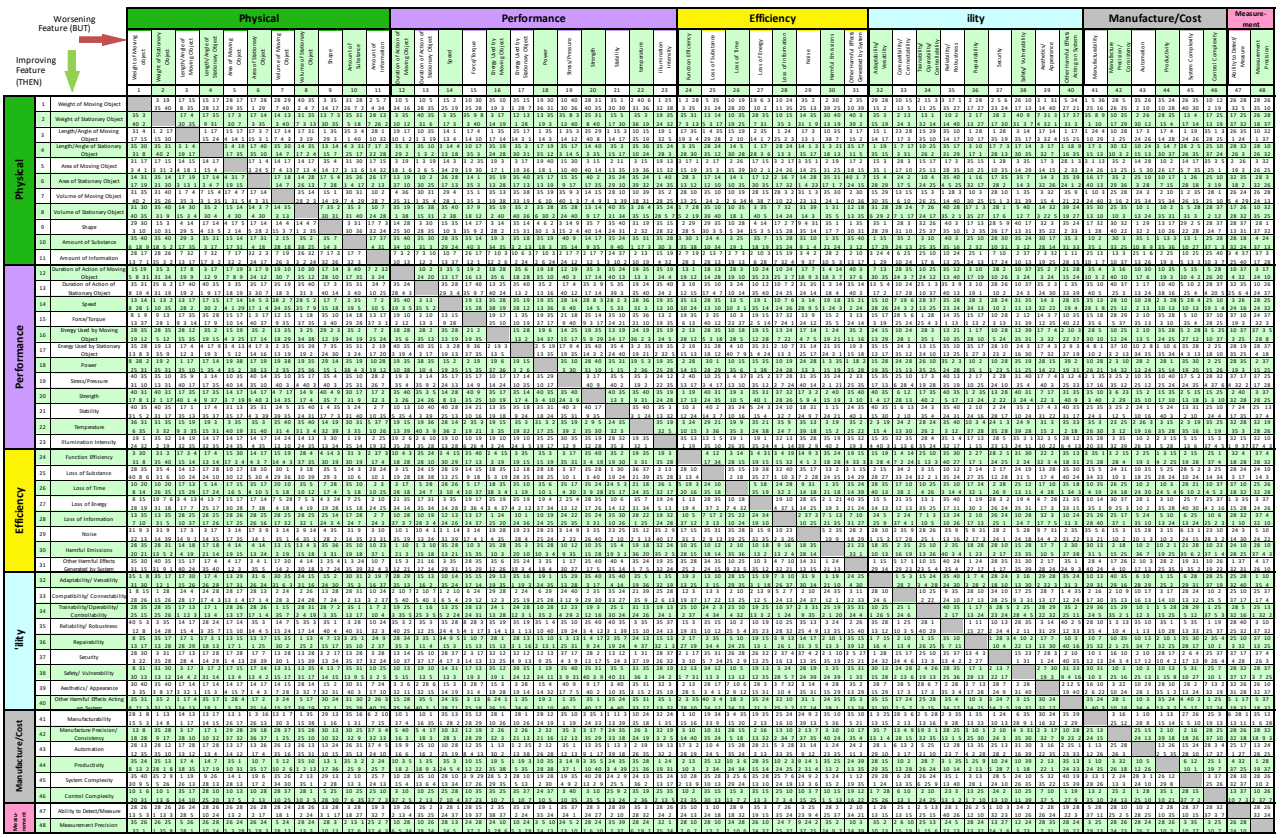

Matrix 2003

40 Inventive Principles

1	Segmentation
2	Taking Away
3	Local Conditions
4	Asymmetry
5	Merging
6	Multi-functionality
7	Nesting
8	Weight Compensation
9	Prior Counteraction
10	Prior Action
11	Beforehand Compensation
12	Equipotentiality
13	The Other Way Round
14	Curvature Increase
15	Dynamics, Adjustability
16	Partial, Overdone or Excessive Action
17	Transition into New Dimension
18	Vibration
19	Periodic Action
20	Continuity of Useful Action
21	Rushing Through
22	Convert Harm into Benefit
23	Feedback
24	Mediator
25	Self Service
26	Copying
27	Cheap Short-living Objects
28	Replace Mechanical System with Fields
29	Fluid System
30	Flexible Film or Thin Membranes
31	Porous Materials
32	Optical Property Changes
33	Homogenity
34	Rejection and Regeneration
35	Changing Properties
36	Phase Transition
37	Thermal Expansion
38	Use Strong Oxidizers
39	Inert Environment
40	Composite Materials

40 IP according to Arthur Löbmann and Dr. Robert Adunka