

Material Clusters

enza migliore amedeo martines

SUSTech School of Design

This material is part of a research project funded by the Start-up Grant from SUSTech, Southern University of Science and Technology.





Academic responsible, PI Enza Migliore

Research Assistant Amedeo Martines

In collaboration with Prof. LI Min, Associate Professor in Archaeology at UCLA

Contributors

CHE Ran, Research Assistant at SUSTech School of Design TANG Zhonghui, Research Assistant at SUS-Tech School of Design

Enza Migliore

is a researcher and educator in design, focusing on materials exploration through interdisciplinary and experimental design practices. She is currently an Assistant Professor at SUSTech School of Design. Ph.D. in Design and Innovation from the Second University of Naples, Post-Doc by Japan Society for Promotion of Science at the Metropolitan University of Tokyo. Through her research, she informs scientific laboratories with systemic knowledge, creative practices, and opportunities by design. Her current research explores materiality through the lenses of a postanthropocentric perspective at different scales.

Amedeo Martines

MA Contemporary Design at Aalto
University, is an interdisciplinary practitioner
working in the interfaces of art, design
and craft. With a deep focus on ceramic
materials as well as heritage investigation,
Martines is currently a research assistant
at SUSTech, Shenzhen School of Design,
to further explore the relationship between
design and contemporary archeology.

introduction

Material Clusters. How fragmented materiality unveils imminent archeology to redesign the past and imagine the future.

Material Clusters is an exploration initiated during the ninth Bi-City Biennale of Urbanism \ Architecture of Shenzhen and Hong Kong (UABB), hosted by the Pingshan sub-venue at Dawan, an architectural heritage of Hakka village in Shenzhen. It is part of a research project on material culture, urban ecology, and technology at Shenzhen's SUSTech School of Design. During the Biennale, staff and students at the School of Design conducted field research and ethnographic activities at the historical site and with the local Hakka community. The Hakka people are an ethnic group with a distinct cultural identity, known for their migration history and unique customs. They are a Han Chinese subgroup believed to have originated from the Central Plains of China. Over the centuries, the Hakka people have migrated to different regions of China and other parts of the world, including Southeast Asia and Taiwan.

We have collected samples of materials from the ground of Dawan village in Shenzhen, one of the biggest urban agglomerates in China, and created a tangible and digital archive of objects, pictures, and 3D models used during this exploration as frames and tools to facilitate conversation and speculation. We use found "things" as interfaces for temporal, cultural, and natural encounters. The objects, mainly fragments of materials for the building construction, natural rocks, and industrial artifacts, have been 3D scanned to create a digital archive of unnoticed, hybrid interfaces.

The idea is to produce new opportunities to marga past, present, and future through

to merge past, present, and future through design, humanistic thought, science, and technology and to use these materials as catalytic objects of reflection. We held a workshop where we asked the participants to use this collection to discuss and produce thoughts and visions about the meaning and future of the built environment and its transformations with time.

We are reinterpreting and reusing fragments of materials through digital representation

of materials through digital representation and manipulation to prompt the vision of an entangled present. The Clusters series are metaphors of post-industrial, post-human, hybrid scenarios and artifacts where human and non-human, digital and material, merge in life's ephemeral and amorphous shape. Here, we present partial working material as part of a more comprehensive research project, which includes a collection of 35 objects, a map of walls and ground textures, photographic documentation, material experiments and phygital crafting.

















531.6 g







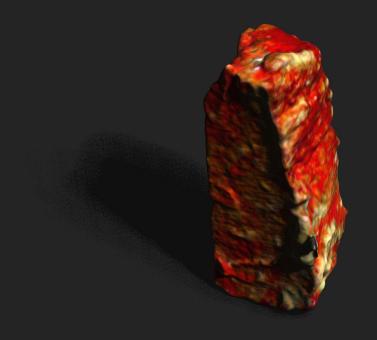
n.10 Scattered Debris Off-white with grey, sandy soil

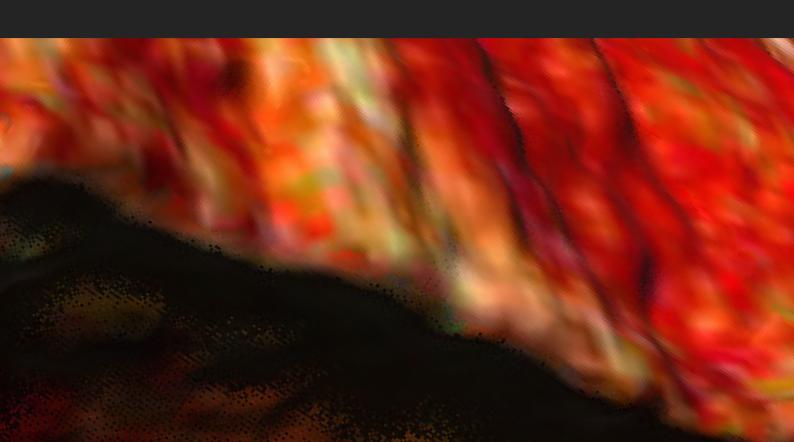
76x52x26 mm 30.7 g



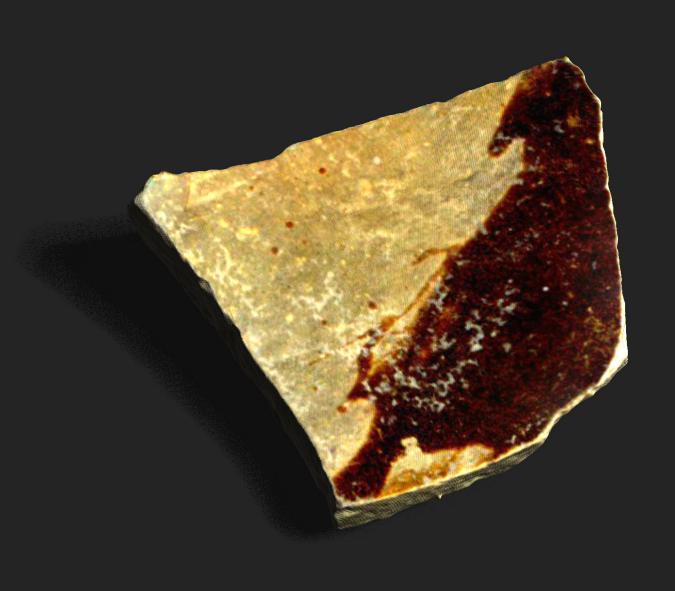


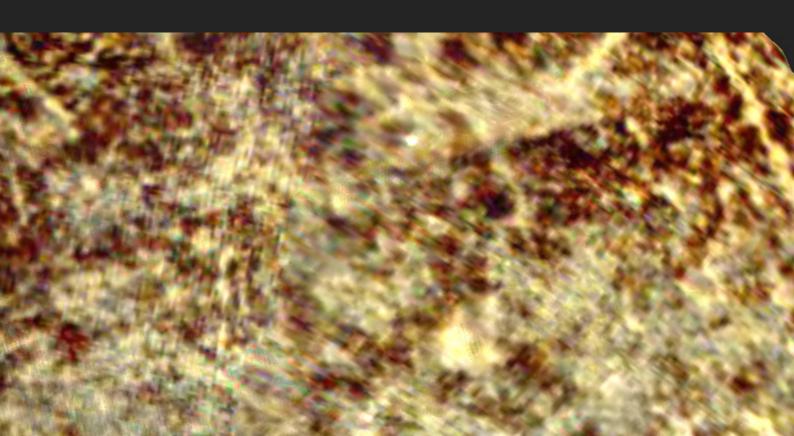






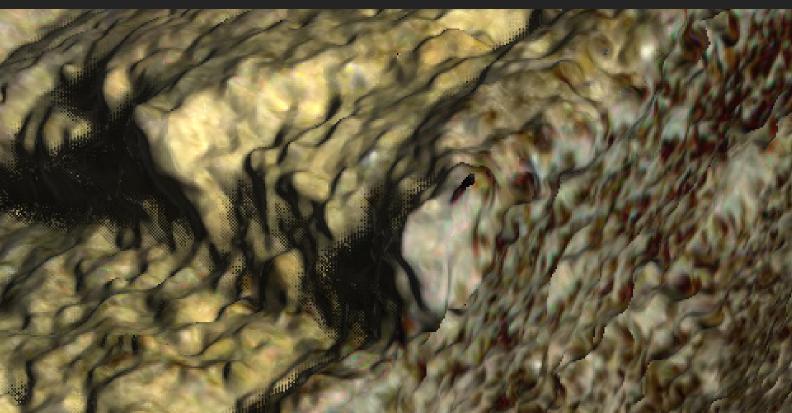














n.12 Scattered debris Greyish-white with blue pattern, smooth

45x32x14 14.1 g

