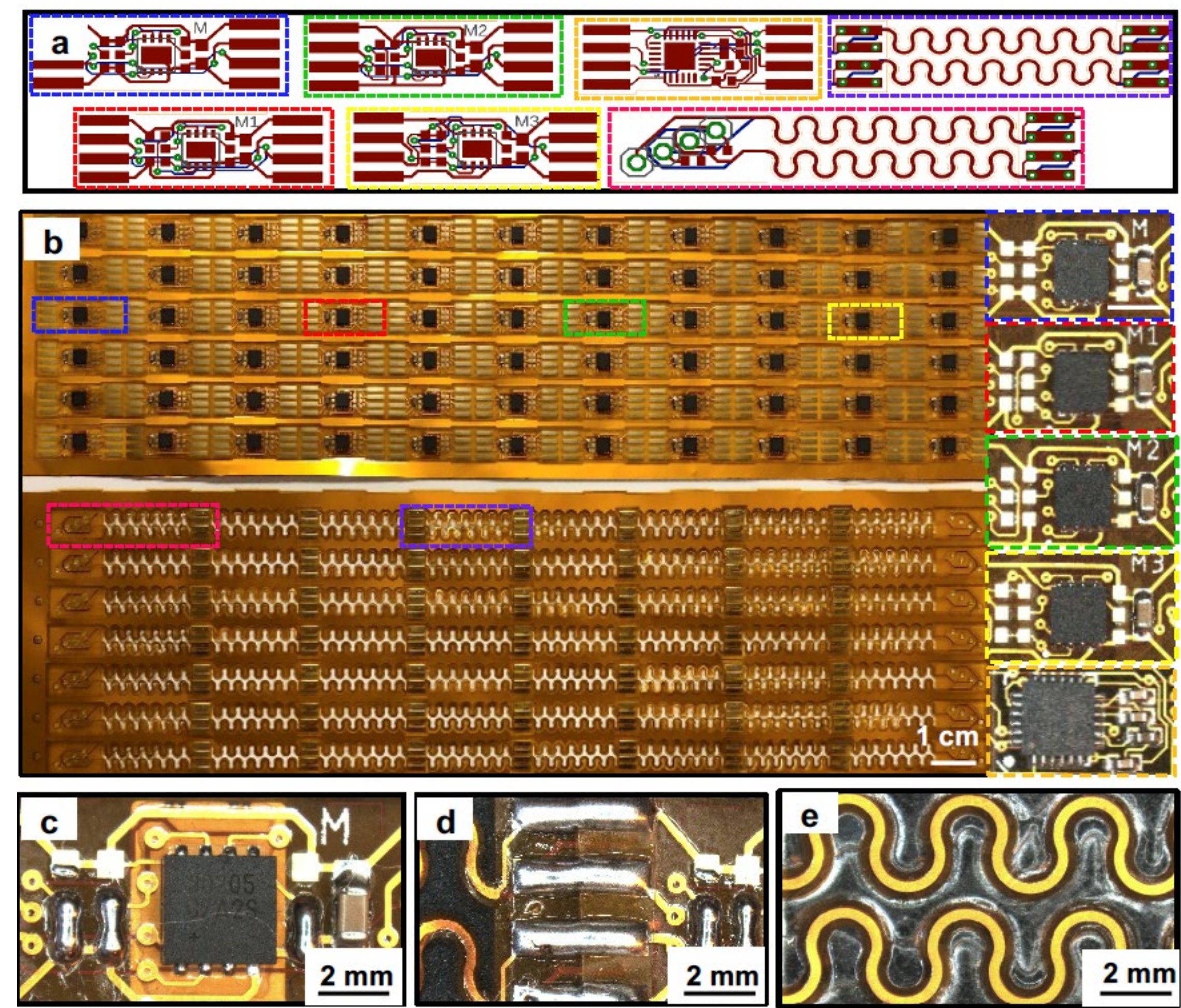
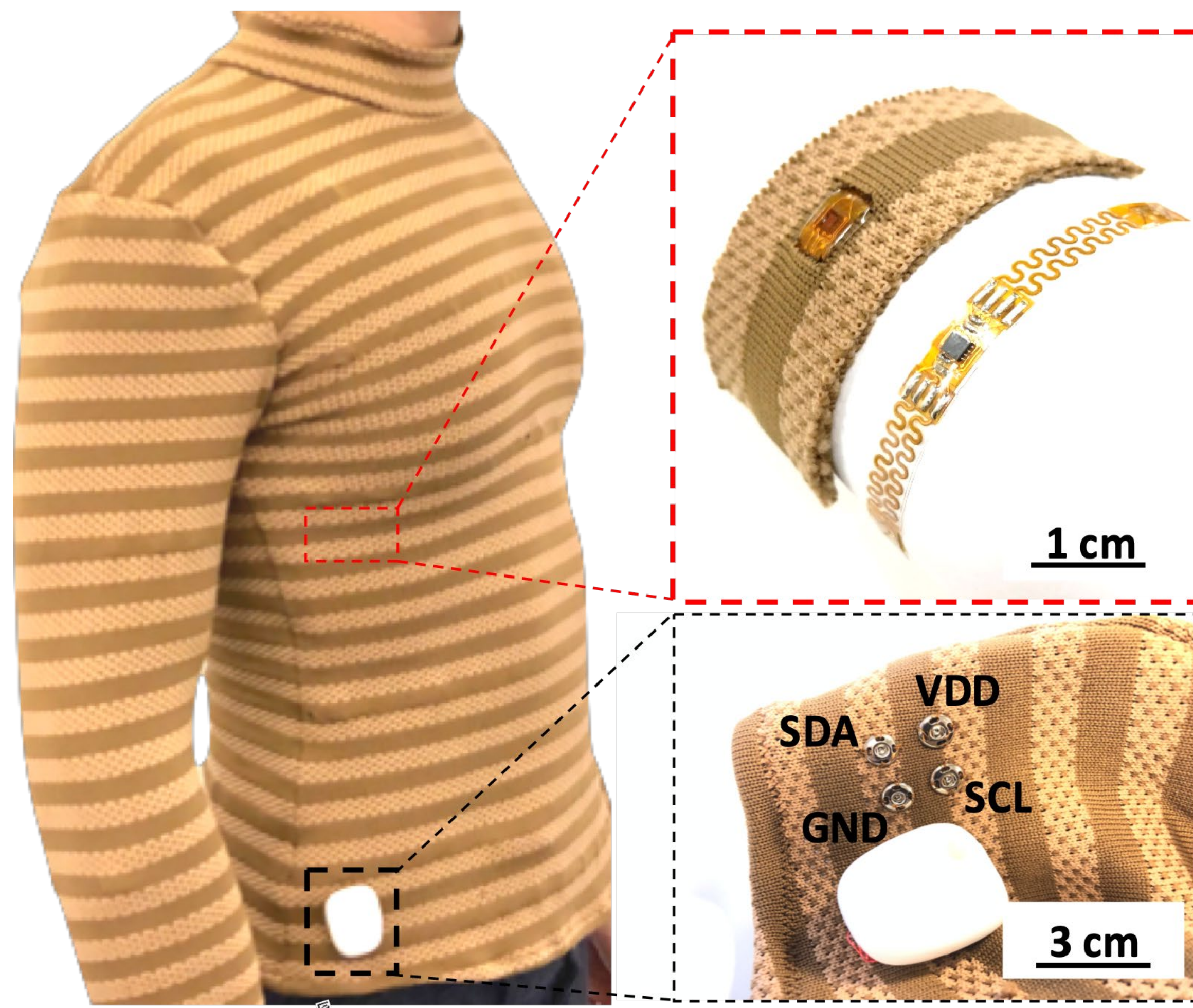
Contribution:
Design methodology and framework
Project artifact across scales
Hardware system development
Application space

E-TeCS: System Architecture

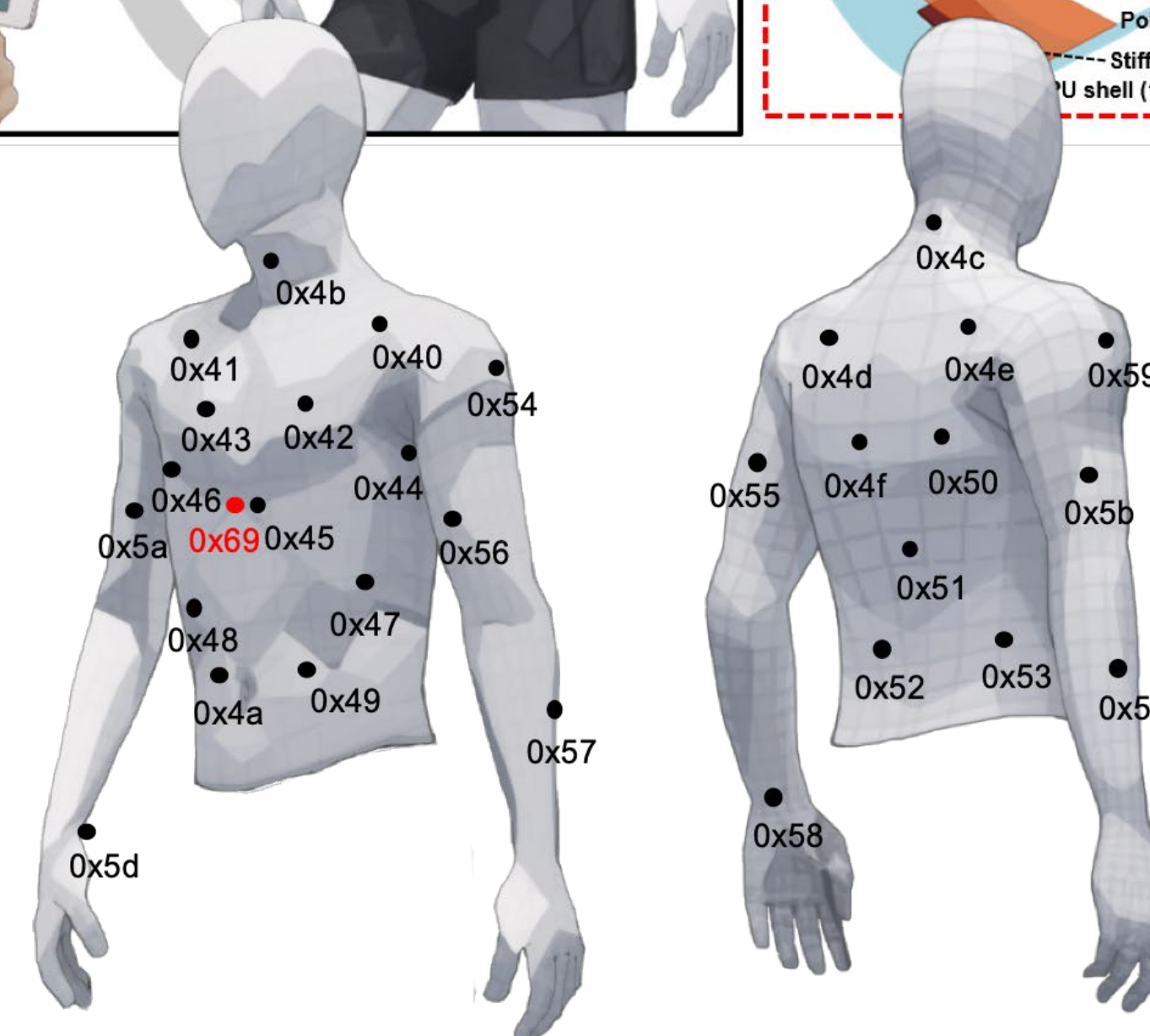
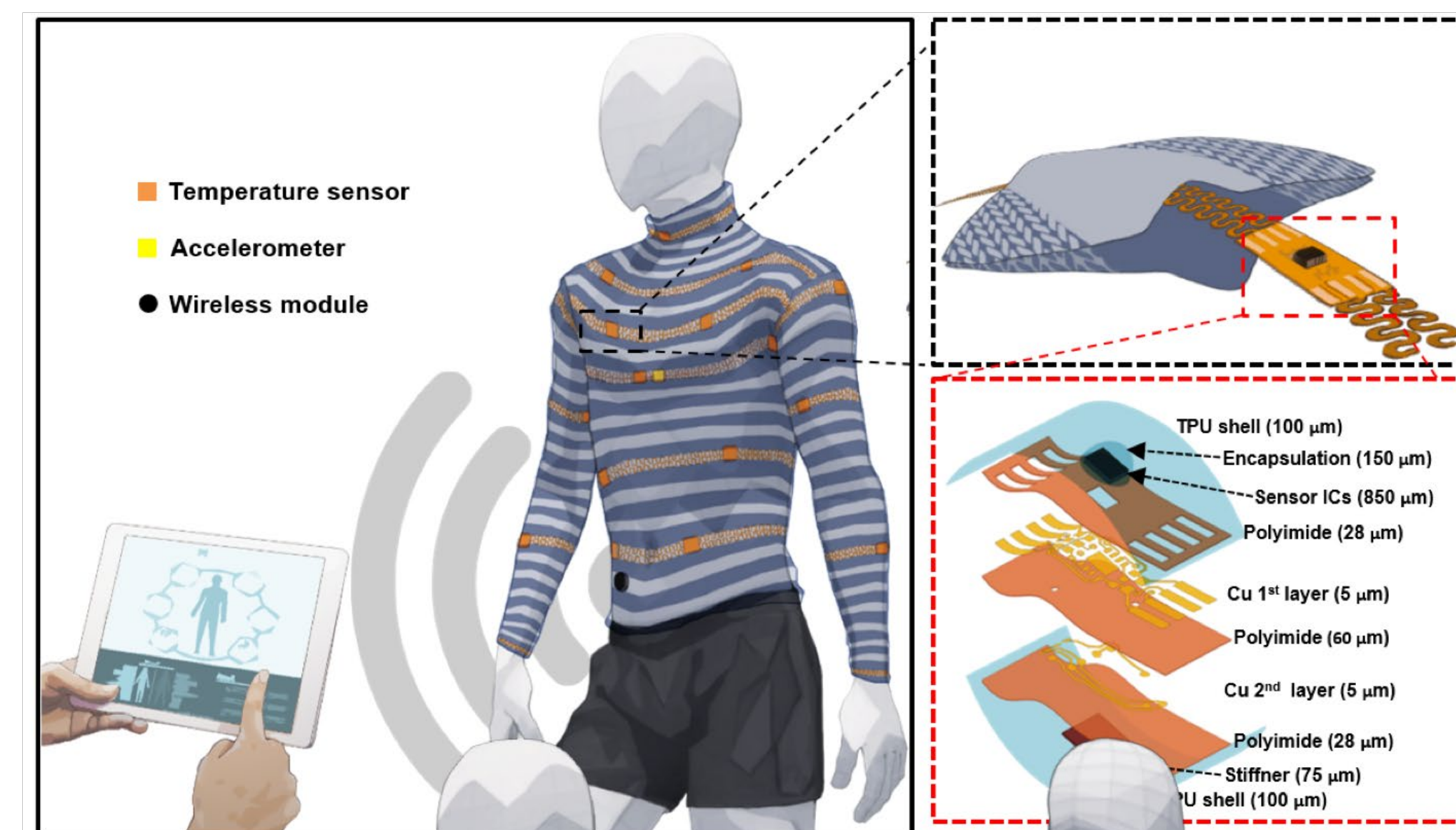


Single spatiotemporal modality:
 I2C Temperature Sensor is hard-wired to a maximum of 32 addresses

E-TeCS: Electronic Textile Conformable Suit

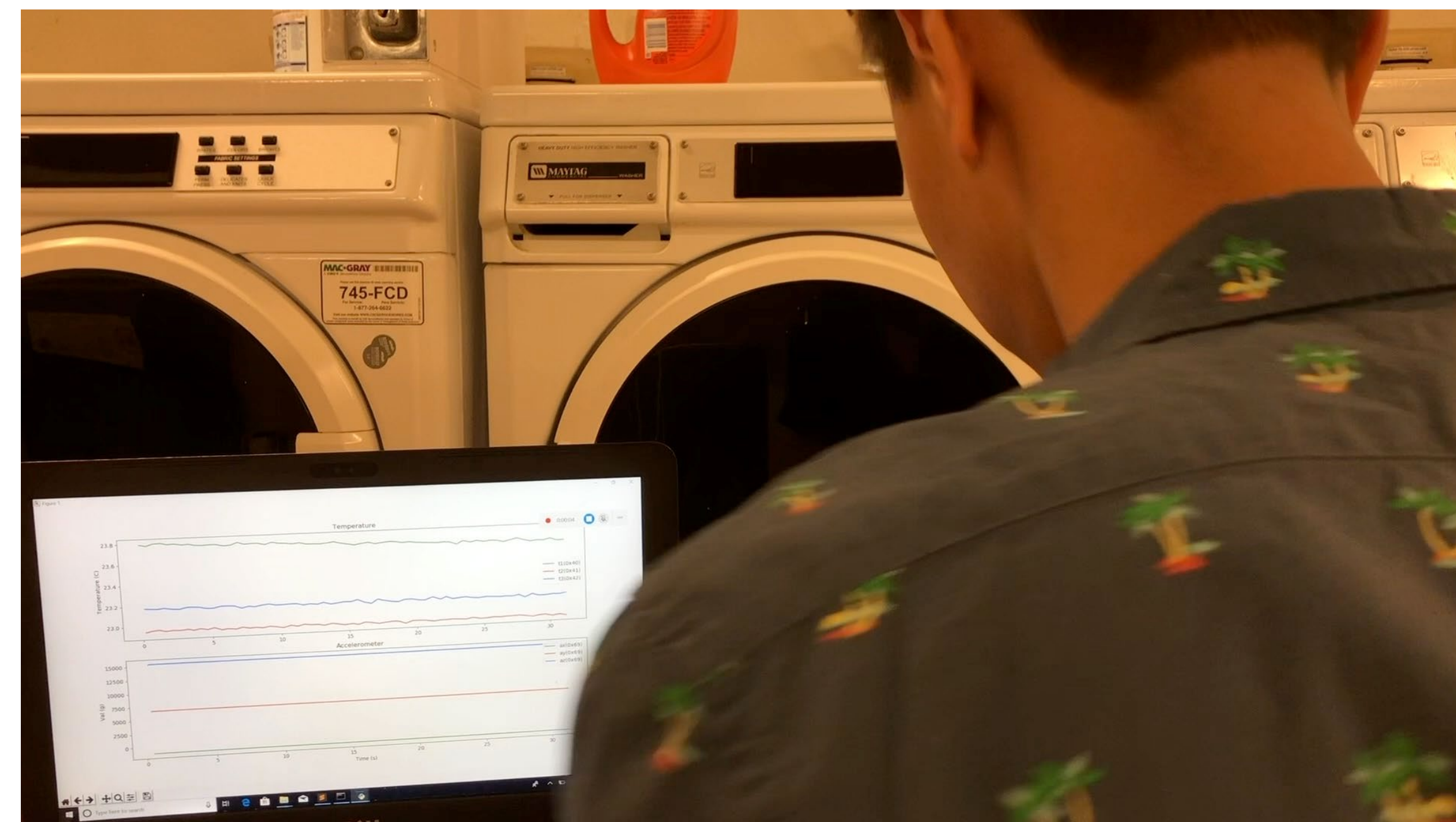
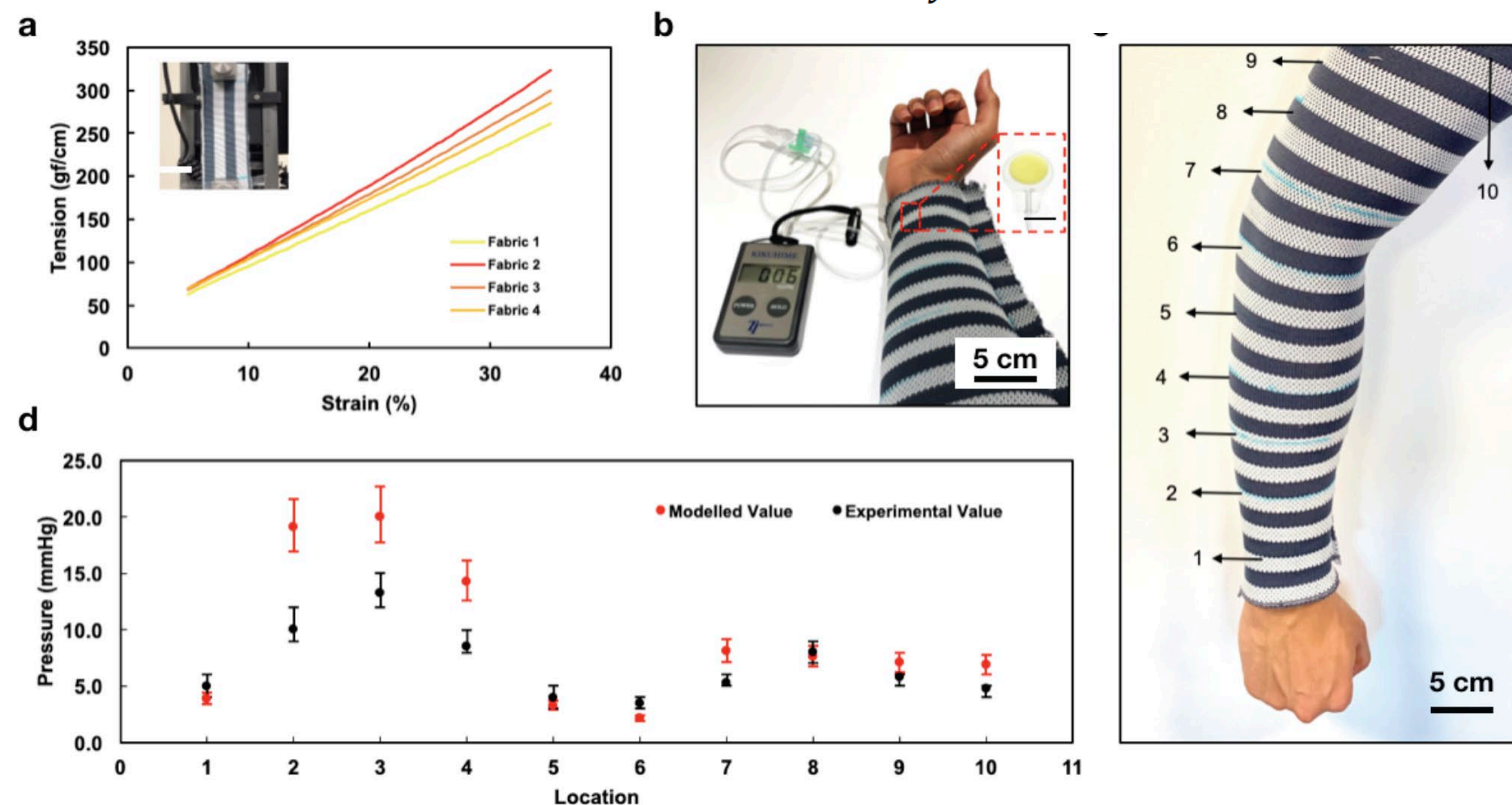


E-TeCS: Electronic Textile Conformable Suit



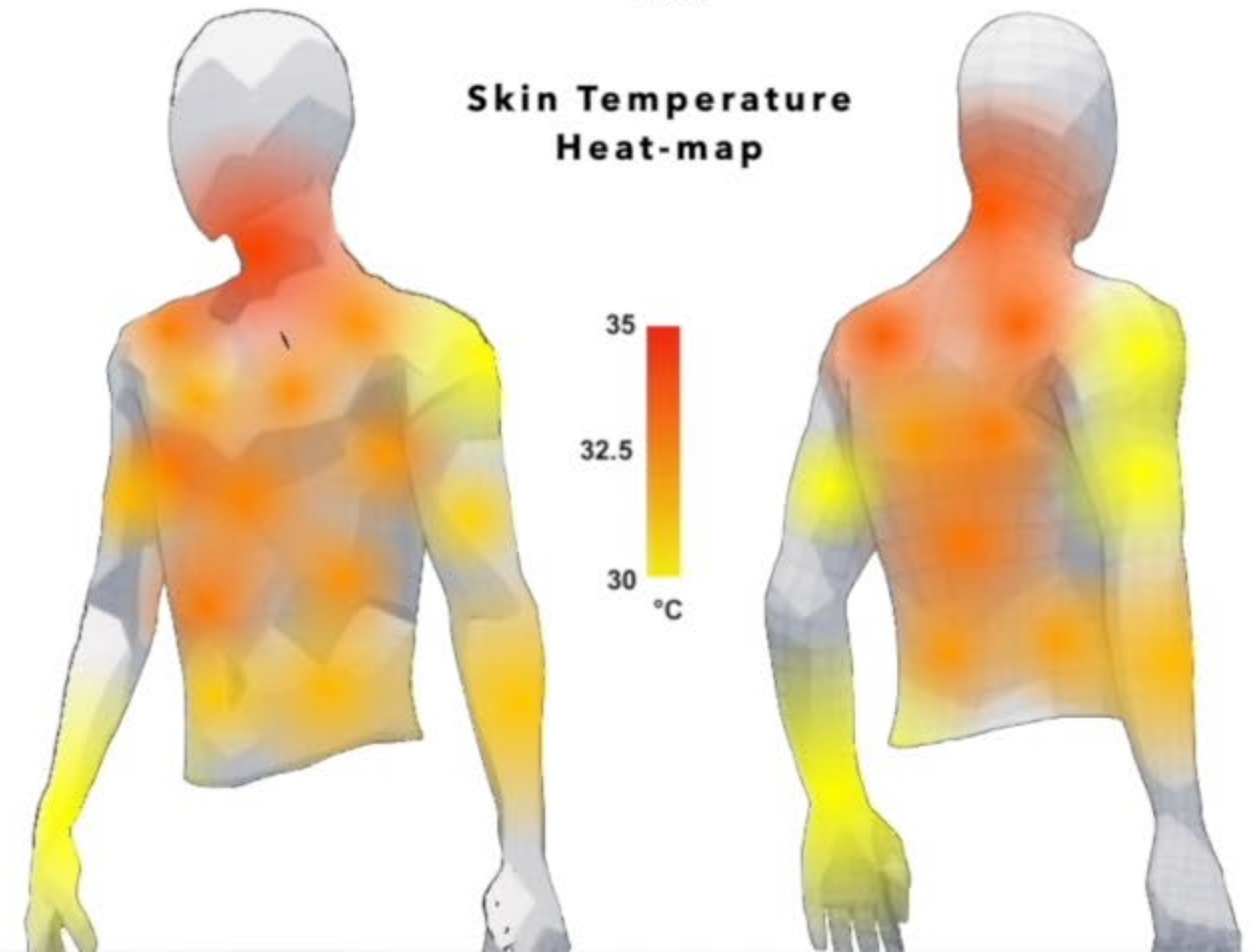
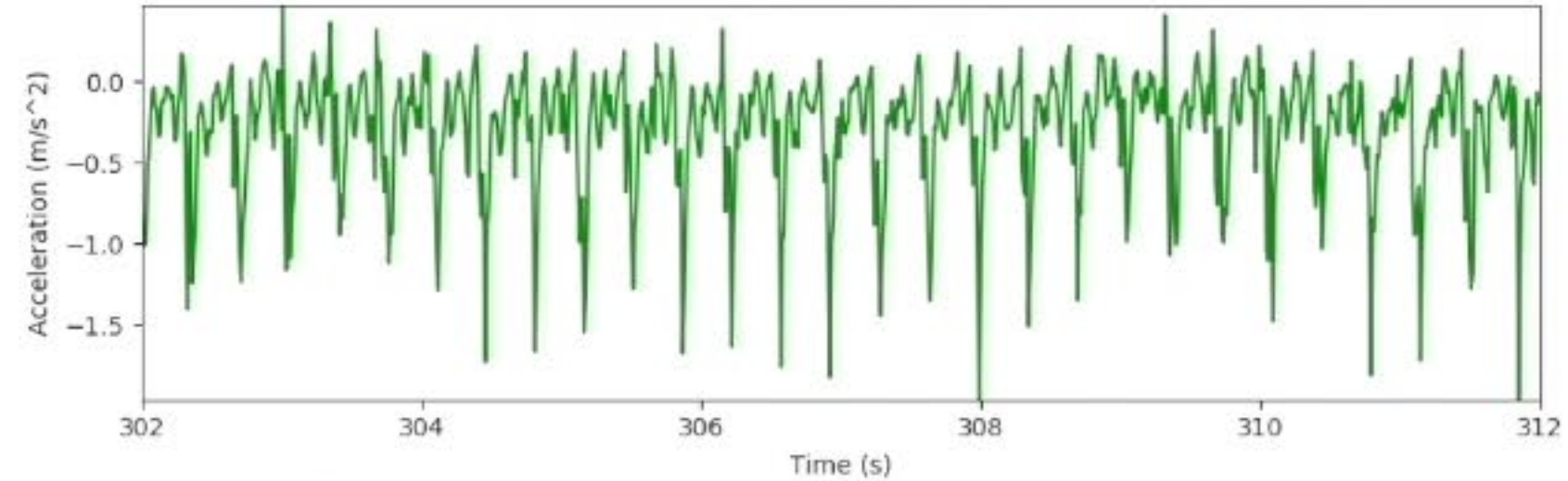
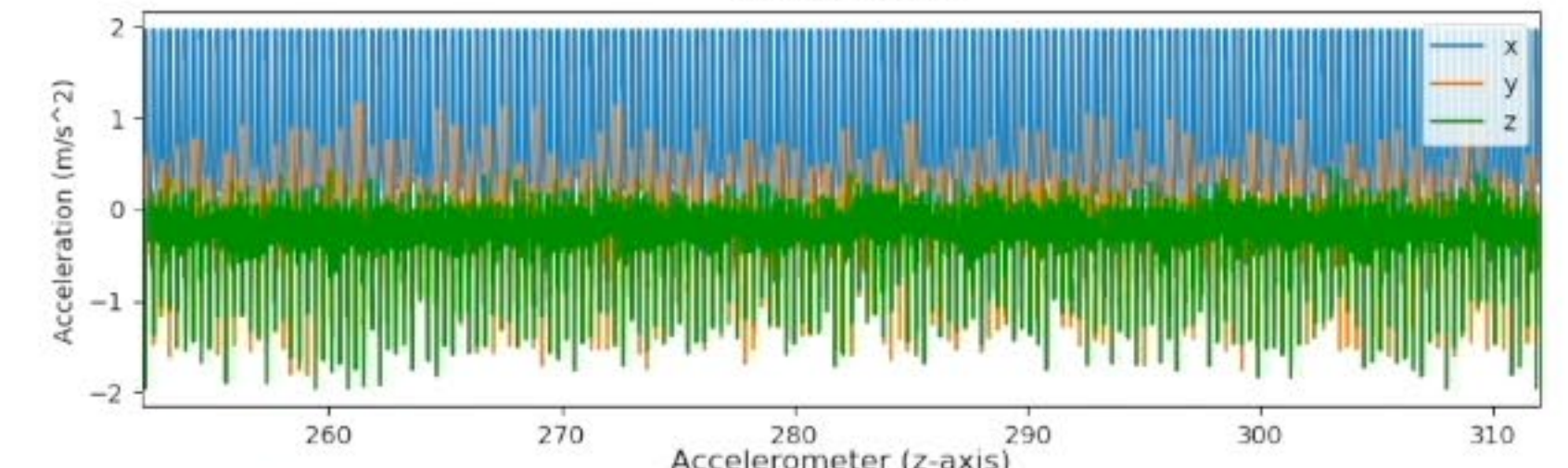
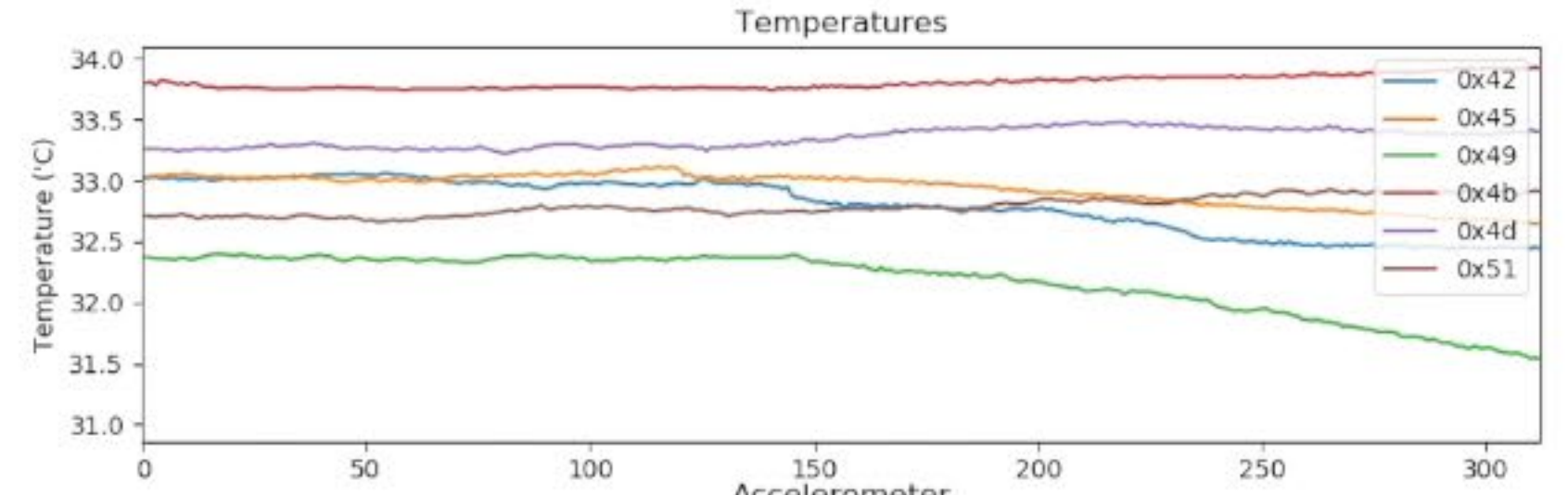
E-TeCS: Compression modelling and washability study

(Compression Pressure)
$$P = \frac{2\pi El(CF)}{C_{body}} \frac{Re}{1 - Re}$$





Fast 20x



Architecting sensate fabrics across scales

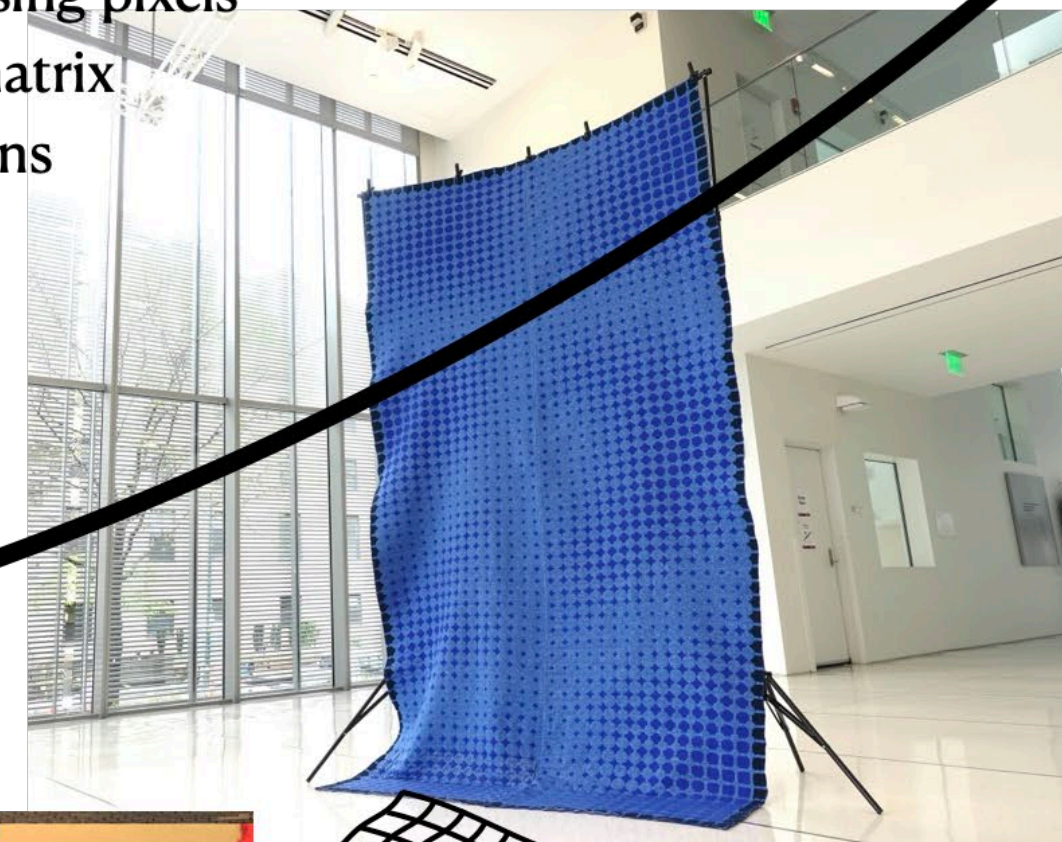
Building



13 Tx and 12 Rx antennas
Active capacitive/e-field
25 connections

Room-scale

30 x 60 pressure-sensing pixels
Piezoresistive matrix
90 connections



Body

12 x 8 pressure-sensing pixels
Piezoresistive matrix
20 connections

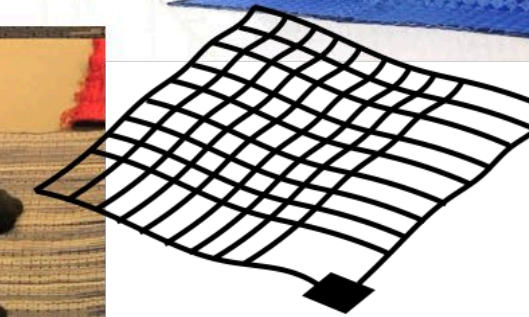
31 temperature + 1 accelerometer
I2C sensor nodes
4 connections

Objects

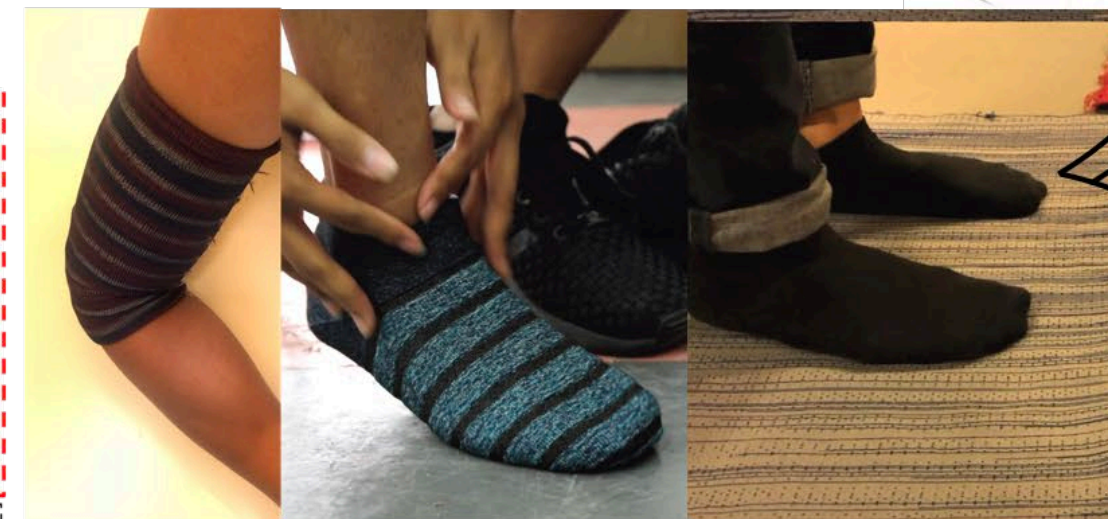
60 touch + 5 stretch + 1 pressure
Capacitive and piezoresistive array
72 connections

Living Knitwork Pavilion
Immersive environments
Telepresence

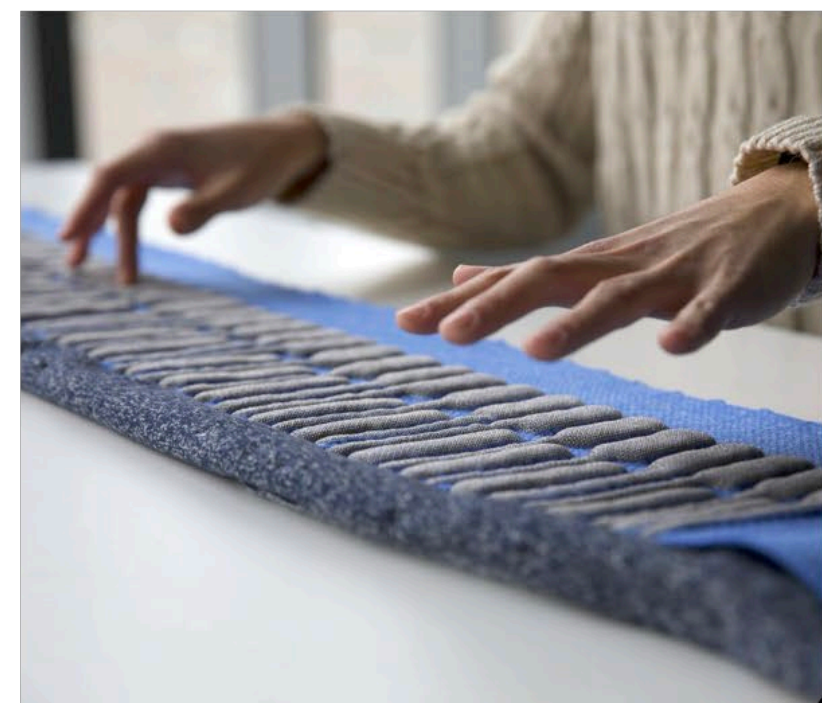
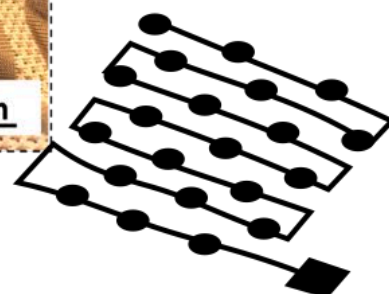
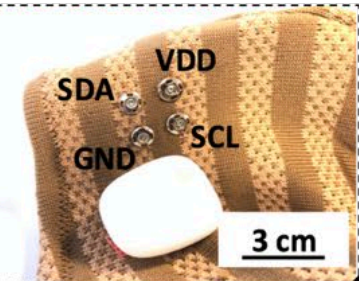
Tapis Magique
Interactive dance



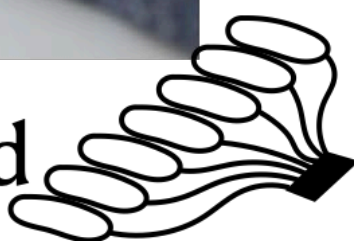
3DKnITS
Activity recognition
Biomechanics



E-TeCS
Physiological sensing
Physical activity monitoring



KnittedKeyboard
Musical expression



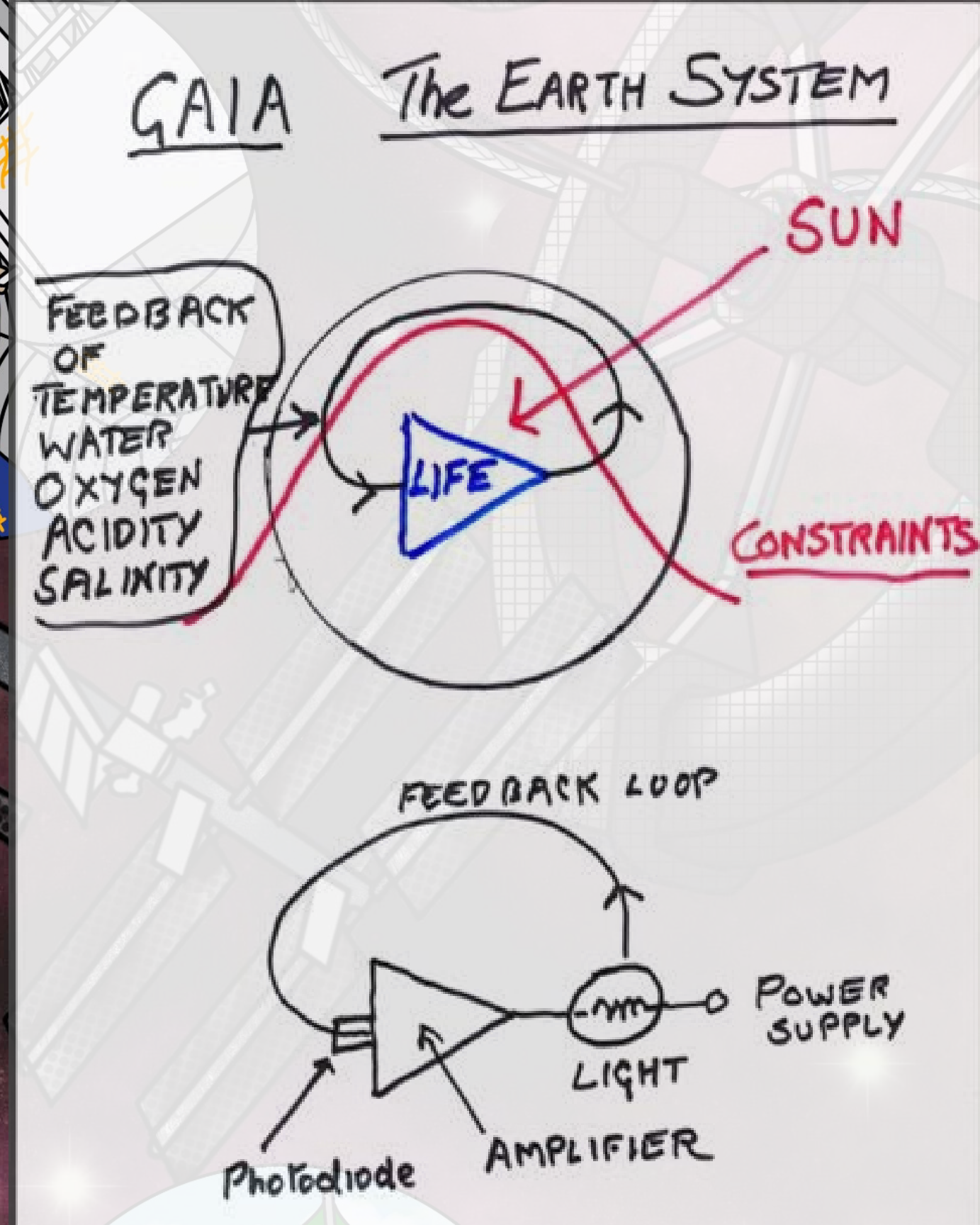
Toward Electronic Textile Gaia

Wicaksono, Cherston, and Paradiso. *IEEE Pervasive Computing*, 2021.



Toward Electronic Textile Gaia

Wicaksono, Cherston, and Paradiso. *IEEE Pervasive Computing*, 2021.

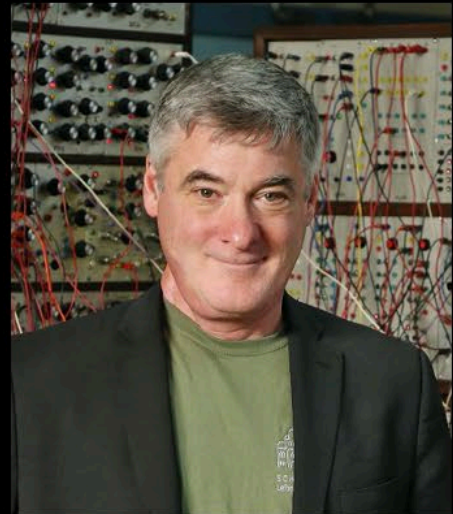




Krebs Cycle of Creativity III
 Neri Oxman (2020)

Thanks a ton!

PhD Committee



Dr. Joseph A. Paradiso
Responsive Environments



Dr. Alexander Stolyarov
AFFOA



Dr. Svetlana Boriskina
MIT MechE



Dr. Kris Pister
UC Berkeley

SM Committee



Dr. Canan Dagdeviren
Conformable Decoders



Dr. Hiroshi Ishii
Tangible Media



Dr. Rosalind Picard
Affective Computing



Musician, Sound Artists



Dr. Don Derek Haddad
Responsive Environments



Mike Jiang
Viral Communications



Jordan Rudess
Dream Theater



Lancelot Blanchard
Responsive Environments



Manaswi Mishra
Opera of the Future

<Collaborators>

Engineers, Scientists, Designers



Dr. Dava Newman
Media Lab, MIT+Harvard HST



Dr. Artem Dementyev
Google Deepmind



Fangzheng Liu
Responsive Environments



Gabriela Advincula
City Science



Dr. Tao Sun
Virginia Tech

Choreographer, Dancers



Loni Landon
Dance Company



Nina Gentile



Pichet Klunchun
Dance Company



Treyden Chiaravallotti
Harvard GSD



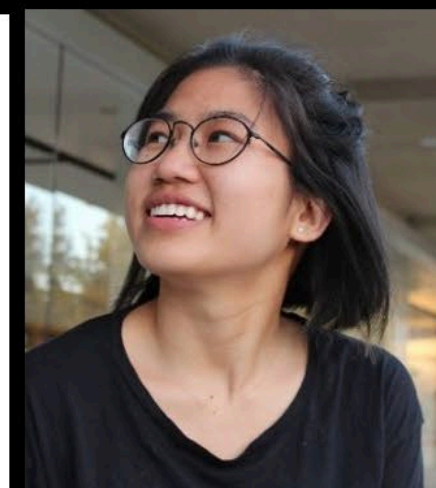
Ali Shtarbanov
Responsive Environments



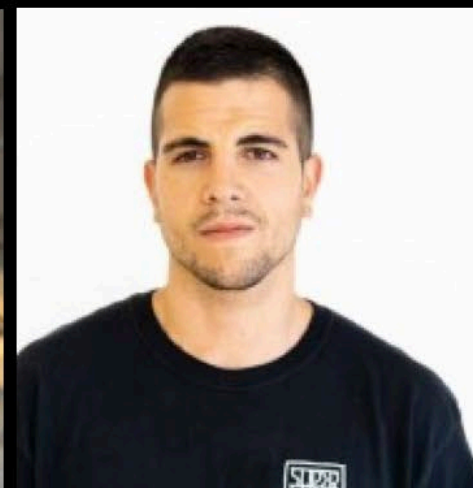
Dr. Juliana Cherston
Harvard CfA



Judy Cichoka
FabLab Poland



Sam Chin
Responsive Environments



Alfonso Parra Rubio
Center for Bits and Atoms



Dr. Wei Yan
Donghua University

+ many others (UROPs, Media Lab, MIT SA+P, Phage, BM Community)



Indonesian Contemporary Arts and Design, Jakarta 2022



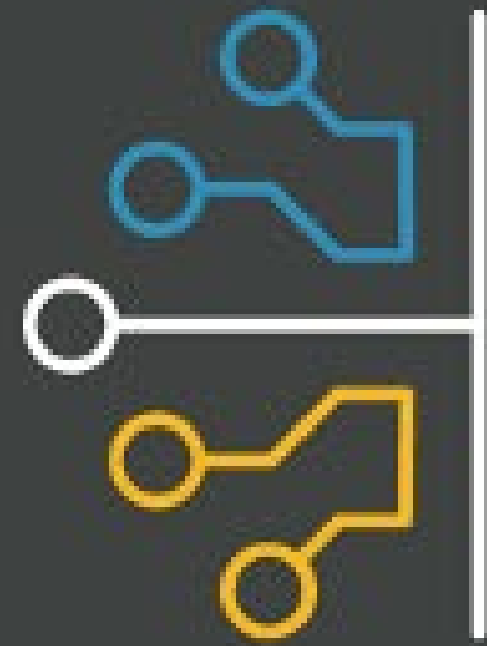
Ben Shahn Center for Visual Arts, New Jersey 2024



With Pichet Klunchun Dance Company, Bangkok 2022



Intersect by Lexus, Tokyo 2021



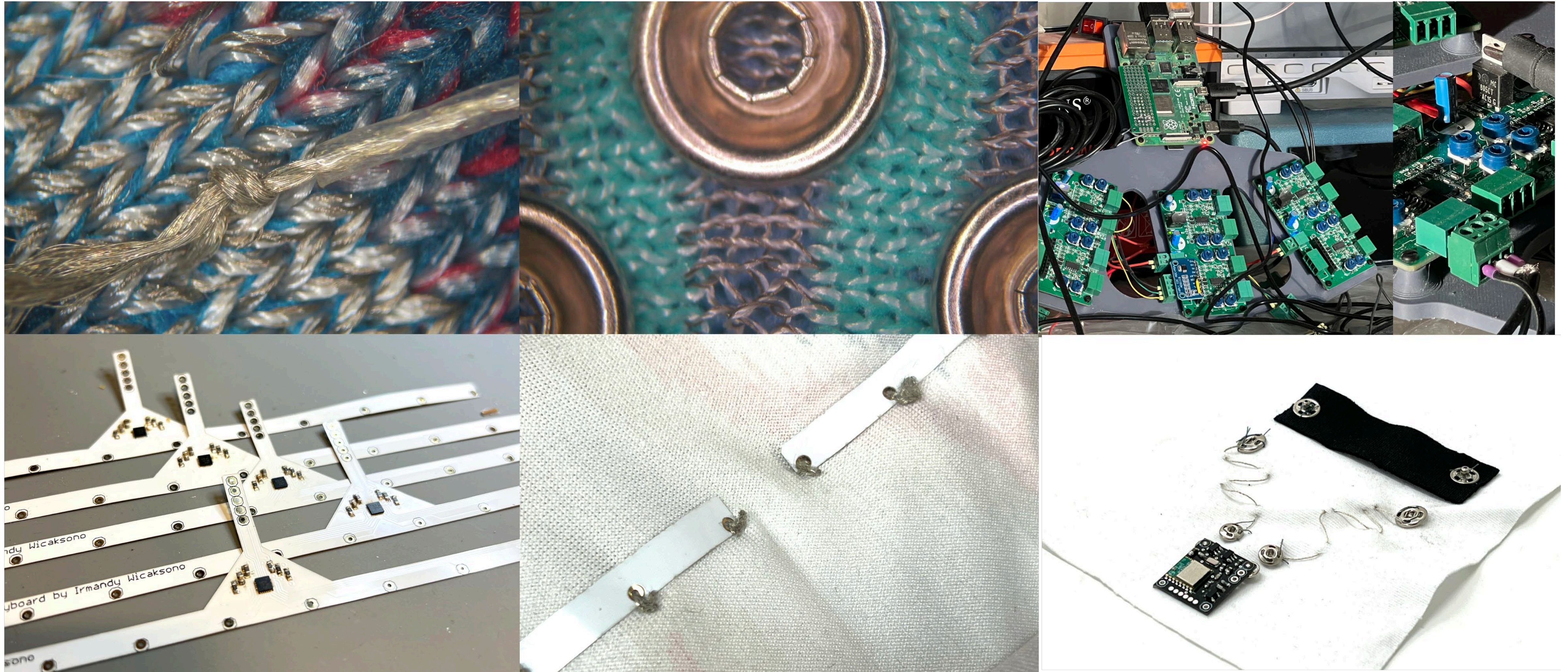
See you next year!

EMERGING TECHNOLOGIES

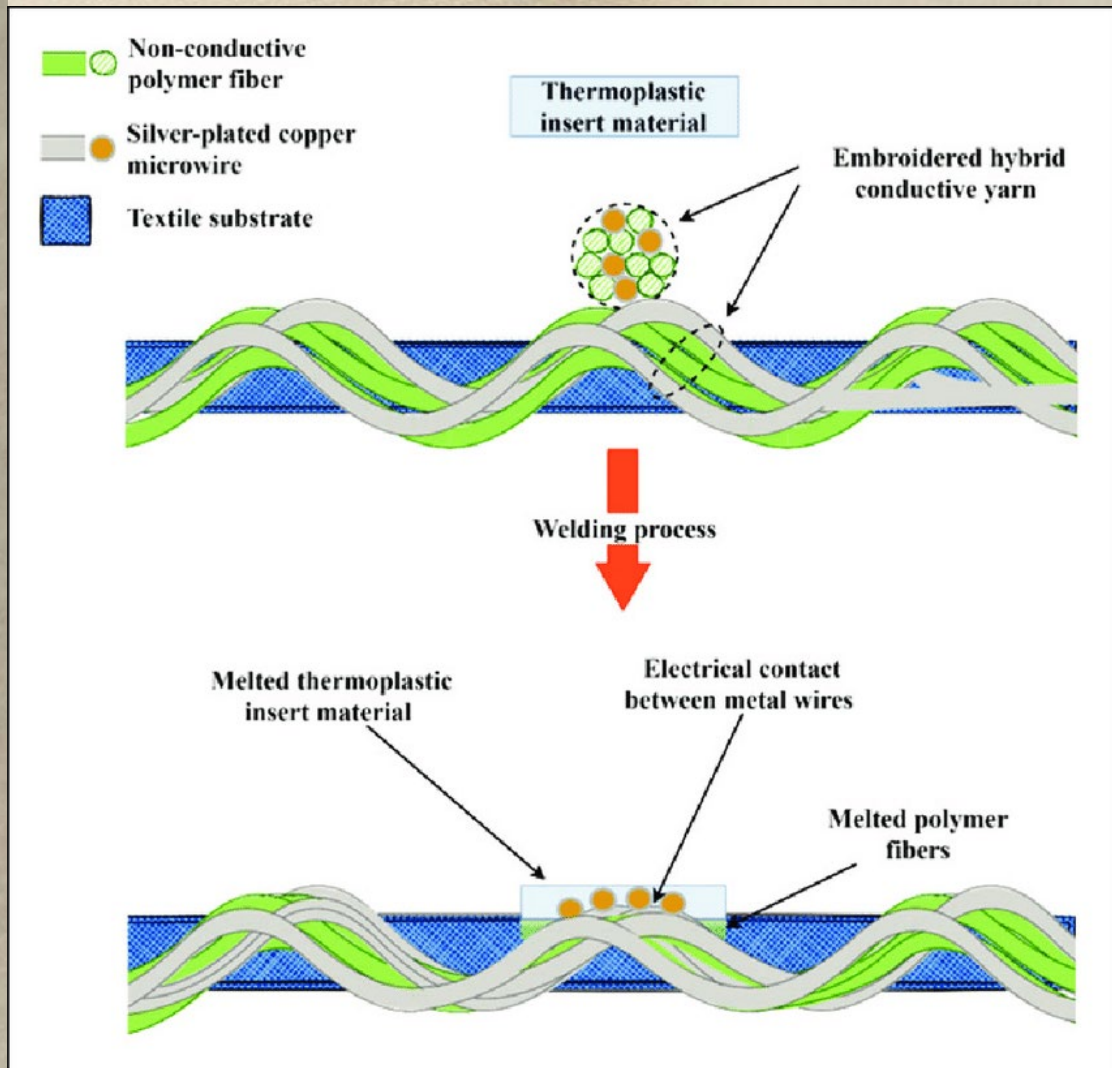
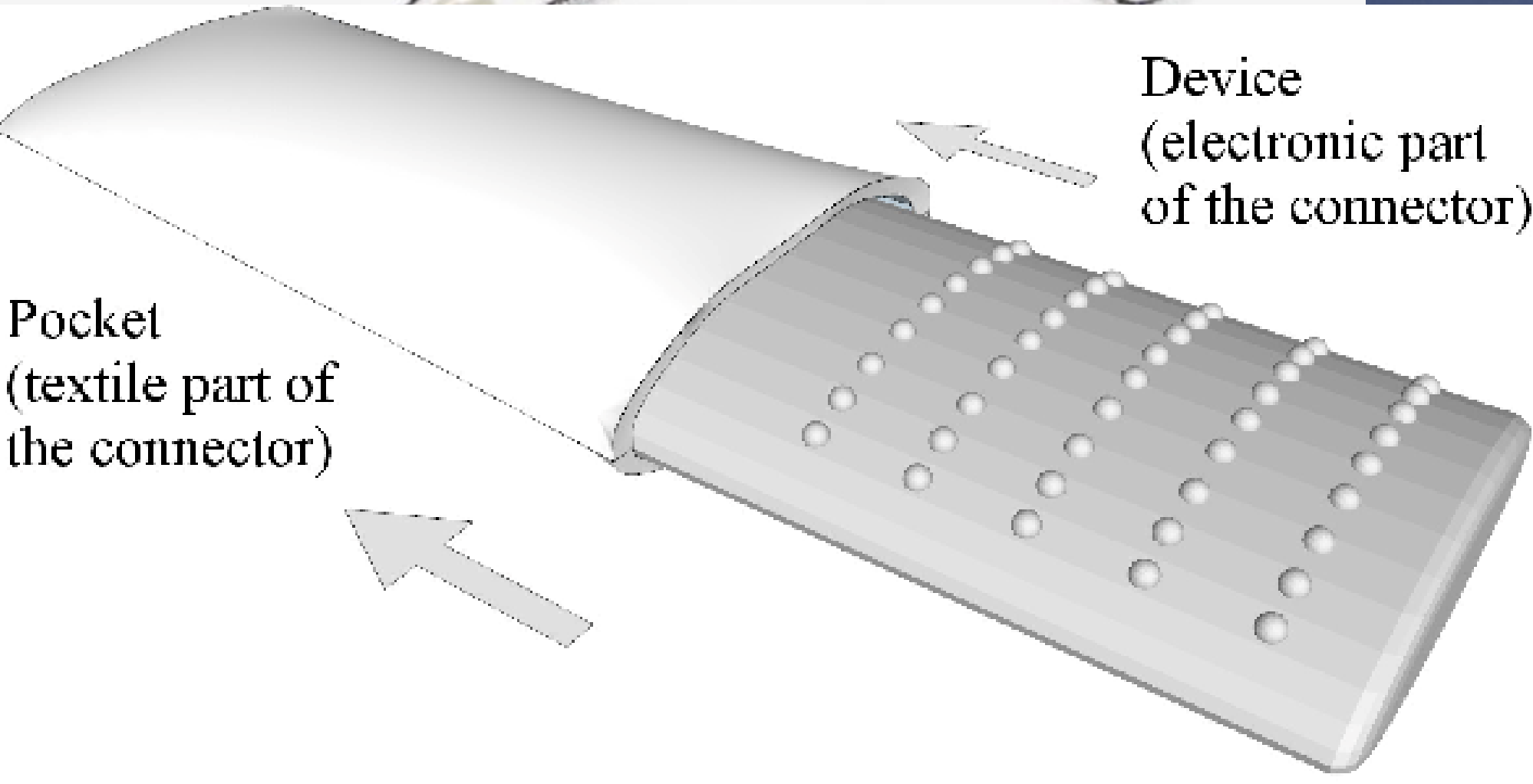
CONFERENCE at Advanced Textiles EXPO

Nov. 4–7, 2025 | Indianapolis, IN USA

Soft-Hard Interfaces/Connectorization



Soft-Hard Interfaces/Connectorization



Share your feedback on this session

Scan the QR code using your smart phone camera

