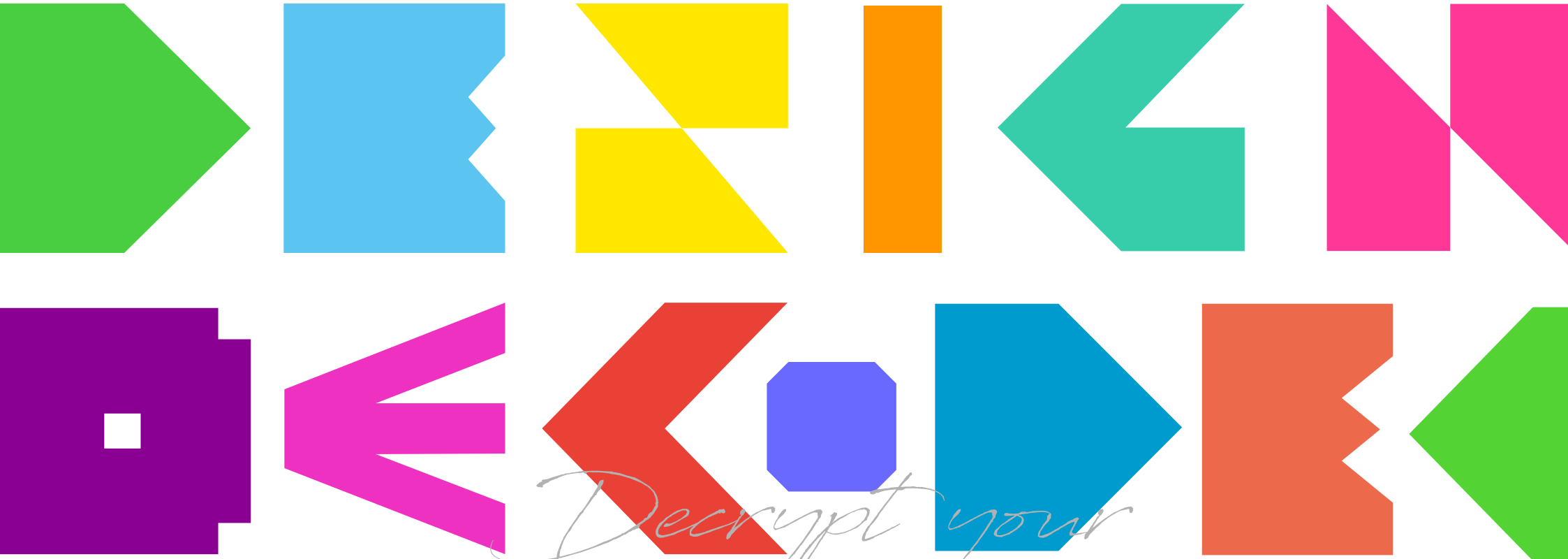


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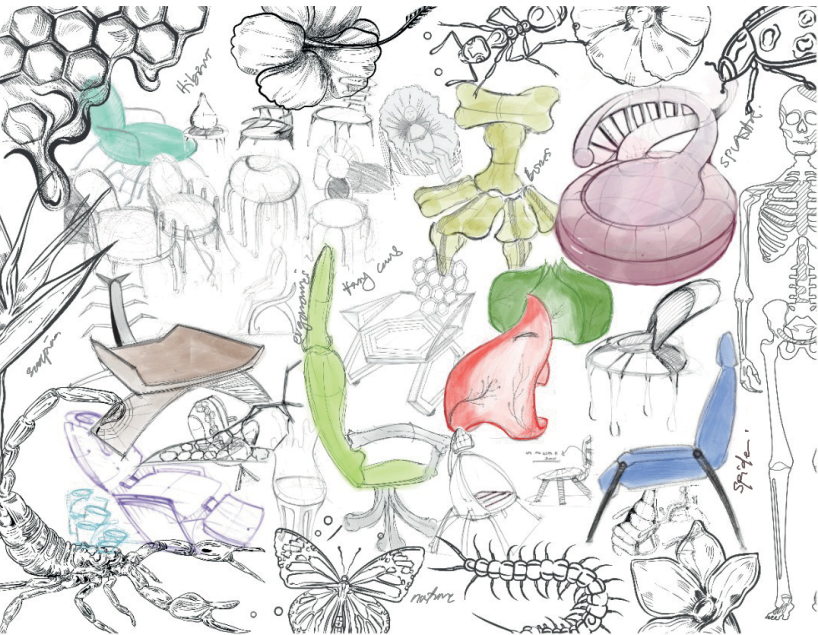
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Biomimicry: A Journey of “Impression de Chaos”



Benyus Jenine coined two Greek words: ‘bio’ meaning life, with ‘mimesis’ meaning imitation. The Biomimicry Approach typically addresses two circumstances, defining a human need or design problem, and identifying ways to resolve challenges faced by other organisms or ecosystems. The three core principles in biomimicry are: nature as a model, nature as a measure, and nature as a mentor. Each principle is explained and responsible for the biomimicry

cogitation approach. Nature, as model: Biomimicry is a study of nature's models which produces forms, processes, systems and strategies to resolve human affairs in more sustainable manner. Using nature as a model, the Biomimicry Guild and its collaborators created the Biomimicry Design Spiral as a practical design tool. Nature, as measure: Biomimicry employs an ecological standard to assess the long-term viability of human innovations.

Nature knows what works and what lasts after 3.8 billion years of evolution. Nature, as mentor: Is encapsulated in Life's `Principles and is implanted in the assessment stage of the Biomimicry Design Spiral. Nature as mentor: Biomimicry is a new way of observing and appreciating nature. It introduces an era formed on what is discovered from nature rather than what could be extracted from it (Biomimicry Institute 2016). For this art piece, the artist drew inspiration from natural elements such as flora, fauna, humans, habitats, and the environment. The chair design concept was inspired by natural elements and a digital 2D painting was used for incorporating idea development from the design process. The aim of this artwork is to demonstrate how a design thinking approach to nature can assist designers and artists in developing their own ideas based on natural elements. The choice of elements for the design approach in this artwork are hibiscus for flora, spider for fauna, hand skeleton for human, beehive for habitat and water splash for environment. This drawing is a synthesis

of “chaos” ideas from before and after the understanding of biomimicry in design thinking. It is created to demonstrate the beauty of idea transformation based on appreciation and passion for biomimicry, which is then translated into digital drawing. The art piece started with a single line to produce a beautiful shape of a seater or chair.

In transforming a subject matter to a form, the understanding of the flow and function of a natural object or subject matter is sine qua non. The chair design was inspired by empathy for the subject matter and concept. The uniqueness of this artwork is that it raises awareness that nature is a platform to create ideas with limitless boundaries. This digital artwork was created using Adobe Illustrator software and the vector illustration method. The size of the artwork is 297mm x 420 mm (A3 Size portrait). This poster is printed using syntactic paper with a glass frame size (594 x 420 mm) A2.



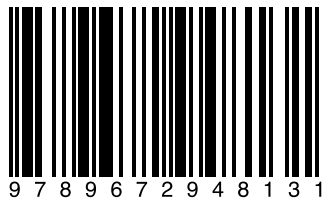
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