



VisionArtech

Innovation inspired by Nature

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A BIOMIMICRY MANIFESTO

“Design must be an innovative, highly creative, cross-disciplinary tool responsive to the needs of men. It must be more research-oriented, and we must stop defiling the earth itself with poorly-designed objects and structures.”

— **Victor Papanek**, *Design for the Real World: Human Ecology and Social Change*.

Biomimetic design, inspired by nature principles, implies in itself a sustainable regime achievement, and the change/transformation of future designers' role in community problem solvers, local or global. For this reason, a social and moral criteria must precede the activity itself of future designers, which should be based on a deep critical judgment, and in which the main question to put at the center of a designer's project is whether it will be able to enhance community and social environment welfare. Designers' future task is to create a new knowledge taken directly from biological and physical sciences, in neo-Renaissance 21st scenario and where scientific Leonardo Da Vinci is universally recognized, thanks to the Codex Atlanticus writings and drawings as the founder of the biomimicry discipline.

Since the '80s, a growing number of research centers emerged in Japan, in United States, in Canada, in United Kingdom, in Germany in China that have collected

scientific and technological contributions on the benefits of biomimetic designers, played conferences, developed partnerships with for-profit companies and deposited patents of bio-inspiration.

Echoing the words of the French philosopher Edgar Morin, today we need to educate young people “to a new global Era” for a conscious planetarian citizenship, where the themes of social responsibility, solidarity, environment and human beings respect must dial future global citizenship humus. This new kind of education will include a complete overhaul of teaching, obtained with the conjunction of scientific and philosophical point of view, and through an interdisciplinary study approach that will seek solutions for humanity's future and for each terrestrial species' survival on planet Earth and where designers will be at the same time artists and scientists.