

Celestino Soddu

Sardinia Stone Age Futuring Past



Topic: Art, Architecture, Stone Age Art

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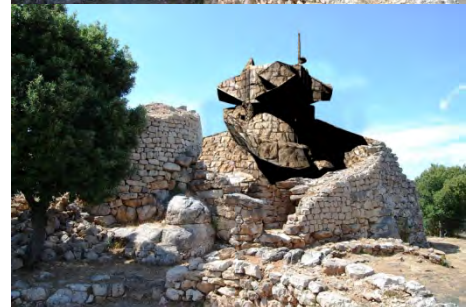
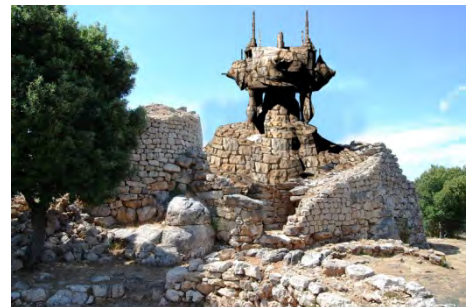
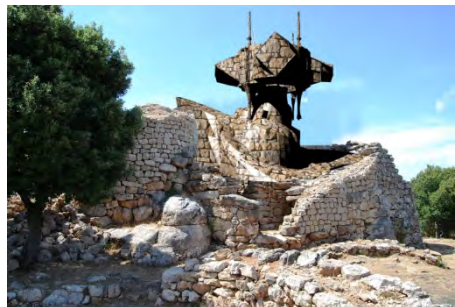
Main References:
www.soddu.it
Archeological discover of Nuraghi models of 2nd millennium B.C. in Sardinia.



Nuraghes are the famous architecture of Stone Age in Sardinia. Nowadays 7,000 nuraghes are already discovered but their number is surely bigger. My generative project on Nuraghes was born by interpreting the recent discovery of a series of stone statues of "giants" together with a series of stone models of Nuraghes at small scale, made around two millennia B.C. in Sardinia, Italy. These models introduce a new significance of Nuraghe shape for the reason that we discovering how was the top of nuraghes that is destroyed in all their ruins. This was very impressive for me in performing my interpretation of the total space of these neolithic ancient architectures. For designing the code for generating variations of Nuraghes with my software Argenia I followed the generative process "Futuring Past". Futuring Past is a generative design process able to gain complex recognizable variations of the same idea/code constructed by an interpretation of the past time" C. Soddu, E. Colabella, 1998. The generation of Nuraghes was therefore directed to find again not only the characters but also the logical structures of these constructions.

As for other generative projects of mine the references are not only the existing architectures or artworks but their representation in the works performed by artists that have lived and interpreted the events of their own time. In this case these artists had constructed these "scale models" in stone. The Featuring Past result is a series of 3D scenarios of futurible nuraghes strongly connected to a logical interpretation of the discovered models and of their possible history.

In the images: Variations of Generated Nuraghes in an existing nuragic site, with the presence of the "models" discovered in Cabras new archaeological site.



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