


BRAINSTORM MAP

Topic Sub-Realm Materiality <input type="radio"/> Distribution <input type="radio"/> Safety & Security <input type="radio"/> Pre-consumer <input type="radio"/> Post-consumer <input type="radio"/> Recycling <input type="radio"/>	Application Level Form <input type="radio"/> Process <input type="radio"/> System <input type="radio"/>	Application Scale Micro <input type="radio"/> Meso <input type="radio"/> Macro <input type="radio"/>	Concept Type Literal <input type="radio"/> Metaphorical <input type="radio"/>	Life's Principle Evolve to Survive <input type="radio"/> Adapt to Changing Conditions <input type="radio"/> Be Locally Attuned and Responsive <input type="radio"/> Use Life-friendly Chemistry <input type="radio"/> Be Resource Efficient <input type="radio"/> Integrate Development with Growth <input type="radio"/>	ROUND #
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PROJECT
DATE
 BIOMIMICRY 3.8