

Circular Cultures: Materials

Beyond Recycling

Workshops Descriptions

Tuesday 30 March

Agenda

11.00 – 12.30 **Unity Workshop – Introduction to game engine technology for building digital fashion experiences**

Costas Kazantzis, Creative Technologist at Fashion Innovation Agency

15.30 – 17.30 **Decorated Bread: Dough as a creative material**

Maria Varela, Interdisciplinary Artist

18.00 – 20.00 **Open biomaterial recipes**

Anastasia Pistofidou, Researcher, Co-founder of fabtextiles.org and

Fabricademy, Textile and Technology Academy

Workshops will be conducted in English and interpretation will not be provided.

Unity Workshop – Introduction to game engine technology for building digital fashion experiences

Unity is a game engine used to create three-dimensional, two-dimensional, virtual reality, and augmented reality games, as well as simulations and other experiences. This workshop will cover an overview of the software and different projects realised with it, followed by a step-by-step tutorial of how to create a 3D scene and integrate digital assets within it. Areas that the session will focus on are scene design, materials and lighting, video textures, 3D models and spatial sound.

No prior experience in Unity is required to attend the workshop. Familiarity with other 3D programs would make it easier to follow but it is open to absolute beginners as well.

About Costas Kazantzis

Costas uses 3D Design and XR to reshape the way fashion content is disseminated. His background lies at the intersection between fashion media production and computer science, providing insight into how emerging media can influence how fashion brands engage with their audiences. As part of the team, Costas develops proof of concepts for 3D, AR, VR and creates visuals, and animations to help FIA communicate ideas to diverse partners. He is also an Associate Lecturer at LCF School of Media and Communication.

Decorated Bread: Dough as a creative material Maria Varela will present the process of decorating bread in the Greek folk tradition. The artist will demonstrate concrete techniques applied in bread decoration based on materiality knowledge, cultural symbols and community wisdom. The artist will then expand to her own work, building a link between bread as material and new narratives.

About Maria Varela

Maria Varela is a multidisciplinary artist focusing on ways in which the archival event is transcribed from the digital environment into the physical world. She creates digital and physical objects, systems, environments and live events exploring concepts of identity, memory, tradition and their constructions.

She has presented her work in numerous museums and exhibitions in Greece and abroad, in Athens, Brussels, Sao Paulo, Wroclaw, Vancouver, Berlin, Seattle, Bergen, Istanbul.

She is nominated for the 2021 Contemporary Art Award of the Taoyuan Museum in Taiwan.

Open biomaterial recipes

A workshop to discover and explore different ways to create biobased products through circular design. We are immersed in a present where environmental collapse is imminent, with a way of producing and consuming that involves polluting the planet and neglecting resources. Let's be aware of the potential of the resources we use, to achieve circular economies by taking advantage of them. From what we produce and consume we can change the situation, creating conscious cycles, looking for alternatives and designing products thinking about the occasion of use. Join the Biomaterials workshop with FabTextiles and Fabricademy lead Anastasia Pistofidou to learn new recipes, discuss the future of bio-plastics, and explore local production models.

About Anastasia Pistofidou

Researcher, practitioner and educator on digital fabrication, textiles, wearable technologies and biofabrication. Specialized in hardware development, integration design, rapid prototyping and design to production.

Co-founder of fabtextiles.org, a research laboratory on textiles, soft architectures and innovative materials at IAAC Fab Lab Barcelona. Co-founder of [Fabricademy, Textile and Technology Academy](#), a radical educational platform on the future of textiles that merges online learning with hands-on prototyping.

Combining digital fabrication techniques and crafts, she demonstrates how new technologies can shift the massive consumption and fast production to a customized, open source, personal and local fabrication applied on education, everyday life and new enterprises.