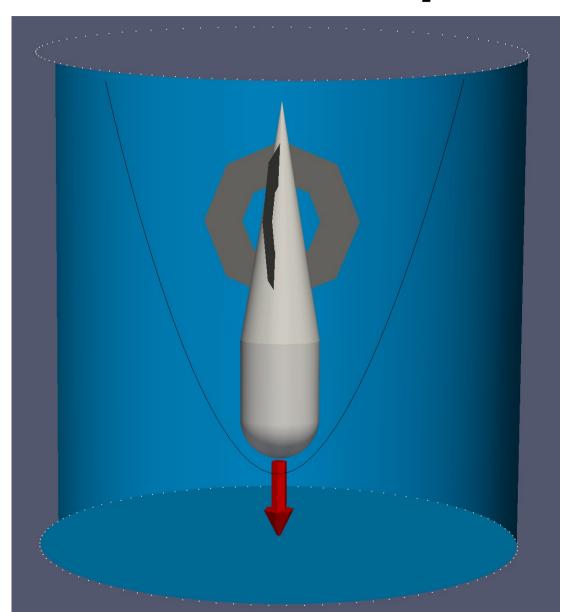
The optimal sinker



Motivation: How to dive the fastest?



Task:
Construct the fastest sinking object!

Steps involved: Design, simulate, build and test.

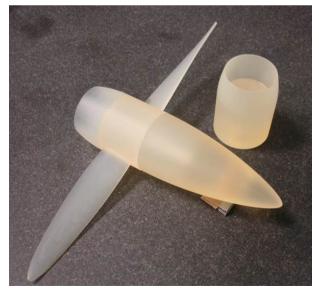


Procedure

Numerical simulation of flow

3D printing

CAD model



Test your innovative sinker in a competition to classical shapes. Can it sink faster than spheres or cones?

Please contact us for more information: tobias.schneider@epfl.ch (Professor) florian.sprung@epfl.ch (PhD student)



Emergent Complexity in Physical Systems Laboratory

