

Dubai Design Week (November 9-14 2020)

The Institut français and Cité du design de Saint-Etienne join forces to present « Space Exploration and design »



For its third participation in Dubai Design Week, the Institut français in the UAE, which is the cultural department of the French Embassy and Cité du Design de Saint Etienne, joined forces. The exhibition to be staged is exploring and creating connections between the global lockdown during the COVID-19 crisis and life in a small space such as astronauts when they are confined on the International space station.

Curated by Cité du Design, rooted in Saint-Etienne, UNESCO Creative City of Design for 10 years, the showcase gives a short preview of a bigger exhibition that Cité du design and the CNES -The French Space Agency- are currently collaborating on, expected to take place in Saint Etienne at the end of 2021 on the journey from homo sapiens to “homo in outer space” and how human beings managed to organize this movement by designing its own tools.

This project explores cross boundaries between space, as an engineering field, and artistic practices, promoting young designers' creations that are connected to the future and broadcasting French Design at an international scale.

For Dubai Design Week, France focuses on three approaches, exhibited side by side, on a common ground :

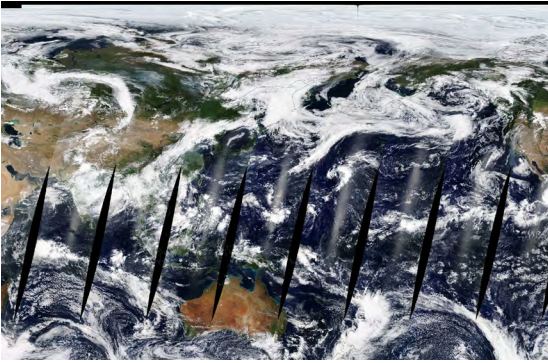
« **A LIFE ON MARS** », by Anthony Vacter, young designer graduated from Saint-Etienne Higher School of art and design.
 « **TEASING NEW WEATHER TV** » by Simone Fehlinger, designer and research officer at Cité du design.
 « **L'ETOILE** » by LUX, a design studio composed of Simon Chevalier, designer, artistic director, and technical director; and Lucile Cassassolles, project and production manager.

« UNE VIE SUR MARS » («A LIFE on MARS») Anthony Vacter

Anthony Vacter, designer and Saint Etienne graduate presents a fiction design research project titled 'A life on Mars' about a possible scenario of living in outer space in the year 2050, after an ecological disaster on earth. He designed a fictional space station that could be in adequation with the life of a Martian settler. His work and objects made in 3D printing, include a scenario of architecture, furniture and technologies for different ways of living on Mars and the living conditions in a confined environment.

← THE AQUAPONIC GARDEN - The aquaponic garden allows to grow food independently and to produce the oxygen necessary for life. © ANTHONY VACTER





Napshot wvsearthdata © NASA simone FEHLINGER

“TEASING NEW WEATHER TV : POST PRODUCING GLOBAL VIEWS” Simone Fehlinger

In line with the launch of the Emirates Mars Mission's Hope probe, which aims to study the weather conditions on Mars a video installation 'Teasing new weather TV' by Simone Fehlinger, designer and research officer at the Cité du Design de Saint-Etienne - will be staged to showcase the relationship between design, architecture, space exploration, weather imagery and actual visual and material culture. The installation shows weather as a design object questioning the link between science and fiction that conditioned (and still conditions) space exploration and contemporary imaginaries.



L'Étoile © Atelier Lux

L'ETOILE (“THE STAR”) Atelier Lux

Mankind has always been fascinated by the stars which have inspired science fiction, clairvoyance and astronomy - whatever interpretation you give it, 'L'ETOILE' a large scale 3D installation by Simon Chevalier and Lucile Cassassolles of LUX design Studio - will be presented and it pays tribute to the stars which have formed a discreet backdrop to our world since the beginning of time since man first stared in wonderment at the night sky. Thanks to constant monitoring of technological development and techniques, they can imagine original light installations and manage each stage of projects: design, programming, production and set-up. Digital technologies including programming of animations and lighting effects allow them to communicate a wide range of emotions with their artworks: sometimes animated and / or interactive, sometimes static and / or contemplative.

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