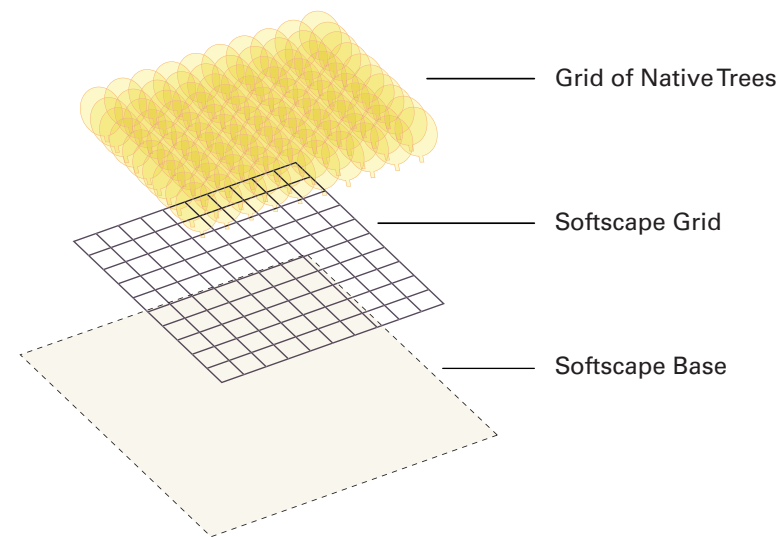


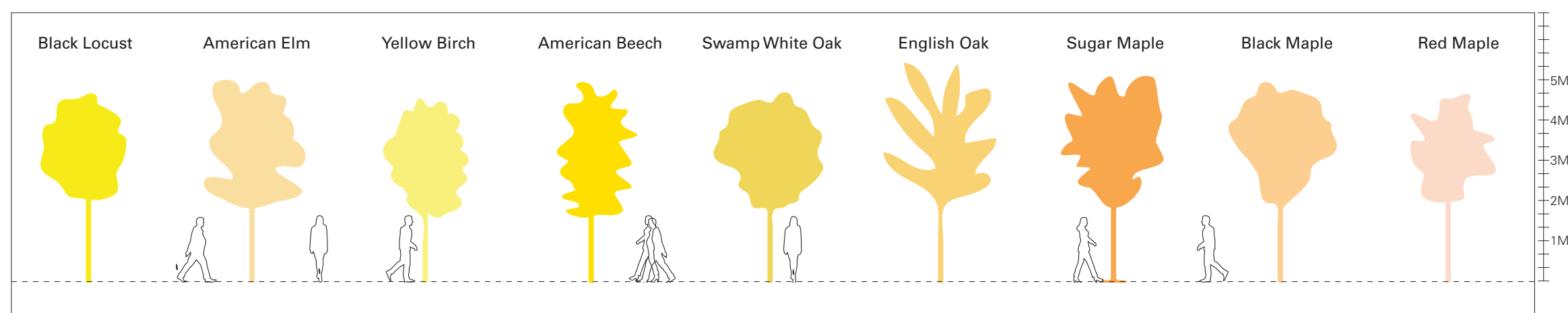
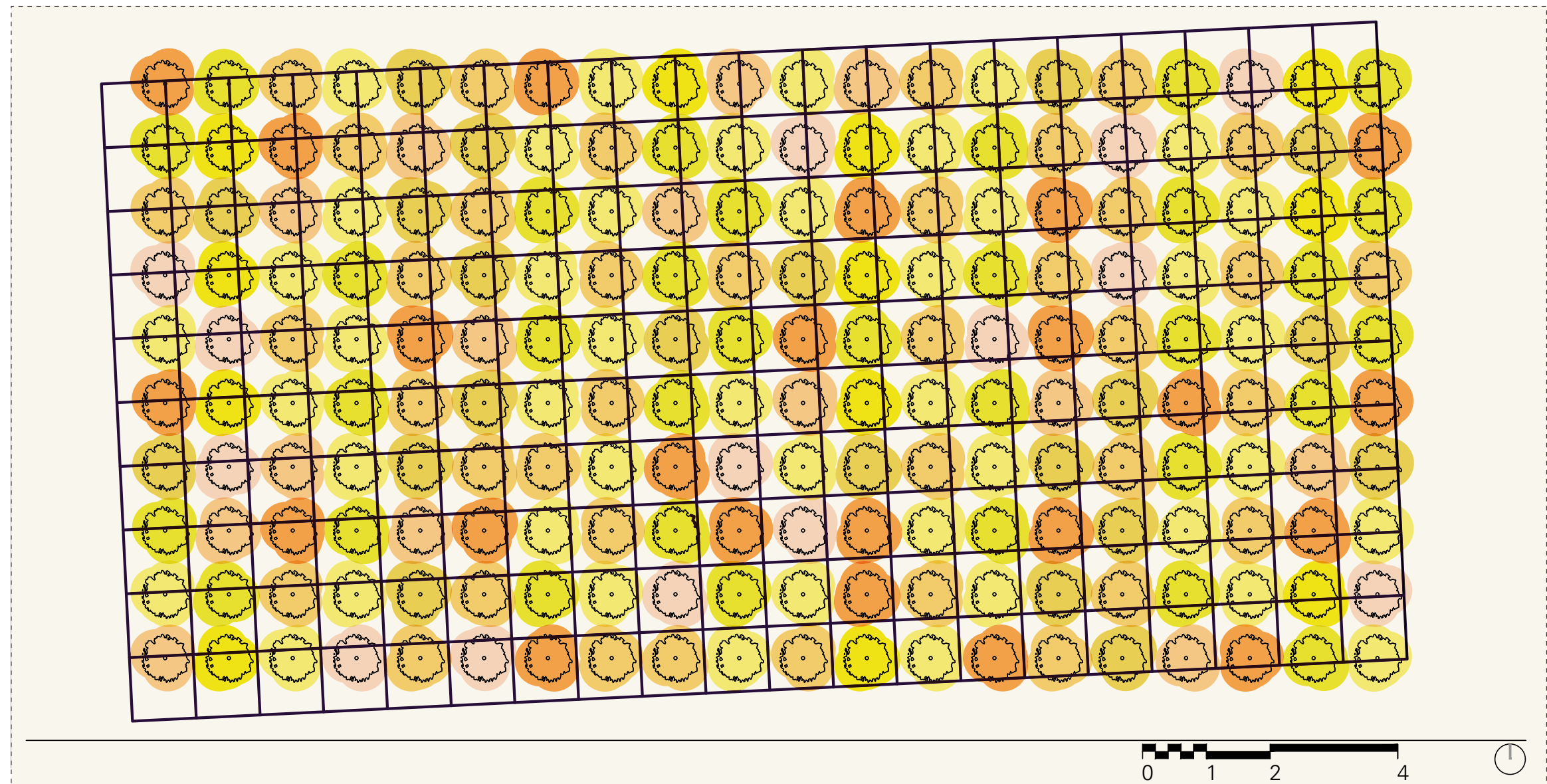
Project Concept Summary

While borders often seem objective, they rarely are. Borders are permeable and can appear quite different depending on one's point of view. *Edge Condition* explores this experience through the layering of two grids – one composed of young trees (4-6M), and the other of softscape. The grid of trees forms a dense but methodical bosque for visitors to meander through. Meanwhile, the softscape ground plane features two different stone materials – one for the base layer and another for grid lines. Both tree and ground grids are identical in scale but are offset from each other. Initially, the trees appear misaligned to the grid, butting up against their graphic "containers." As visitors walk, the softscapes blur and blend, destroying the illusion of misalignment, and allowing the perfect grid of trees to become dominant and clear. The act of walking through the trees becomes a political act, challenging the imposed and projected boundaries that have been artificially imposed.



Post-Festival Action

Upon completion of the Festival, the trees should be dug (Winter) and reserved for use by the City of Grand-Métis for their street-tree program.





Softscape Material Reference - Light Color



Softscape Grid Material Reference - Dark Color



Daylight Section



Night Section w/ Optional Solar Fairy Light Scheme

