

**The underlying assumption is that:**  
**We want to learn from Nature**  
**We want to emulate Nature**  
**We want to be caring and careful**

**Biomimicry Process \*\***

- ✚ Scoping
- ✚ Discovery
- ✚ Creating
- ✚ Evaluating

**SCOPING**

- Start with a question – what do you want to do & why?
- Where you set the vision
- Behind the scenes preparation
- Unite behind a common aspiration, focus on priorities and set performance standards
- Before design: facts, goals, harmonizing project team, missing skills, role of biologist
- Identify problems/issues. Include context, criteria, constraints
- Identify the real challenge and name parameters (what, who & why)
- Mapping (ex. CC as system: include relationships, nutrients and how they flow, feedback loops, what nurtures the system, what is your sun, water?)
- Define success (Life's Principles)
- Integrate core DNA of the community

Wheel of change (Hearts, Minds, Structure) \*\* **We not only look at Structures but also at Hearts & Minds**

- Some of these questions may fit each of the groups present here:
  - How about our structure?
  - How do we get seeds planted?
  - How are we preparing the next generation gardeners?
- This is about self-renewal and community renewal.
- Other questions:
  - What do we want our structures to do? Articulate as a function.
  - When do we ask Nature?
  - Keep checking against Life's Principles. (Interface story)

**DISCOVERY**

- ❖ Once you have a sense of the challenge and/or the opportunity, you begin to seek inspiration and ideas
- ❖ Includes research and exploration
- ❖ The inputs and opportunities seem boundless (brainstorming)
- ❖ iSite, fieldwork, magazines, internet, the work of other designers,
- ❖ Try different lenses

- ❖ Ask Nature
- ❖ Moving from I to We

### **CREATING**

- Designing: context, key function verbs, process, clarify and modify design
- flesh out range of opportunities
- build mind maps, cross reference existing solutions, flip ideas inside out
- Life's Principles serve as quality control
- Result: putting things together in a new way, making and inventing
- Model prototypes
- How would Nature solve this? EMULATE

### **EVALUATING**

- ✓ What would Nature do? Not do? *Ask Nature* \*\*
- ✓ This step will allow you to assess the viability of the solution, process or design over the long term and across a specific context.
- ✓ Reflect back on your original intentions
- ✓ Did we miss something?
- ✓ Review other phases to identify any gaps or inadequacies
- ✓ Of course, your work is a 'work in progress'

### **CAUTION**

- ❖ Design is fluid: the four categories/phases are different components and they also happen throughout the process
- ❖ This process is a framework intended to help you design with Nature as MODEL, MEASURE & MENTOR
- ❖ Biomimicry thinking is incorporated at every relevant step of the process. This is what EMULATION means.
- ❖ What you want is to 'fit in' with Earth, not Earth 'fit in' with you
- ❖ Your results will be elegant and they will address human needs without compromising Earth's life
- ❖ In brief, we bring LIFE to our design table \* Life's Principles Check list

### **RESOURCES:**

- Biomimicry 3.8: <http://biomimicry.net/>
- Ask Nature: <http://www.asknature.org/>
- Life's Principles Leadership Cards Biomimicry.3.8
- Toby Herzlich [www.bio-sis.net](http://www.bio-sis.net)
- Daniel Lawse