

DRAW A MOBILE ENVIRONMENT

Draw a mobile environment inspired by *Refugium for a Post-Anthropocenic World* by Michael Swierz of Deep Time Chicago.

Before you begin your drawing, explore the space around you. Create a list of all the visible/invisible, living/non-living things in the environment that:

- Give you nourishment
- Provide you safety
- Make you happy
- Bring you comfort

What things do you think are most important to protect for the next generation? Why?

Now it is time to bring your ideas together. Using the *Refugium* template draw the things you cherish and value the most.

Refugium for a Post-Anthropocenic World is a mobile environment made of soil and shipping totes designed to provide sanctuary for living and non-living things for the remainder of the present geologic era

Glossary

Anthropocene is the current geological era, determined by the fact that our planet's geologic features are now fundamentally altered by human activities

Environment is the area in which something exists or lives

Geology is the scientific study of the origin, history, and structure of the earth

Living things breathe, eat, grow, move, reproduce and have senses; **Non-living** things do not eat, grow, breathe, move or reproduce

Mobile is someone or something that is moving, able to move or is being moved

Nourish is to provide with the food or other substances necessary for growth, health, and good condition

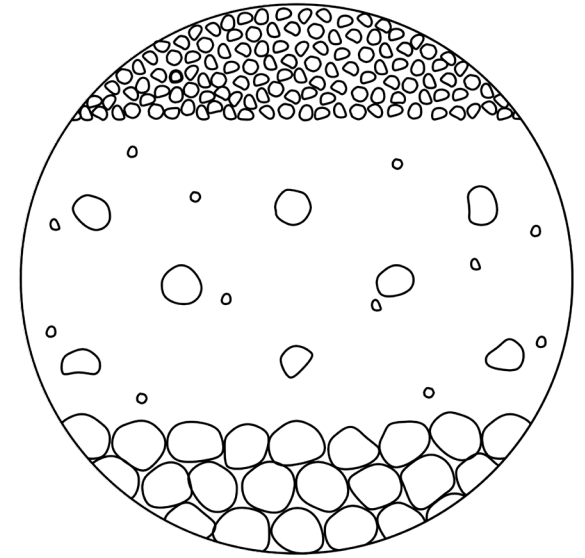
Refugium is an area where environmental circumstances have enabled a species or a community of species to survive after extinction

Sanctuary is a place of refuge or safety

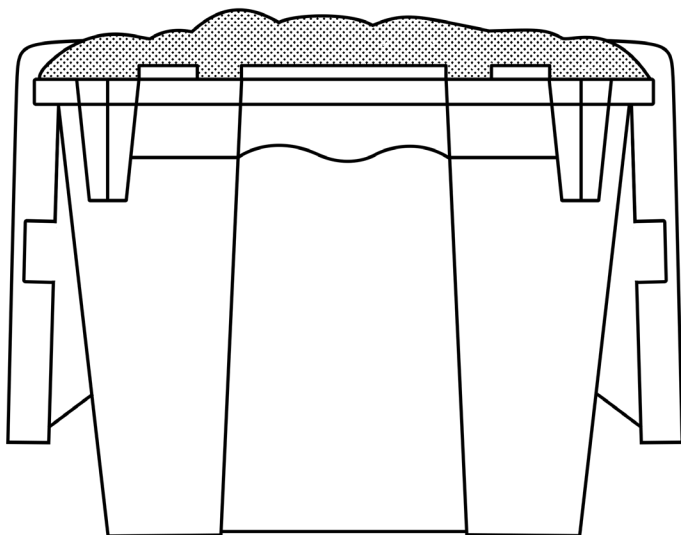
Visible is able to be seen;
Invisible is unable to be seen



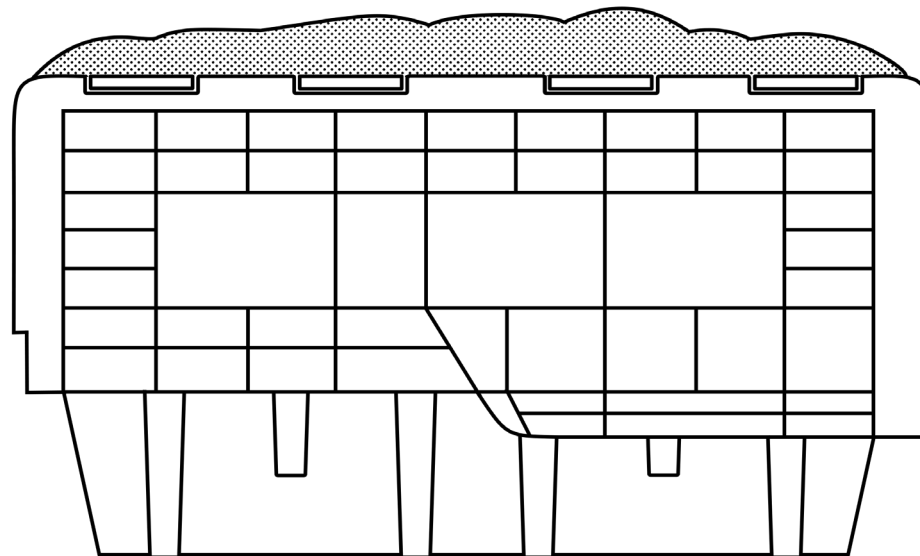
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DETAIL



FRONT VIEW



SIDE VIEW