



POLLUTION



STUDIO 0MORE WITH ANIRUDHAN IYENGAR & MIRO ROMAN, THE HOUSE OF CODED OBJECTS, STUDIO2, INSTITUTE FÜR GESTALTUNG, UIBK, 2025





POLLUTION

“of course, pollution comes from measurable residues of the work and transformations related to energy, but fundamentally it emanates from our will to appropriate, our desire to conquer and expand the space of our properties.”¹

Pier Paolo Pasolini
Goes
Mumbai

This studio is not about environmentalist ecology.

This studio is not about poverty.

This studio is not about being ‘good’.

This studio is about POLLUTION.

Pollution is excess—matter, desire, and waste overflowing into the world.

Pollution is both stain and seed, destruction and creation, impurity and renewal.

Pollution is a condition that blurs the sacred and obscene.

Pollution is human excess made visible, layering waste and wonder.

Pasolini has been invited to India to make a film about pollution. He has been given a plot in the center of the city for two years, where he can do whatever he wants—but he must follow four rules:

Something he must save.

Something he must destroy.

Something he must bring.

Something he must give.

You are here to advise Pasolini how to develop the concept of pollution.

You are here to support Pasolini in designing the scenography for his film.

You are here to help Pasolini shape the urbanism of the plot.

You are here to assist Pasolini in making a contract with the citizens.

locations:

[Crawford Market \(18.947798007243442, 72.83428642920282\)](#)

[Banganga Tank \(18.945619495748875, 72.79381552349548\)](#)





Studio0MORE uses Artificial Intelligence to deal and articulate online information in large quantities. We write TEXTS to constitute our projects. We create MOVIES to temper them. We develop MODELS to enact them. We navigate all media to weave a sophisticated, multi-layered cosmos around our projects. We call all of this ARCHITECTURE.

For Studio0MORE, today's connected world requires the architect to be a digitally literate persona and nimble in addressing the ideas that challenge the world on a global scale, in the same manner as the 2,000 year old tradition of architecture treatises demands from itself.

The goals of the Studio0MORE are:

Identify and construct an understanding of today's technologies.
Develop methodologies to design architecture with an abundance of online information.

Perform delicate balances between Artificial Intelligence and Human Intelligence.

Assess the importance of being a digitally literate architect today.

0more.net

<https://www.youtube.com/@houseofcodedobjects>

Thursdays at 10 at studio 2

