## Non-uniform Growth and discrete Conformal Mappings

## MOTIVATION

Non-uniform growth has been used as a way of creating different kinds of shapes
It is possible to experimentally recreate growth processes by manipulating area ratios between different surfaces.
It is desirable to find optimal growth patterns that would yield a desired shape while keeping the area distortion as small as possible.


## BACKGROUND

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We start with a triangulation
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of a topological surface


## AREA DISTORTION



## CHEBYSHEV'S PRINCIPLE

We want to construct discrete conformal transformations that minimize the area distortion when going from one circle packing to another. The area distortion can be reduced by making cuts.


According to Chebyshev principle, this map is characterized by the property that its conformal factor along the boundary is a constant.

## AREA DISTORTION

We can see how the area distortion decreases by different amounts as we introduce more radial cuts and vary their length.


## SYSTEM SIZE DEPENDENCE

Furthermore, it is possible to see that there is a continuum limit when we fix the number of cuts and change the system size.


## PERSPECTIVES

We want to find efficient ways of making cuts on contact networks in order to minimize the area distortion as much as possible.
The ability of choosing target area ratios before making any kind of cuts is also under investigation since it could bring more freeds is also under investigation since

## REFERENCES

(1) N. Bende, R. Hayward and C. Santangelo (2014). Nonuniform growth and topological defects in the shaping of elastic sheets. Soft Matter, 2014, 10, 6382.
(2) J. Kim1, J. Hanna, M. Byun, C. Santangelo, R. Hayward (2012), Designing Responsive Buckled Surfaces by Halftone Gel Lithography. Science, 2012, 335, 1201

