

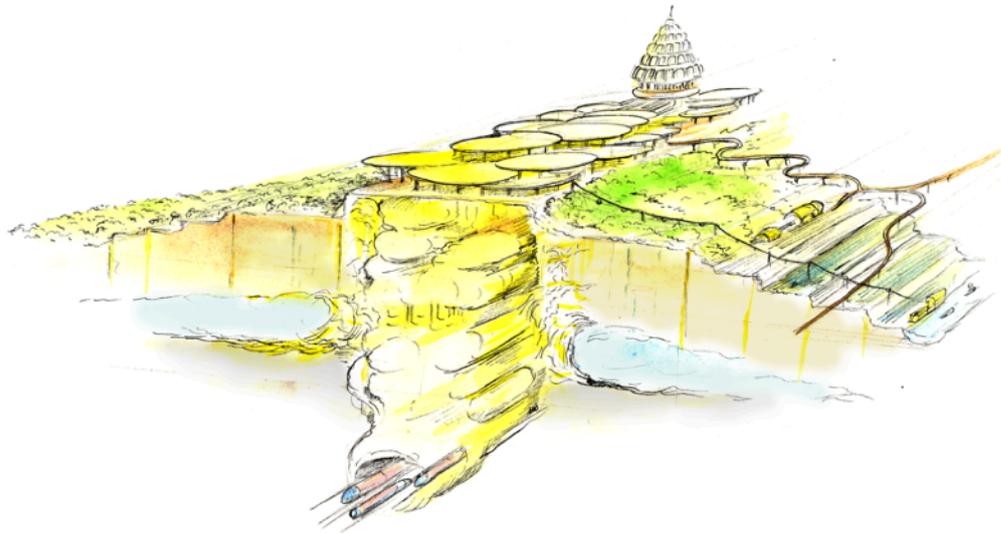
Solarpunk Art Contest 2021

This one shows the concept of the linear city: A concept for a city I have been working on together with SciFi writer Eric Hunting. It basically shows us how a new adaptive form of city planning and architecture helps us to create superstructures. They have characteristics of agricultural terrace landscapes. The terraces can be used to do agricultural practices or for transportation systems (shown here) or other functions. The inner spaces will be used for residential use, high speed transport, industrial activities and energy production. The linear city searches its way through the landscape and it encloses old cities (like medieval walled cities), this also shown here. The vast areas around the city is given back to nature. So less pathological land use from mankind.

Note: this work will be used as cover for a solarpunk book (in Italy), so I don't know if it can be accepted ?

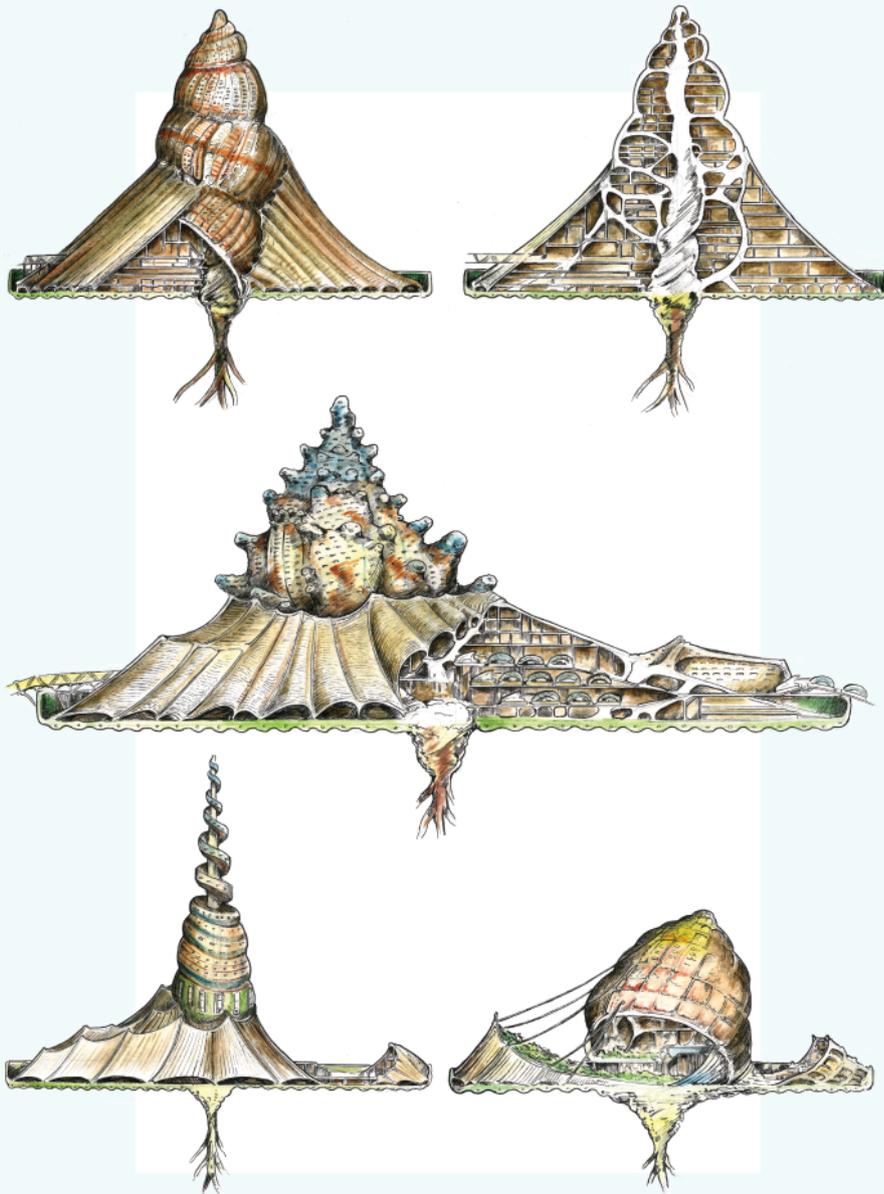


Another cross - section that shows how the terrace linear city could look like



This picture underneath shows a series of shell buildings. They rest on large artificially engineered plants. I made this one to promote biomimicry and the ingenious design practices of nature. For instance shells that have the ability to grow their houses from scratch and even repair them when damage occurs.

Also the shape of natural forms are very resistant to all sort of forces, often outclassing man made structures.



Watercolor: view on the floating city with sea shell buildings

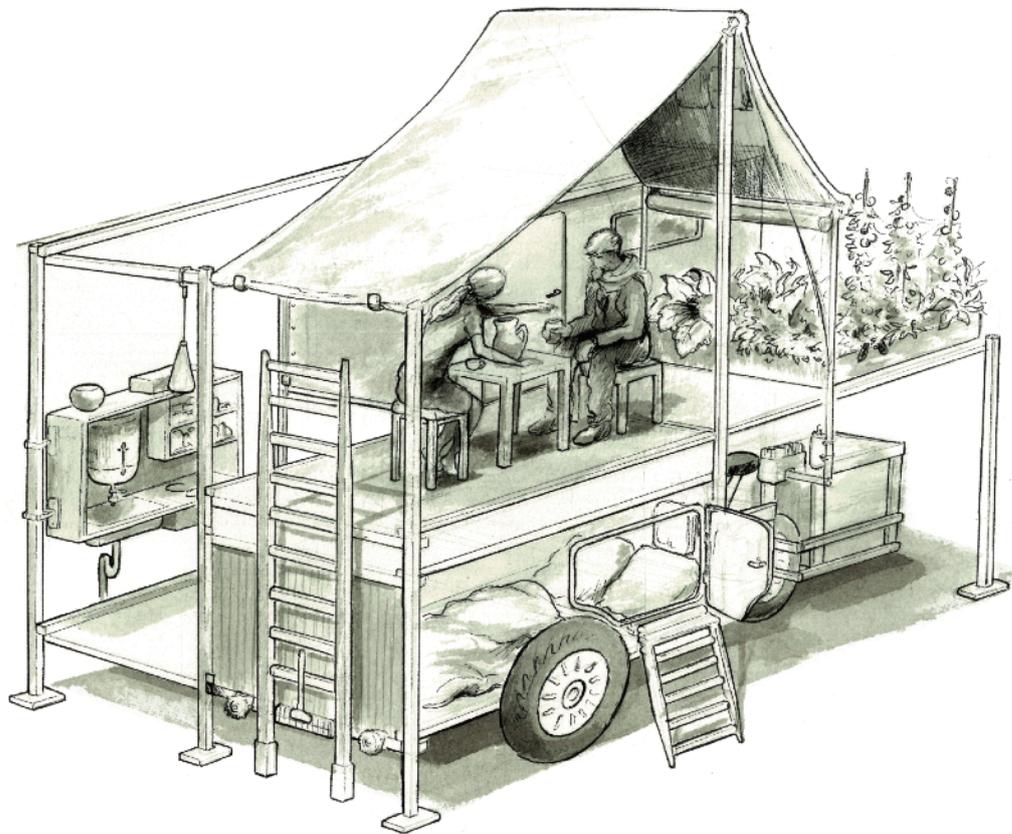
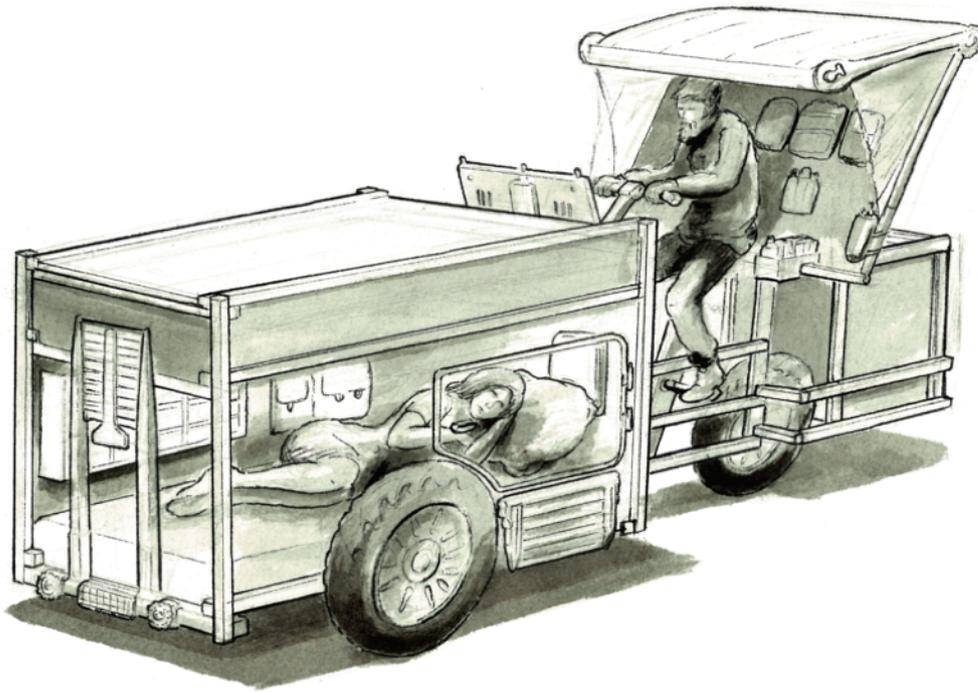


This is one of my favorite solarpunk concepts. Though I have noticed that many “very green” images with the label solarpunk flourish on the internet. They seem to tell a story about how we need to green our cities, introduce permaculture practices and urban gardening. I definitely support such aesthetics but I think that is only a part of the story.

The punk part is often forgotten. Solarpunk will also have to deal with the reality of climate change. This means that in many places seasonal migration will be forced onto people (just because some areas will be too hot and dry during summer). Another very likely reality is that some parts in the world will suffer heavy economic downfall. This will mean that a lot of real estate will be abandoned, out of use. People will have to be creative and adopt new more mobile lifestyles.

Lifestyles with maker, DIY, MacGyver-like characteristics

(this is once published in a small art magazine (driftwood))

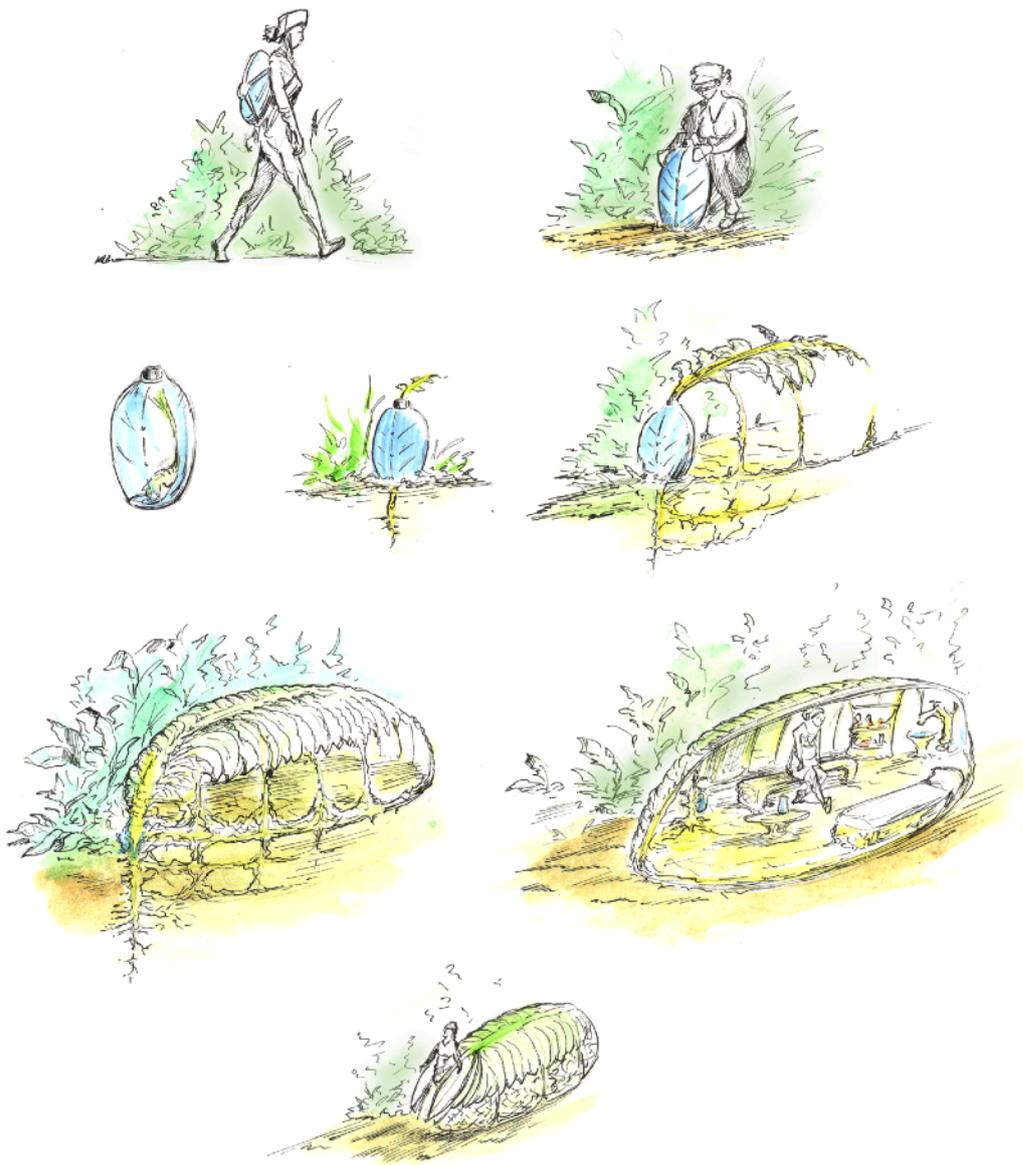




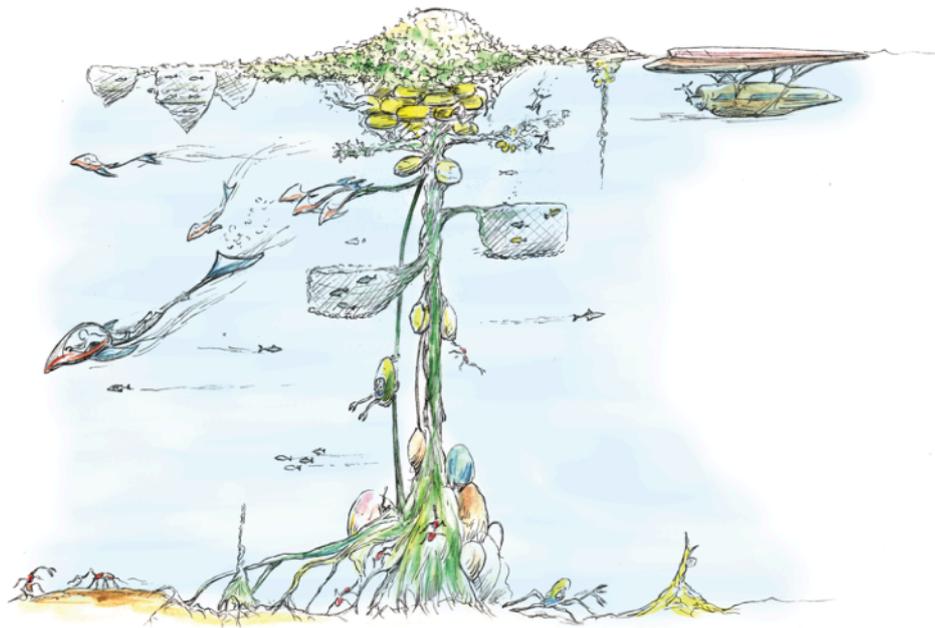
I have been working on another late solarpunk concept: the planetary symbiotic organism. Eventually mankind could make use of a new AI material that mimics nature. Instead of a dead architecture and infrastructure we will have a living one. Materials that grow and communicate with the surrounding environment (humans, animals and plants), it adapts itself and generates the most beneficial forms for all species.



Another example of growing architecture (I have many of such examples)



Another solarpunk concept worked out in collaboration with Eric Hunting: life in the open waters: here humans chose to live under water. This has lots of advantages. Building floating structures acquire a very high level of technicality and are very costly. Focusing on underwater systems can open new opportunities.



This shows an interior view of dome-city. Inside the dome the surface level is entirely occupied by plants. People can only use foot paths. Other transportation systems are underground or via bridges.

The surface level forest is used to set up ecological recovery programs. Biologists do research here about insect and plant ecosystems. All meant to restore nature that has been destroyed in the pre-solarpunk age.



Water molecule architecture and a waterfall

I made this one to praise our water systems on earth, we have been misusing them and depleting our water sources, though they will be one of the most important topics in the age of solarpunk , maybe even more important than renewables

