The more dimensions you have, the tougher you get.



HIERACHICAL STRUCTURES INSPIRED BY NATURE IMPROVE MATERIALS, SYSTEMS AND FUNCTIONS.

Different forms of unicorns exist, so watch out for your prejudice!

PREJUDICE BLOCKS INNOVATION. NATURE OFFERS SEVERAL PREPARED SOLUTIONS FOR YOU, JUST HAVE A SECOND LOOK.

Don't need it? Don't use it? Lose it!



BACK TO THE ROOTS, NO ABUNDANCE, GET RID OF EVERYTHING YOU DO NOT NEED.

What would the octopus do?

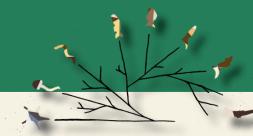
AN OCTOPUS HAS MANY ARMS, IS FLEXIBLE, IS ABLE TO ADAPT ITS FORM AND COLOUR, AND IS VERY SMART.





Build things lightly, use one material! Less is often more!

COMBINE THE RIGHT MATERIALS SMARTLY. THINK IN CABLES.



It is estimated that there are 20 million species in the world.

20 MILLION SPECIES PROVIDE AT LEAST 20 MILLION POSSIBILITIES TO LEARN FROM ORGANISMS.



> PUMACY

BIOLOGICAL DEVELOPMENT PROCESSES MAY HELP TO FIND YOUR WAY TO INNOVATION.



FORM FOLLOWS FUNCTION. DESIGN OFTEN MEANS TO REDUCE TO ESSENTIALS.

## Think multifunctionally.

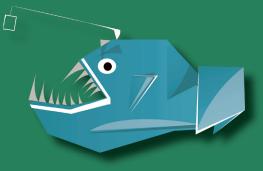
YOUR HAND HAS MORE THAN ONE FUNCTION. USE BIOLOGICAL MODELS AND THEIR MULTIFUNCTIONALITY FOR PARTS. COMBINE AND INTEGRATE FUNCTIONS.



The simple things rule the world!

EFFICIENT, ADAPTABLE AND RESILIENT - THE SMALLEST OR CHEAPEST ORGANISMS ARE YOUR BLUEPRINTS FOR SIMPLE SOLUTIONS AND SIMPLE

Be lazy! Find the easiest Way.



SOLUTIONS.

There are many ways to find a solution.



DO NOT TURN A DEAF EAR TO NEW IDEAS AND DO NOT GET STUCK ON ONLY ONE SOLUTION.

## BIOMIMETICS

API. HV() / H.

3 things to learn from biological models

## THE 7 STEPS TO SUCCESSFUL LEARNING:

1) DEFINE the problem 2) UNDERSTAND the task and function 3) ABSTRACT, get to the core and rename it 4) SEE and find biological models 5) ADOPT, transform and transfer the biological know-how 6) CREATE and develop an early prototyp – play around and learn 7) EVOLVE, try it. Improve it

> Every life form has its purpose. Question things and think!

EVERY ORGANISM FOUND ITS NICHE AND PERFORMS A SPECIFIC FUNCTION IN THE ECOSYSTEM. GET TO THE BOTTOM OF SYSTEMS AND PARTICIPANTS.