

# **A negotiation of materiality between alive and inert:**

## **Fabrication of 1:1 scale prototypes**

### **Problem statement:**

The concept of 'material agency' and the attendant concept of materiality has been widely adopted recently, yet its meaning has been widely streamlined.

The complexity of contemporary society has to question a higher purpose and a deeper conception of materiality, whatever sector, and design at the forefront.

In fact, on the one side we can see inside matter with digital technologies, on the other side we need the semantic tools to understand the fast-changing scenario.

May we balance a new intertwined culture to raise a novel material culture able to showcase the idea of matter as a social and political agent that can drive change, blurring the boundaries between the categories of inert/alive?

### **Objectives of the research:**

To address these questions, different 1:1 scale prototypes will be designed and realized using two material systems, namely mycelium biocomposites and moss surfaces.

The final prototypes realized during these theses will be displayed during an international exhibition in the city of Milano.

### **Methodology:**

To create these prototypes, the steps are the following:

- Study of bio-based material systems in architecture;
- Conceptual and physical development of the prototypes;
- Investigation of the video mapping techniques for artistic projections.

### **Skills that will be gained during this thesis:**

- Possibility of collaboration within and international team;
- Computational design and fabrication skills;
- Working with nature-based solutions and living systems.

**Number of thesis:** Two