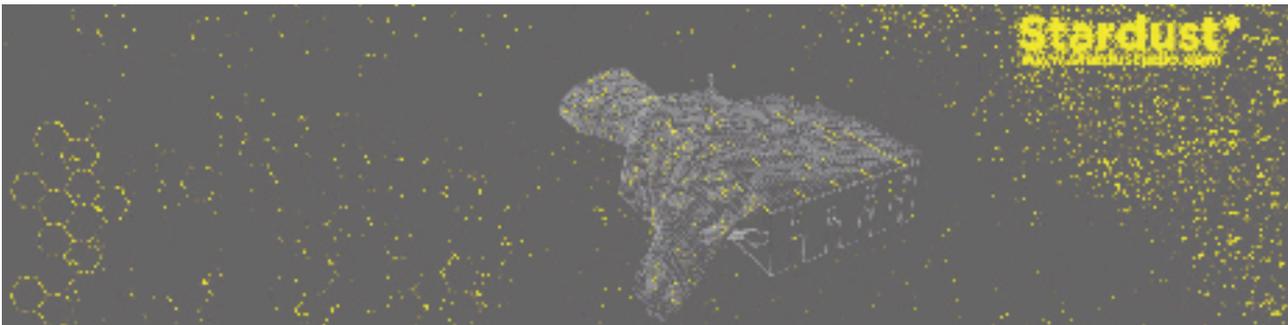


Green Attack project; 3D of Casa 4.



Casa 4 light project, november 2009.

We are stardust

It has long been said that we are stardust.

Science has now proven that we are stardust. We are a living example, here on earth, of the prodigious phenomenon of hydrogen transforming itself into human consciousness. We should be worthy of this miracle.

Paulo Soleri, Venice Biennale, June 2000

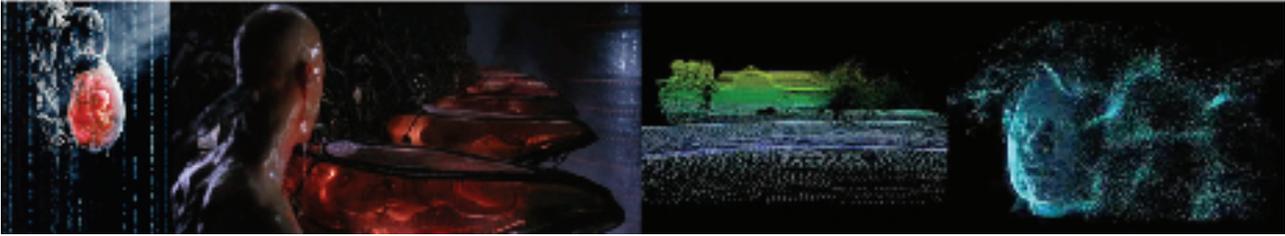
Paolo Soleri is another light on our way. The network of relationships keeps growing...
...without end.

Stardust* team - February 2010
 Carla Athayde
 Francesco Ducato
 Achilles Cosmopolitan's
 Serena Del Puglia
 Contacts: www.starduststudio.com
www.facebook.com/starduststudio
 e-mail: info@starduststudio.com



Photo by *plancton_LAB*, november 2009. To see the *plancton_LAB, Stardust* first year video*, november 2009 go to the link: <http://www.youtube.com/watch?v=acykWi0fa-o>.

Stardust* is collaborating with MAGLAB (www.mag-sy.com) in the ARCompetition (www.arcompetition.org), the Creative Art workshop (AIU, Damascus) and the Ephemeral workshop in Sicily.



“The field of humans” from the movie *Matrix*, directed by Andy and Larry Wachowski, 1999.

“Universe of particles” from the video *House of Cards*, directed by James Frost, in Radiohead’s *In rainbows* album, 2008.

“The surrounding’s vegetation invades New York” from the movie *I am Legend*, directed by Francis Lawrence, 2007.

“Wall-E defends the last plant of the Earth” from the movie *WALL-E*, directed by Andrew Stanton, 2008.

Green Attack

From Stardust we believe that is crucial to spread the idea that vegetable, mineral and animal worlds are made by the same particle. What varies is the performative capacity of each particle. This idea can generate the necessary respect for the environment and make us feel more part of it. Art and science can build a viable path to a new humanism where the human being is not the center of the universe but a part of it, particle between particles. Not superior, but “particular” because of its “performative” and “revealing” capabilities.*

Both the humans and the plants have something very important in common: still was not found either one or the other on a different planet rather than Earth. Their relationship can be studied and resolved only on the Earth. This space is very limited, we have to build a pact of coexistence.

In the video “House of Cards” (2009) by Radiohead humans are made by the same particles of their environment...buildings, cities, trees...New technologies can certainly help build the new relationship between human nature. The machines, the robots, may have this role of “intermediary” (Wall-E, EVE)...more than create and feed fears (as the field of humans in Matrix).

In the movie Matrix humans are cultivated by intelligent machines to generate energy. The apparent reality of the normal people is just a software created by the machines to control them. A person becomes conscious of the truth when is released by the rebels and ceases to be cultivated by the machines.

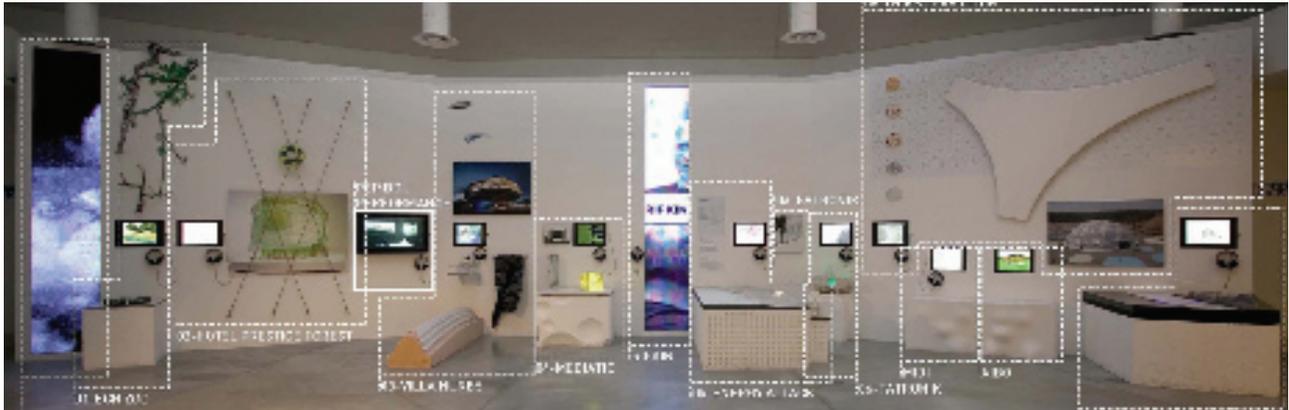
Humans and the plants now live in a strict separation. Plants that enter the city limits are controlled, are not free to develop and express their more extreme features. They have a decorative or productive role, there is no a real coexistence between us and the plants.

Also the idea of roof gardens is actually another way to control the vegetation within the city limits. Can we overcome the fear of the plants’ invasion? In the film “I am Legend”, the desert city of New York is invaded by wild flora and fauna of its surroundings.

Can we imagine the humans operating just as the basis of the free development of the vegetation? Can we imagine a city in network also with the vegetation? Where the information from the free vegetation is shared and used to create harmony with the environment. The technology today can create the basis for the development of vegetation in all directions: horizontal, vertical, diagonal and curved. All our buildings’ exterior surfaces, and also some of interior ones could become this “field” for the free development of the vegetation.

“Work together” is the strong exhortation by Stardust*manifesto, in which there’s the great trust for a global cooperation through an infinite relation between people around the world. The digital culture has created the foundations for a new civilization, made up of dialectical confrontation, communication, listening and sharing. A civilization that builds a composite network of geographical components, that are working together with the idea of a collective humanity.

The duty of each of us is to be considered responsible of a thought, Stardust* believes deeply in this idea.



Cloud 9 Exhibition, *SCIENCE + FICTION*, Venice Biennale, sept.-nov.2008, exhibition design by Francesco Ducato. Photo by Luis Ros.

The beginning of my story disappears into limbo. [...] I lost forever the memory of my birth. [...] Where was scattered this galaxy of billions of billions of atoms that would become me? In that little stone floor...that animal, that phase will migrate before becoming me? And even before life itself...appeared before the Earth formed from star dust. Where were they? [...] My story is intertwined with the history of the universe.

Sotigui Kouyaté in Claude Nuridsany e Marie Pérennou, *Genesis*, 2005

About Stardust*

Stardust was born in the November 2008 from an idea of Carla Athayde and Francesco Ducato. Working in an international scale and in different art fields produced the need to develop a studio not worried about disciplinary definitions, not dedicated to specialization but concentrated in the construction of new realities defining relations of abilities and talents for each project.*

The idea came from the need to “reveal” the connection between the different creative experiences and improve the mystery of this connection. Stardust is the result of an intuition and is a factory of intuitions. Stardust* is a studio that operates in the field of the arts with a strong creativity impregnated by the culture of making. Creation and production work together to realize projects of high quality and efficiency. In this way the management becomes part of the creative process giving guaranties of success to the client and to the Stardust* team. Against the idea of StarSystem we believe on the idea of strong, talented and qualified individualities, able to share their know how with the objective of a critic, innovative and responsible transformation of their physical and cultural environment. Meaning with environment every material or virtual space with its peculiarities. Stardust* is at the moment developing projects in Spain, Italy, Brazil and USA and has not geographical limits.*

Francesco Ducato, *About Stardust**, august 2009

Each language is a form of communication, without barriers or prejudices.

The body language of gesture, of art, in its myriad manifestations, music, dance, painting, architecture are all valid ways of communicating, without claiming to define universal concepts or theories. This is what happens in *Watermill* (www.watermillcenter.org), this is the amazing experience that illuminated what was going to become...Stardust*.

Yago is still there in the air...



Watermill summer program, july-august 2008. Photos by Georgia Oetker.

The reason I work as an artist is to ask questions. That is to say; “What is it?”.

If we know what we do, there’s no reason to do. The reason to work is to say: “What is it?”

Bob Wilson, *Absolute Wilson*, 2007



Serena Del Puglia, *Ideas are in the air*, Cartoon 02, november 2009.

What is it?

Stardust is nothing.*

It is just an intuition.

But at the same time everything is stardust: you and me, the things around us, our ideas and our feelings.

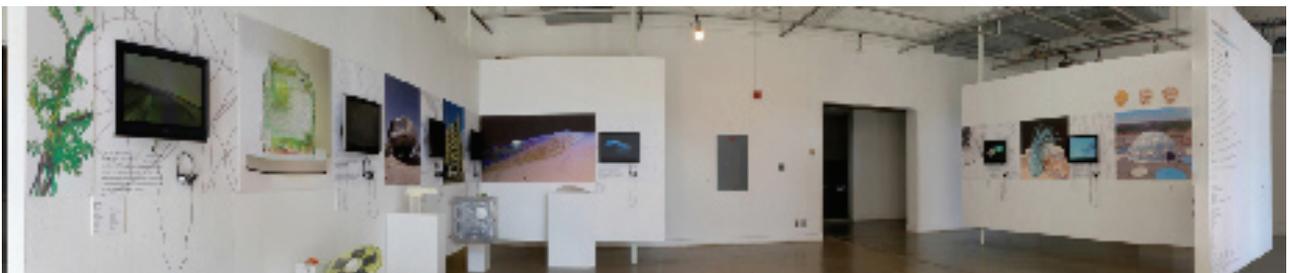
We look for solutions beyond the clouds, but maybe this should mean to look more inside us, with a microscope.

We need art and science to fight against our tendency to destruction and violence.

We need art and science to create more and more.

We need to work together with the consciousness of what we are: just a little particle in the infinite universe.

Francesco Ducato, *What is it?*, november 2008



Cloud 9 Exhibition, UCLA, *Enric Ruiz-Geli, A GREEN NEW DEAL...CLOUD 9*, february-april 2009,

exhibition design by Francesco Ducato, production by Carla Athayde, Stardust* ‘s first realized project. Photo by Elan Lipson.

Stardust*

www.stardustudio.com

Article by Serena Del Puglia

Graphic design by Serena Del Puglia, Francesco Ducato



Francesco Ducato, Serena Del Puglia, *We look for solutions beyond the clouds...but maybe...*, Cartoon 01, november 2009.

Perhaps the solution lies beyond the clouds: “Starwars” there where heavy industry combines with high technology, pure war. Or if not, there is always the simple production of the effect itself, the ephemeral, the “state of the art” to make clouds.

Yago Conde, *Architecture of the indeterminacy*, 1994

Concepts such as transformation, uncertainty, doubt against stability, certainty, definition of boundaries and limits are the foundational concepts of creativity and evolution of art and humanity. The indeterminacy, the indefinite suspension must be our state of mind in which a developing and creative work is possible. Knowing Bea Goller gave the possibility to feel even more deeply the theories of Yago.

Yago believed that each time we involved ourselves in such indeterminacy, in which the imprecise meaning of an architecture object would be considered, an indeterminate state in development of the design and in the discipline as an institution resulted.

Bea Goller, from Introduction of Yago Conde, *Architecture of the indeterminacy*, 1994

Working with Enric Ruiz-Geli was walking on the legs of those theories, working side by side with Cloud9 (www.themakingofcloud9projects.com) reveals the power of cooperation in the realization of an idea. Make clouds becomes true.



Cloud 9 Team in the Chillida Leku, Hernani, Gipuzkoa, december 2007; Enric Ruiz-Geli, Francesco Ducato at the *Colegio de Arquitectos de Barcelona* for the Final Certificate for the construction of Media-TIC, december 2009; Complete team of Media-TIC, Barcelona, january 2010 (Photo by Carla Athayde); Media-TIC, january 2010.

Meeting Bob Wilson (www.robertwilson.com), his work, his method, his school represented, then, another stunning step towards the construction of Stardust*.

Ideas are in the air, and variously the minds of individuals can capture and make them real. A network of apparent isolated individuals is formed, underground and silent, then suddenly emerges forcefully. This network was made up of singers, dancers, architects, artists, poets, painters...without limitations or rigid definitions... categories have no sense.

We all communicate with each other through our own languages.