

## 40 Inventive Principles of TRIZ

1. Segmentation
2. Extraction, Separation, Removal, Segregation
3. Local Quality
4. Asymmetry
5. Combining, Integration, Merging
6. Universality, Multi-functionality
7. Nesting
8. Counterweight, Levitation
9. Preliminary anti-action, Prior counteraction
10. Prior action
11. Cushion in advance, compensate before
12. Equipotentiality, remove stress
13. Inversion, The other way around
14. Spheroidality, Curvilinearity
15. Dynamicity, Optimization
16. Partial or excessive action
17. Moving to a new dimension
18. Mechanical vibration/oscillation
19. Periodic action
20. Continuity of a useful action
21. Rushing through
22. Convert harm into benefit, "Blessing in disguise"
23. Feedback
24. Mediator, intermediary
25. Self-service, self-organization
26. Copying
27. Cheap, disposable objects
28. Replacement of a mechanical system with 'fields'
29. Pneumatics or hydraulics
30. Flexible membranes or thin film
31. Use of porous materials
32. Changing color or optical properties
33. Homogeneity
34. Rejection and regeneration, Discarding and recovering
35. Transformation of the physical and chemical states of an object, parameter change, changing properties
36. Phase transformation
37. Thermal expansion
38. Use strong oxidizers, enriched atmospheres, accelerated oxidation
39. Inert environment or atmosphere
40. Composite materials