Individuals

System ⇒ Metabolic rate & fitness

Traits: Body size, Thermal sensitivity, Respiration rate, Body velocity, etc.

Environmental forcing

(Temperature, Space)



Why the fancy bidirectional arrows?

Traits: Interspecific distributions of Body sizes, Thermal sensitivities, etc.



Traits: Encounter & Attack rates, Handling time, Physiological mismatch, etc.



Interaction networks

System ⇒ Multi-population dynamics & community stability

Interactions

System ⇒ Coupled population dynamics & mean fitness