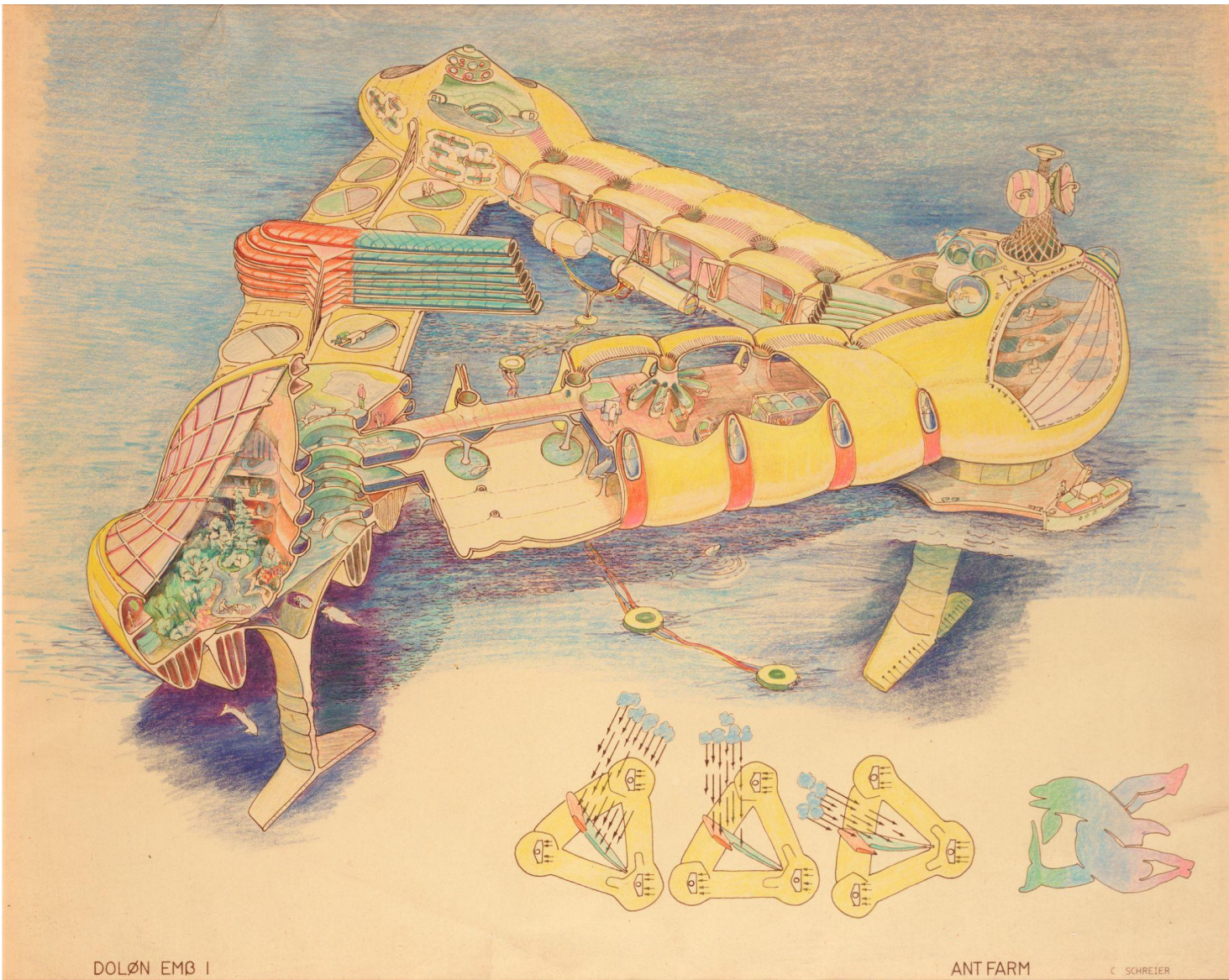
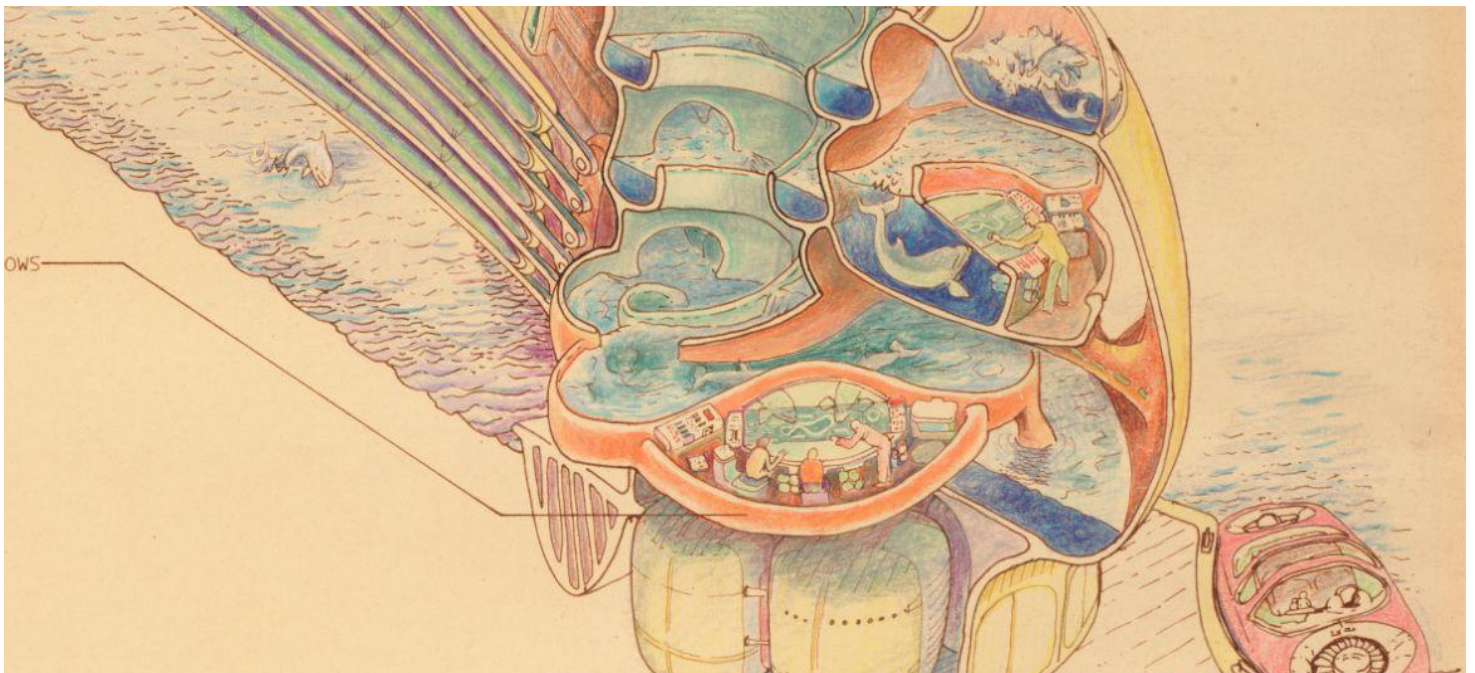
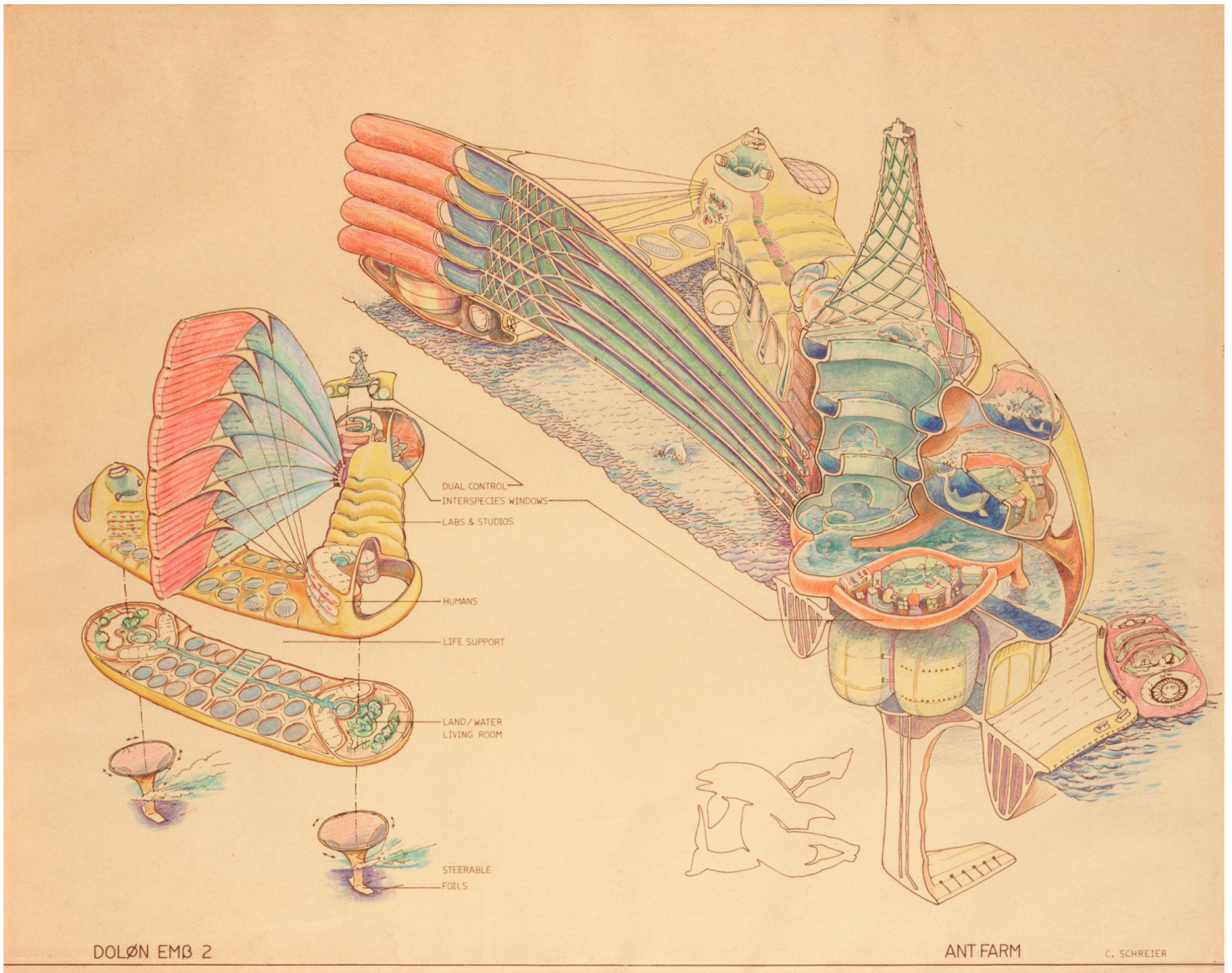


# Learn with MoMA







## Step 1 Look closely

1. What do you notice about the structure?
2. What do you think the structure might be used for?
3. Look at the detail view at the bottom of page 2. What kind of interactions do you notice?

## Step 2 Learn

In 1975 the architecture and media collective Ant Farm proposed the construction of a “Dolphin Embassy,” a floating research station designed to facilitate collaboration and communication between humans and cetaceans (cetaceans include dolphins, whales, and porpoises). As drawn by Curtis Schreier, the Dolphin Embassy is composed of three wings, arranged into a triangular structure, and propelled by a gigantic plastic sail. Two of the corners are designated as human–dolphin spaces: Here you find a “land/water living room,” an ascending water-filled spiral that allows the sea creatures to reach the facility’s higher floors, and a shared navigation center. Ant Farm’s proposal came at a time when dolphins, with their supposed high intelligence, had become symbols of the natural wisdom that industrial development was thoughtlessly destroying, and the project goes beyond calls to merely protect this treasured species. Instead, it envisions a future when, via media-saturated architecture, these creatures will become the co-leaders of a new multispecies society.



Volkswagen of America is proud to be MoMA's lead partner of learning and engagement.

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Image: Ant Farm (American, est. 1968), Curtis Schreier (American, born 1944). *DOLPHIN EMB 2 (Dolphin Embassy)*. 1974–1975. Hand-colored brownline. 18 x 22" (45.7 x 55.9 cm). University of California, Berkeley Art Museum and Pacific Film Archive. Purchase made possible through a bequest of Thérèse Bonney by exchange, a partial gift of Chip Lord and Curtis Schreier, and gifts from an anonymous donor and Harrison Fraker

## Step 3 Learn more

Learn more about architects who design structures with animals in mind: [Joyce Hwang—Designing for Other Species](#).

## Step 4 Activity: Design a structure for animals

Suggested materials: paper and pencil or pen.

1. Observe an animal in your environment (a pet or a wild animal outside) and make notes about how the animal behaves and what the needs of the animal seem to be.
2. Consider what challenges the animal might face living near humans and how it interacts with other species.
3. Design a structure that might help the animal survive and thrive. Be sure to consider the animal’s habits as well as the challenges it faces—how does your structure address these?
4. Create a drawing of your structure. You can add notes to indicate how certain areas and design features will be used. You can also consider drawing how the structure will be used by the animals.

## Step 5 Share!

Share your structure with a friend or family member—how do they think your structure will help the animals? Or you can email a photo to us at MoMA:

[schoolprograms@moma.org](mailto:schoolprograms@moma.org).