


What could a

Nanofactory

make?



**Some Observations with Respect
to the Projected Synthetic
Capabilities of Certain Classes of
Molecular-Manipulation
Atomically-Precise Fabrication
Mechanisms, with Particular
Emphasis on Certain Categories
of Domestic Consumables,
Notably Comestables, Apparel,
Communications Technology,
Transportation, and Pastime
Facilitation Equipment.**



Timeline -- Computers

1960's – centralized \$M machines

1970's – \$100K, at small companies
hobbyist machines

1980's – \$5k – the PC
spreadsheets

1990's – “a meg and a MIPS”
desktop publishing

2000's – “a gig and a GIPS”
moviemaking

Timeline -- Fabricators

1990's – centralized \$M CNC shops

2000's – \$100K rapid prototyping
hobbyist machines

2010's – \$5k – home fabbers
plastic/electronic gadgets

2020's – nanoblock factories
most manufactured items

2030's – full molecular synthesis
food, flying cars

Raw materials

Metals

Plastics

Ceramics

Wax

Composites

Icing, chocolate

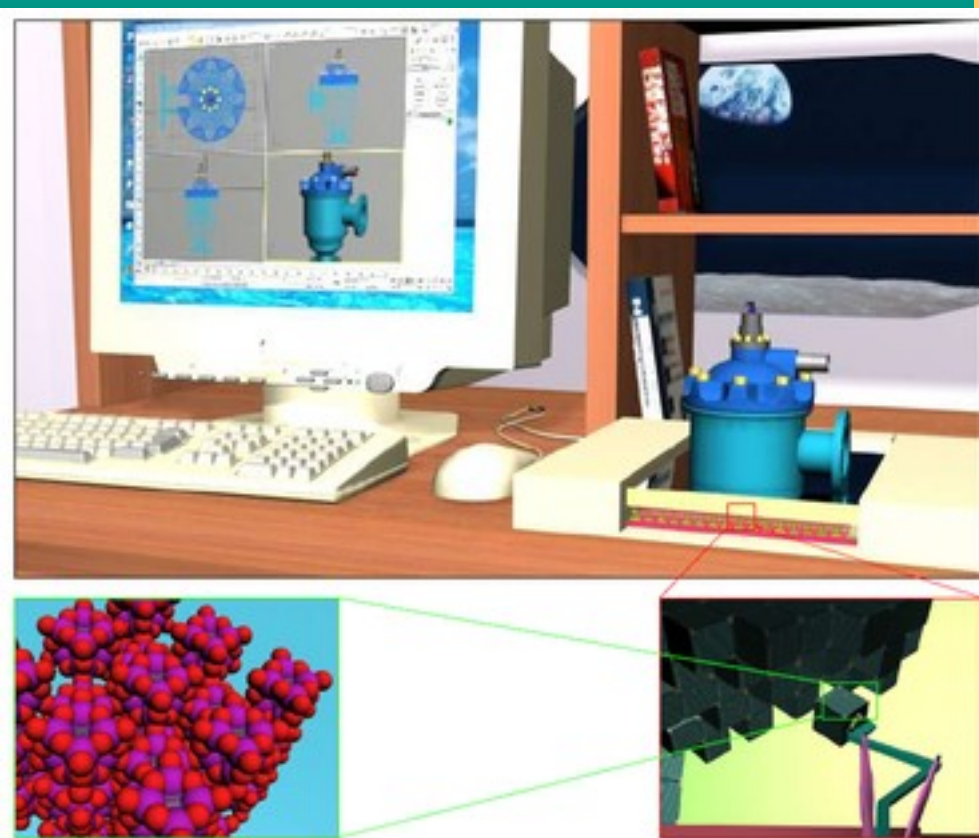


Raw materials



Raw materials

Nanoblocks



Raw materials

CHON (+)

The human body is 96% CHON

Carbon 18%, Hydrogen 10%, Oxygen 65%, Nitrogen 3%

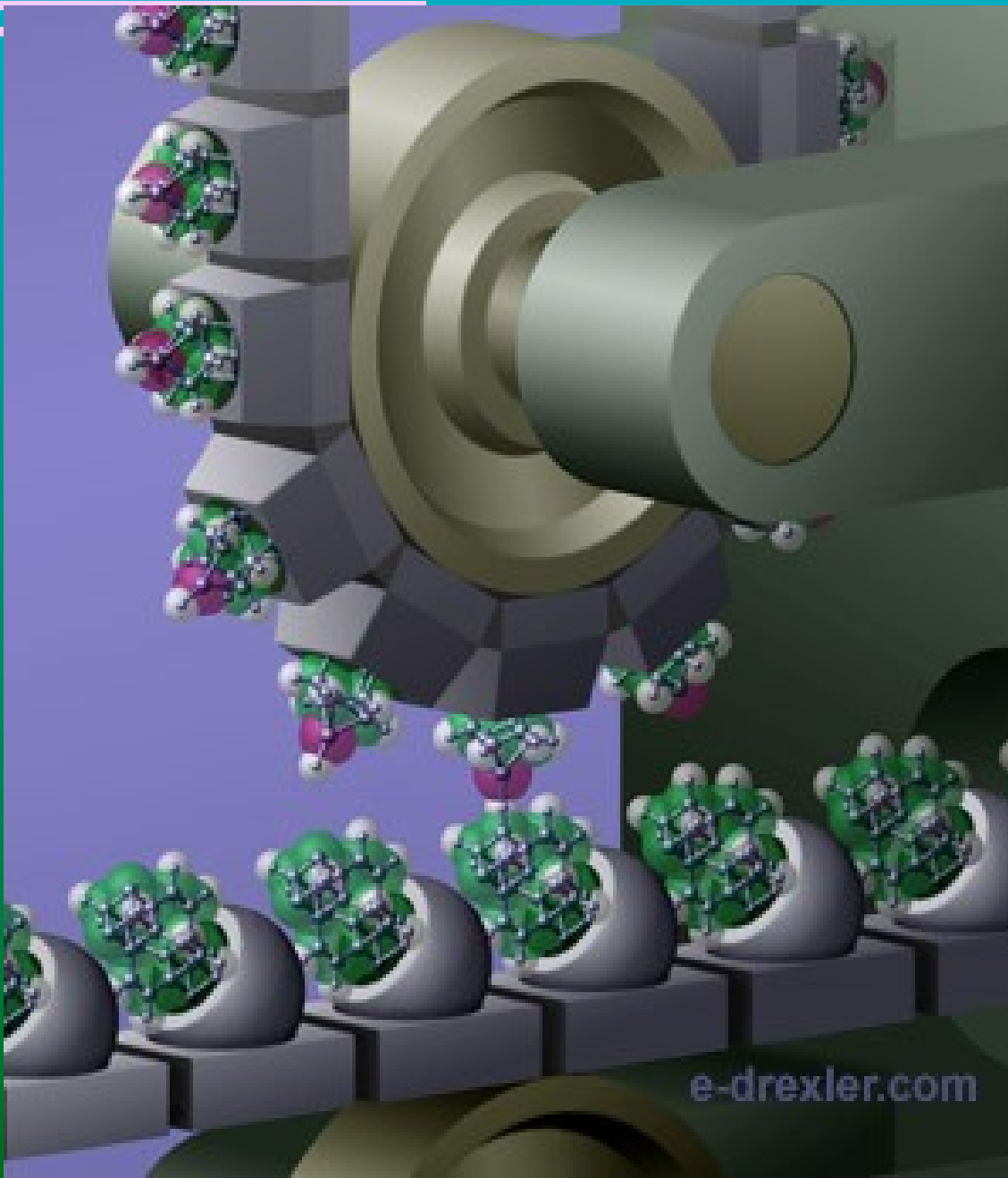
Wood 99%

Plastics typically 100%

*Food: fats 100%, protein ~98%,
carbohydrates 100%*

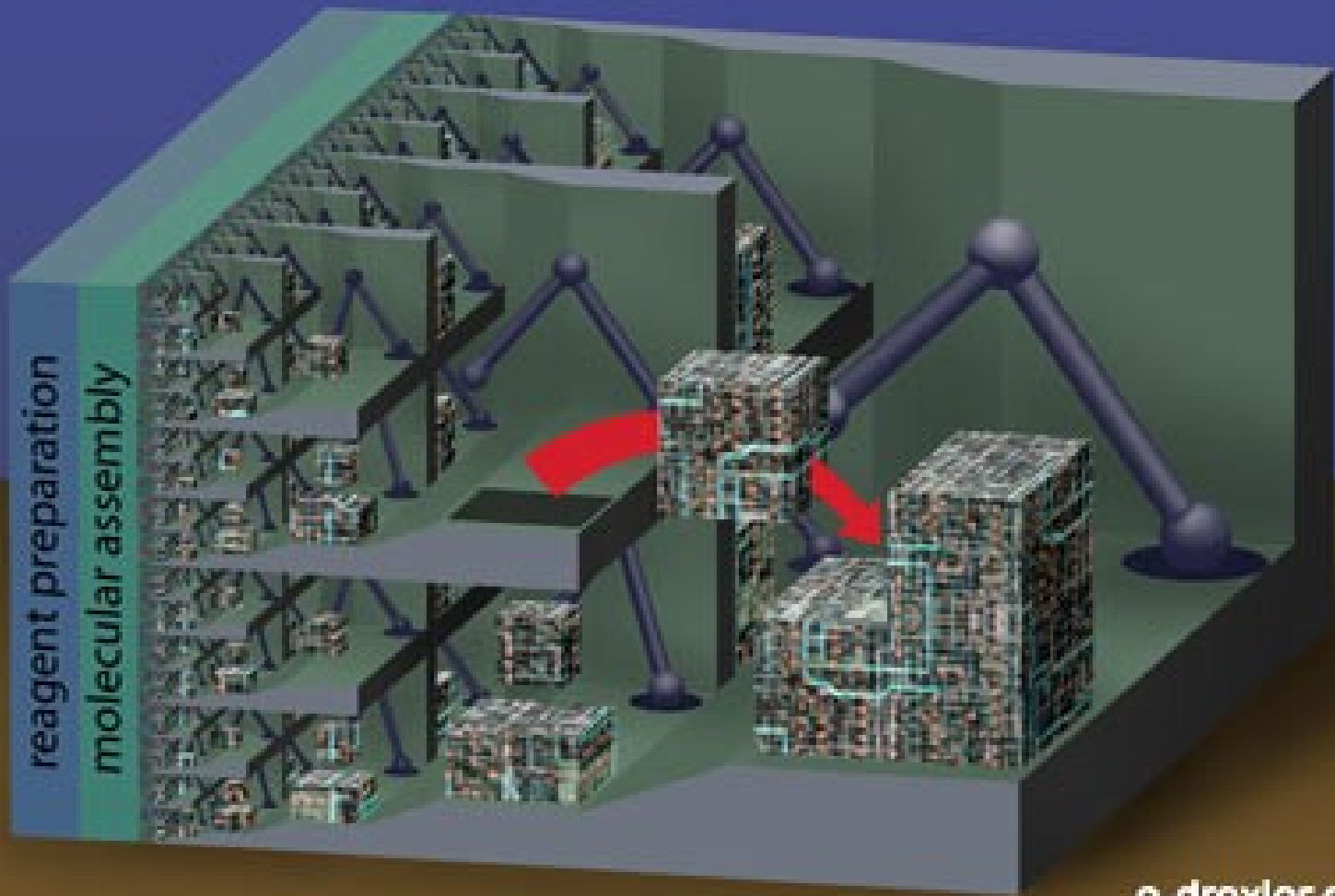
*Other useful elements: sulfur, silicon, boron, copper, etc
for food, calcium, phosphorus, sodium, magnesium ...*

Speed

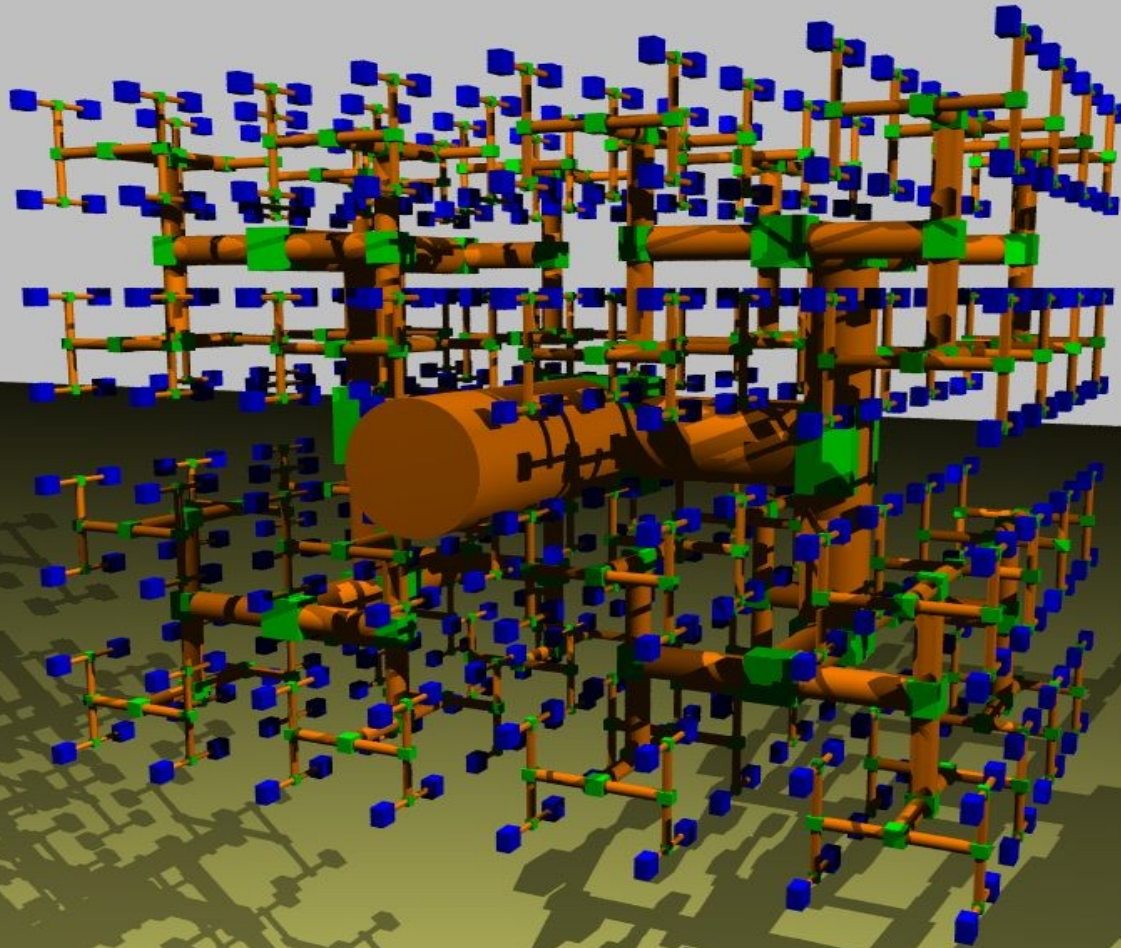


e-drexler.com

Speed



Speed



Apples



Bicycles



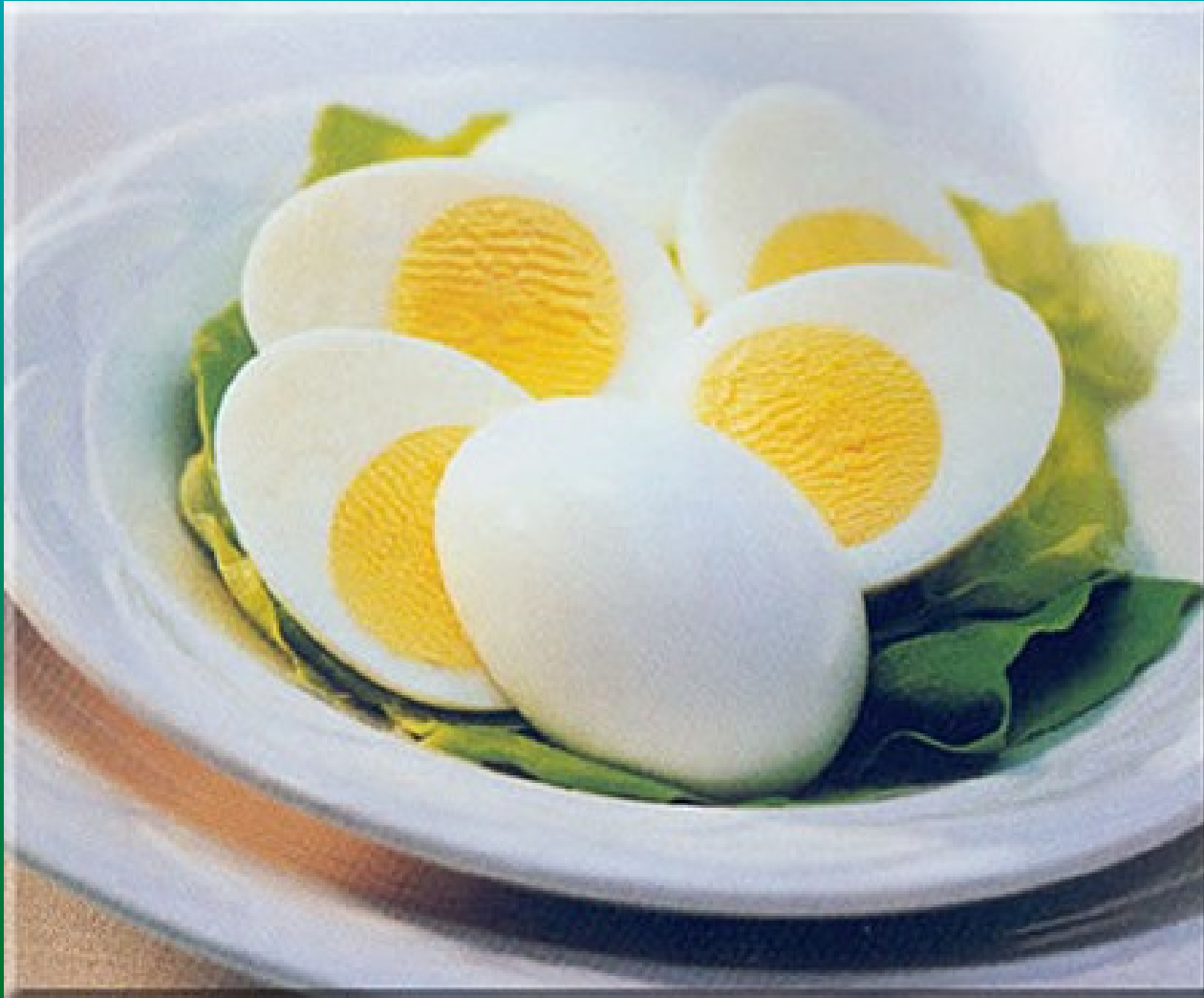
Cups of Coffee



Diamonds



Eggs



Folding Furniture



Gadgets & Gizmos Galore



Headphones



Ice Cream



Jackets



Knives



Lights



Money



Nanofactories

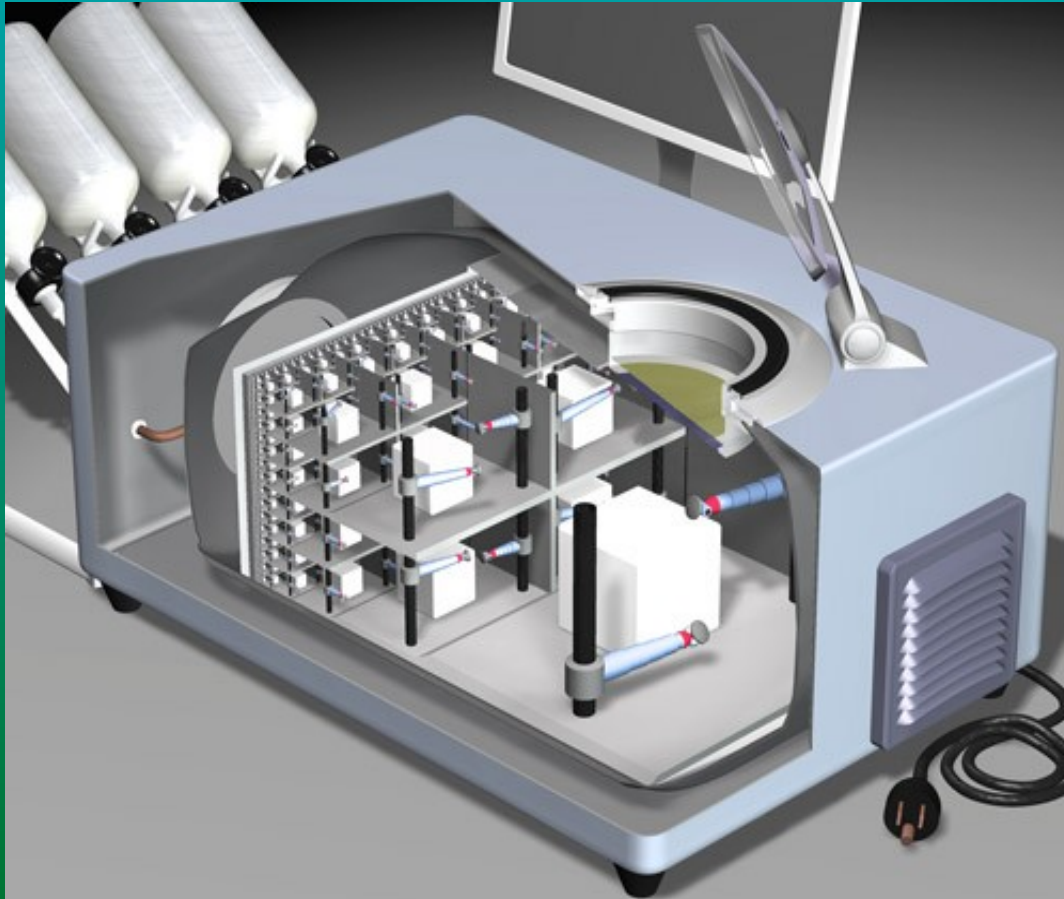


Image by John Burch, Lizard Fire Studios, <http://www.lizardfire.com>

Office Supplies



Perambulators



Queens



Robots

www.smallartworks.ca



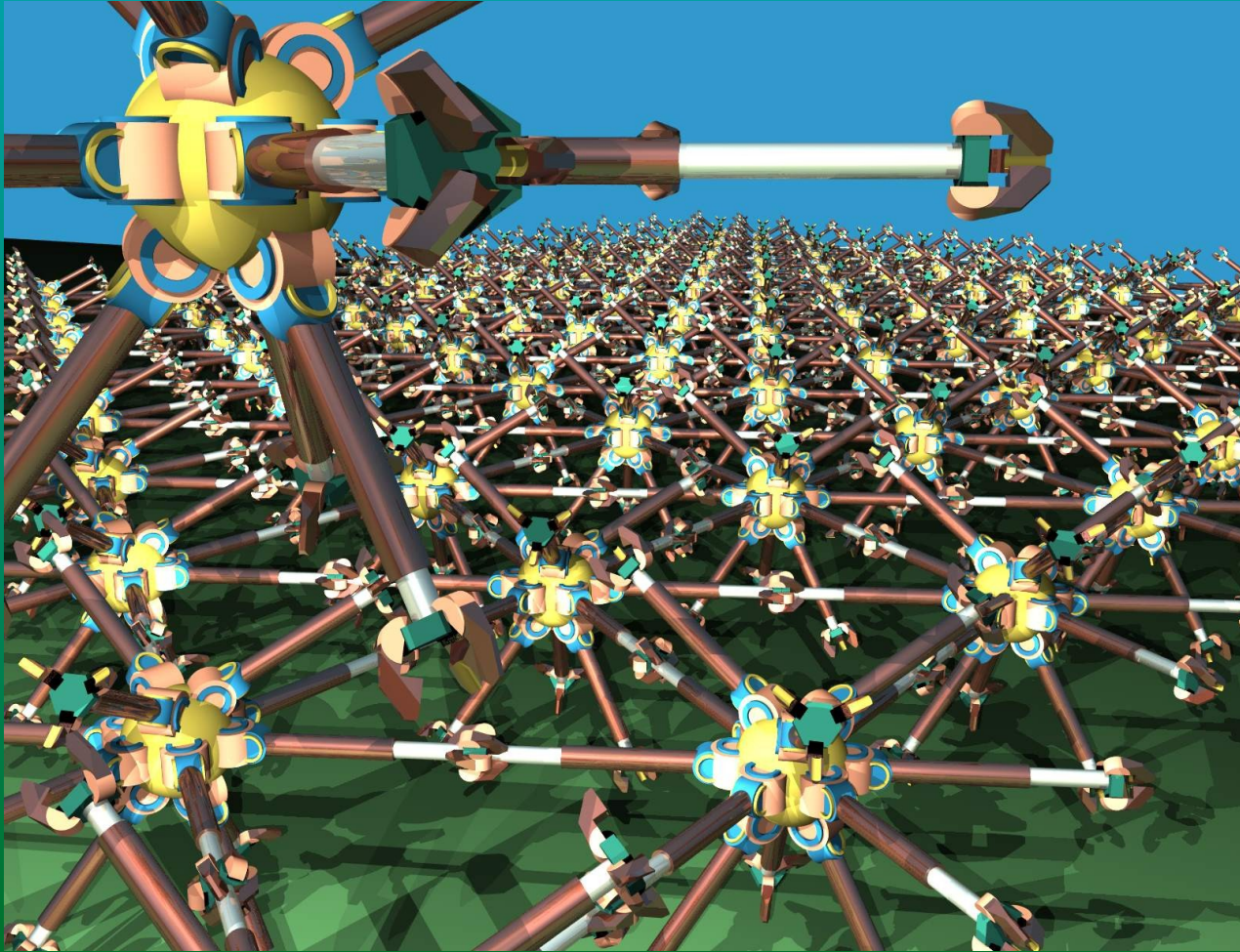
Sex Toys



Tennis Racquets



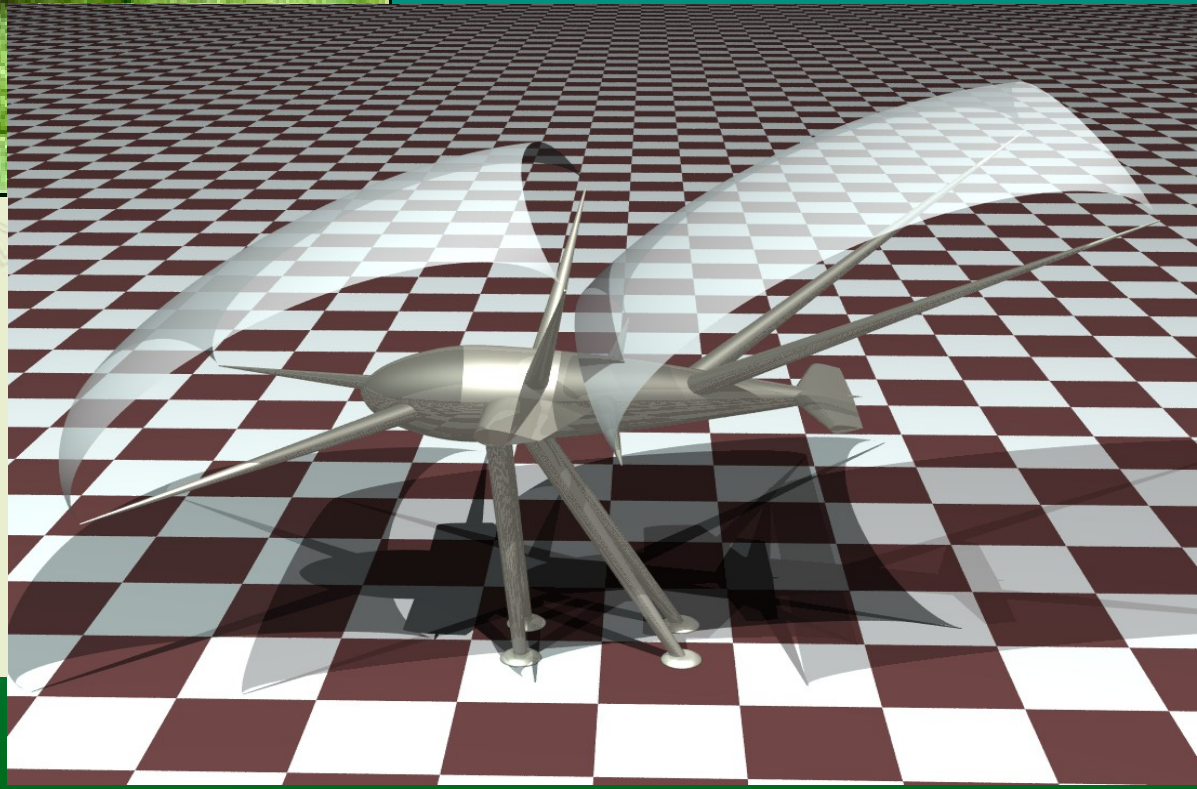
Utility Fog



Volantors



<http://skoydreams.com>



Watches



Xylophones



Yurts



but not Zircons!

