

Make a world

Overview of break-out group

Daniel Ricard

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Make a world

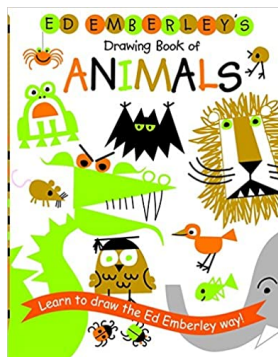
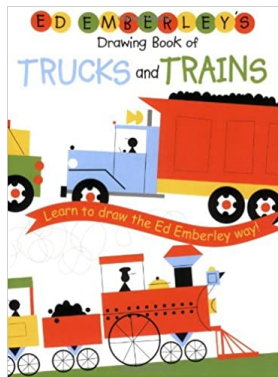
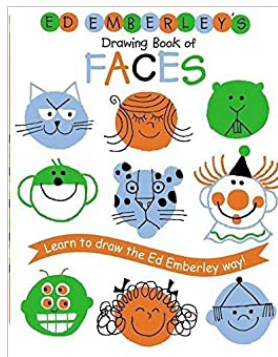
Using simple shapes, Ed Emberley shows would-be artists how to draw over 400 things, such as an airplane, anteater, submarine, train, kangaroo, gondola, and much much more!



says Amazon, [the original book was published in 1972](#)

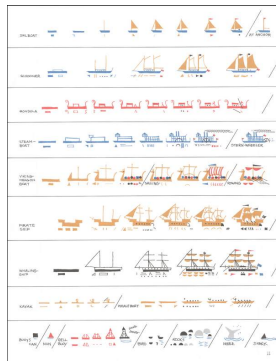
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As many good and profitable things, it has developed into a saga



Make a world - overview

The breakout group will introduce some basic concepts for simulating observations using R



Apple orchard

I will show some simulations of the process of estimating the number of apples in an orchard

Fish growth

I will share some current ideas I am interested in exploring regarding fish growth and the ageing of fish using otoliths

Collaboration on the GitHub repository sim-make-a-world

Clone or fork the [sim-make-a-world repository](#) which contains all the resources associated with the breakout group