This studio uses Capoeira as both an entry point into the urban culture of Rio de Janeiro and a practice that opens up specifically spatial and environmental questions. For instance, what are the embodied relationships among public space, social life, and housing? What effects might land use have on public health? How will the cultural life of the city respond to global environmental change? Tracing this through-line of Capoeira, the studio situates Rio within the global discourse of the Anthropocene, and deploys tactics of animating and coding as design strategies to develop these investigations.