





Bioinspired Design: Aristotle's Lantern and Models of Rotational Geometry by Giorgio Scarpa

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“To play (to explore) is something that costs nothing and brings the mind closer to its desires by asking about the goals and function of every choice, so that every project, before it even becomes an application in its diversified specificity, every project should mean freedom and spontaneity in making, a non-paralyzing immersion, a contrast to what surrounds us, in a seamless process. (...) The image of destroyed sea urchins, their scattered fragments in the sand, and of the live sea urchins observed in their marine habitat, are the source of this study. (...) Not a single sea urchin was sacrificed in order to study it.”

Giorgio Scarpa

Bionics: Exploration between play and research
(unpublished notes, c. 1970)



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Lantern photos: Giorgio Cireddu