



TEAM

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ROLE

Designer/ concept and story teller / maker /
programmer

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EVAS

Speculative design / poetic design / aesthetic design

This product is a communication bridge between the present and the future. We use product semantics at present to express the future world, so when people see the product they can imagine what will happen in the future. With the aggravation of global international conflicts and ecological destruction, humans will eventually bear the consequences of irreversible harm to the earth. Instead of emphasizing the people-centered world (anthropocentrism), in this project humans have to use their bodies to feed the plants. We create a symbiotic relationship between humans and plants. Finally, we made the prototype and video to show our design.

[illegible]

Flue Crisis

War

Nuclear Disaster

Migration

Discover The plant

Save Plant

Around 2100, we will use up almost all non-renewable resources. However, there will be **10.9 billion** people on this planet. If we fail to handle this problem well, the whole world will fall into the shadow of war for resources and energy and humans will live in a dystopia.

Then, very likely, our most powerful weapon ever, the nuclear bombs, will destroy every piece of the remains of human civilization. The **nuclear radiation** will directly **kill** most animals and plants and the **nuclear winter** will influence most of the planet's surface except for the poles where it is too far for the firestorm to reach [2].

The survivors have no choice but to migrate to these barren areas as the last spark of mankind. However, the climate is too severe and there are no plants, or animals except for endless barren lands. Human food reserves will soon be used up within years.

While most places outside of the safe zone are still shrouded in firestorms, which are lifeless due to the lack of sunlight, luckily, some plants might recover and flourish in a few areas where they are not covered by the firestorm [15]. Scientists have discovered a plant that had mutated during the radiation and could essence the surrounding environment [16]

This plant is the last hope of human beings. While robots will fail in high radiation exposure [17], humans must risk their lives to go outside the safe zone. they must find and bring back those plants as many as they can. However, they can't bring seeds since seeds can't survive during this journey [18]. While it's lifeless everywhere on the way back, **humans have to utilize energy and nutrition generated only from their own body to keep them alive [19].** Thus, we designed an apparatus to accomplish this task.

POETRY & DESIGN INSIGHT

INSIGHT:

The products are a bridge between the present world and the parallel world of the future. The product semantics at present to express the future world that we build.



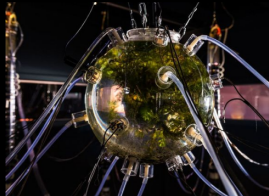
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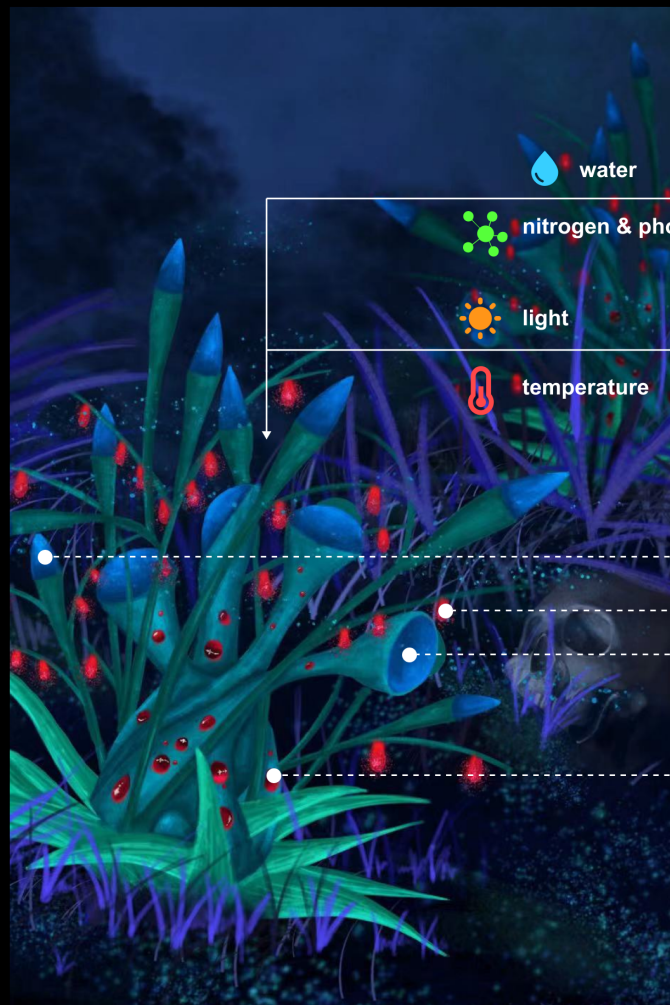
The product is used as the **words** to tell the **story** in the future.

GOAL: A future device that is used to help the adventures to hold and save the plants.

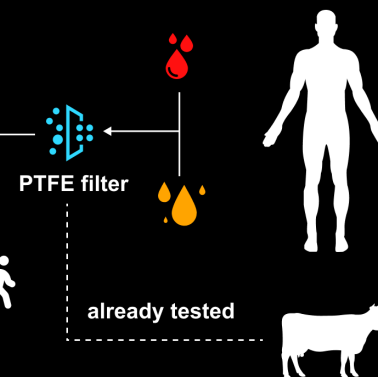
MOOD BOARD



BACKGROUND SETTING



How people feed the plant




Plant Structures

growing on mammal bodies


STAMEN	Generating power which is used for providing light,
POLLEN	constant temperature and
PISTIL	the whole device power needs through walking.


HUMAN Using blood and urine as the resources of water and nutrition.

Plant Needs

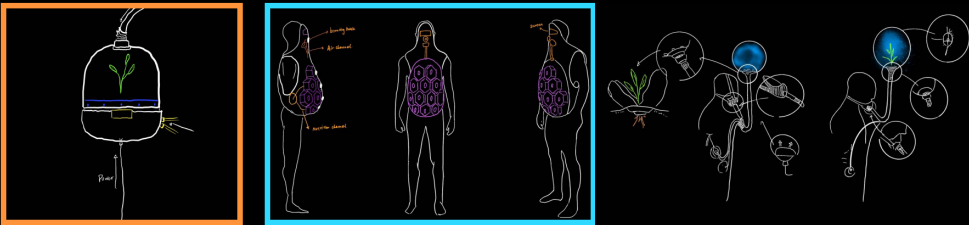
 Water without nuclear
nuclear pollution

 intermittent light

 nutrition:
nitrogen & phosphorus

 under 50°F

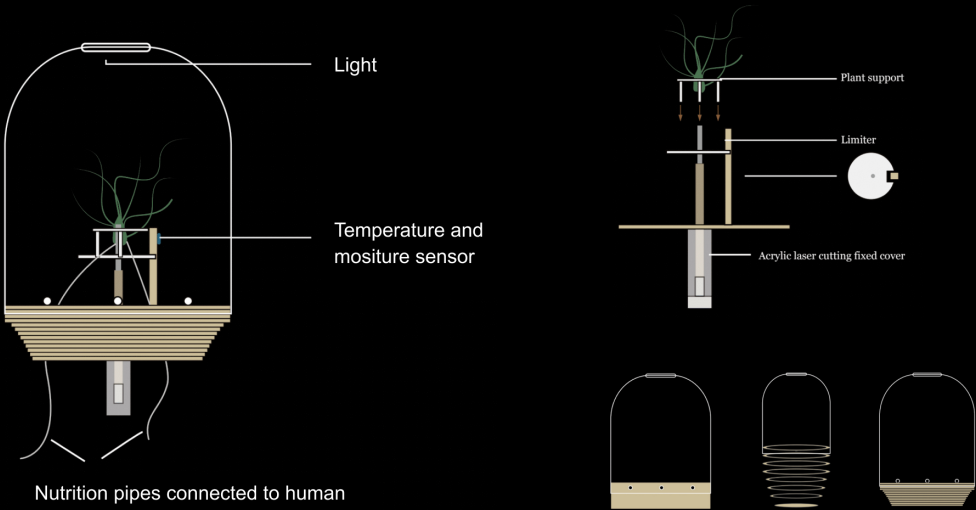
CONCEPTS



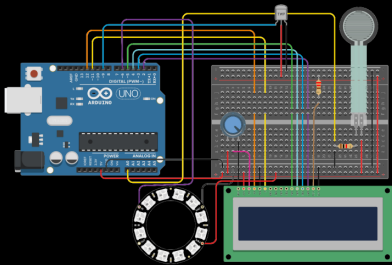
Finally, we make the prototype of the **first concept** and render the **second prototype**.

MANUFACTURE

PLAN:



CIRCUIT DESIGN:



Arduino Uno R3	1
LCD 16 x 2	1
220 Ω Resistor	1
Resistor	1
NeoPixel Ring 16	1
1 k Ω Resistor	1
DHT 11 Sensor	1
250 k Ω potentiometer	1

MANUFACTURE PROCESS:



Final Design

