

PHYSARUM AS AN ARCHITECT

Ars Electronica, Bio-Art, Physarum Polycephalum

2023



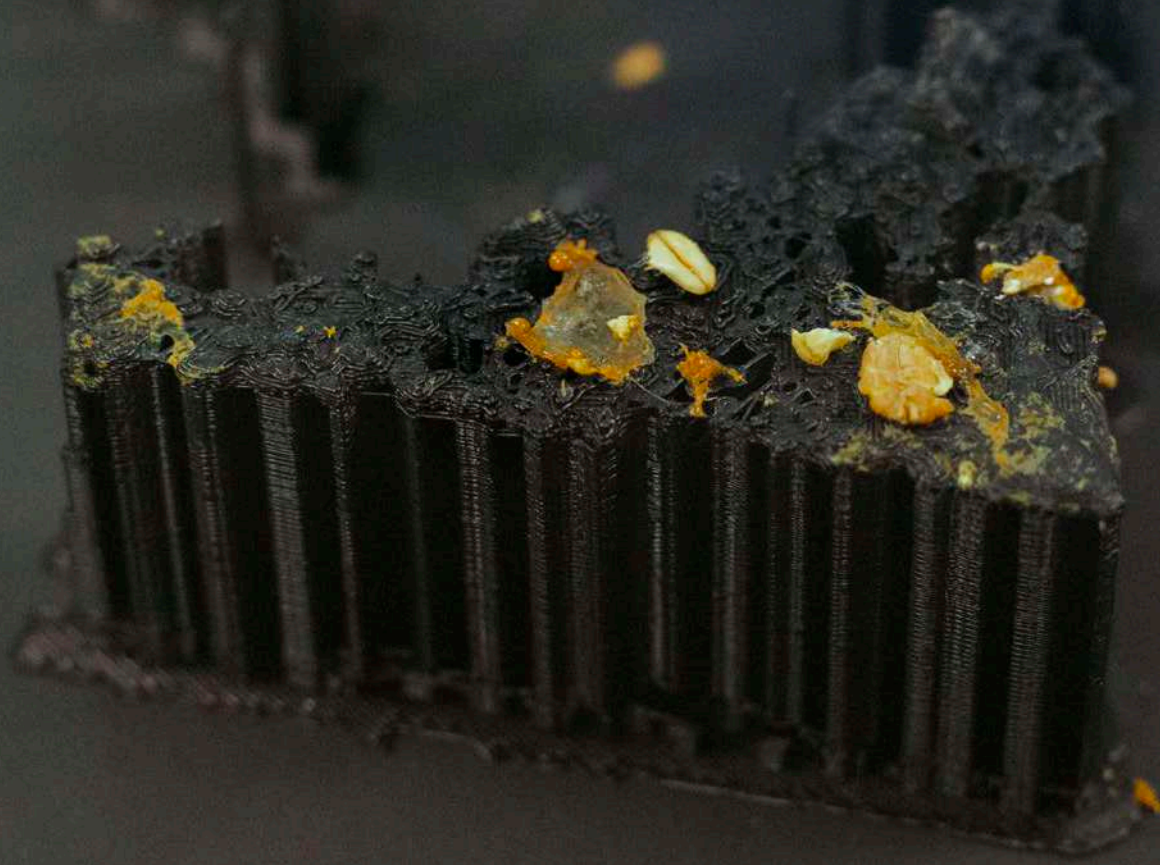
Physarum Pavilion aims to give a space to organism and examine the behavior of conscious and continuous movement.

Slime mold is a primitive, single-celled organism capable of complex problem-solving and decision-making, demonstrating a form of distributed intelligence as its cells work together to navigate and solve mazes or find optimal food sources.

Human being has a tendency to welcome attractive parts of nature in their life in indoor and outdoor spaces. They do this by creating solutions, relationships between nature and human-made structures. What if we give a place to physarum that it could maintain its life and utilize from architectural methods? Pavilion speculatively approaches architectural solutions and considers physarum as a resident.

Agar agar, 3D Scan, Blender, 3D Print, Biolab

<https://ars.electronica.art/who-owns-the-truth/en/physarum-pavilion/>



FRIDAY 18.11.2022
 18:15, DANHANG'S UNIVERSITY HANOI.

space
 on earth ↙ ↘
 mars moon
 beyond earth.

can we use alive molds to optimise architectural spaces?

Could we use organisms to design our spaces?

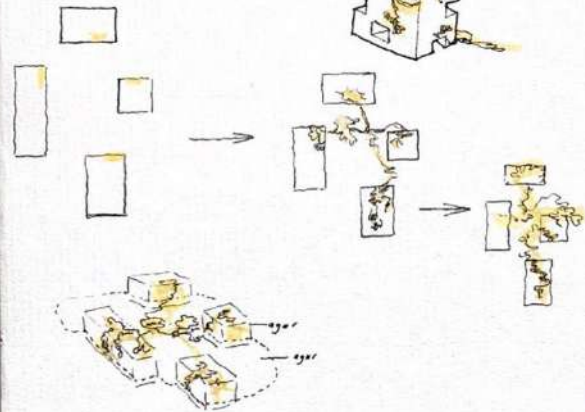
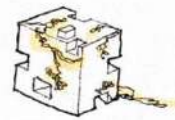
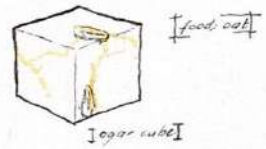
human ↙ ↘
 animal
 other life forms?

plus
 yellow color in indoor place?
 psychologically yellow color, what does it mean?
 Scientific effects? how it feels?

ARCHITECTURE • ORGANISM • OPTIMISATION



physarum polycephalum



SLIME MOLD AS ARCHITECT

