

MOONN

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RUINS

R.U.I.N.S is a dogma and a tool. A set of design principles used across all types of projects and developments. It is a belief that any problem can be solved with the materials at hand. We have created a world that doesn't work, now we will create a new one on the ruins of the old.

This is our guide:

R: Create innovative **REGENERATIVE** solutions.

U: USE the best possible resources to solve the problem.

I: Collaborate for larger **IMPACT**.

N: Learn from **NATURE**.

S: Work with long-term **SUSTAINABLE** models.