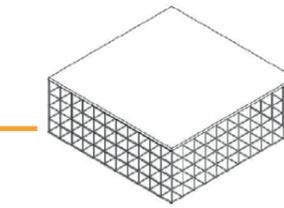
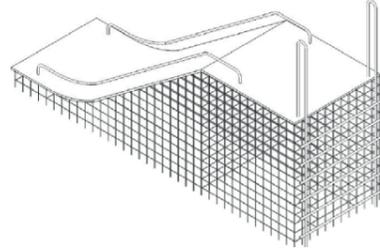
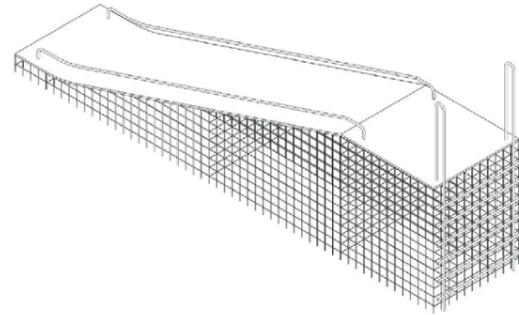
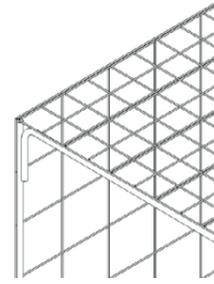
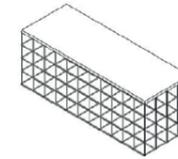


The garden is structured by slender rebar-pillars organized in a 120x120cm grid, partly covered by 10x10cm steel meshes. The “walls” are made of 20x20cm steel meshes, which will be used to hang the plants on the green side.



On the “solid” side of the garden the furniture (benches and slides) has its 10x10cm metallic mesh structure exposed, while the ones placed on the green courtyard (the “void”) are wood coated. The slide ramp and the seat of the benches are made of plywood.



The chosen species for the green walls is the *Tillandsia usneoides*, that will display vertical plans with rippled, wild, aerated volumes. Also known as Spanish moss, this plant is an epiphyte which absorbs nutrients and water from the air and rainfall.

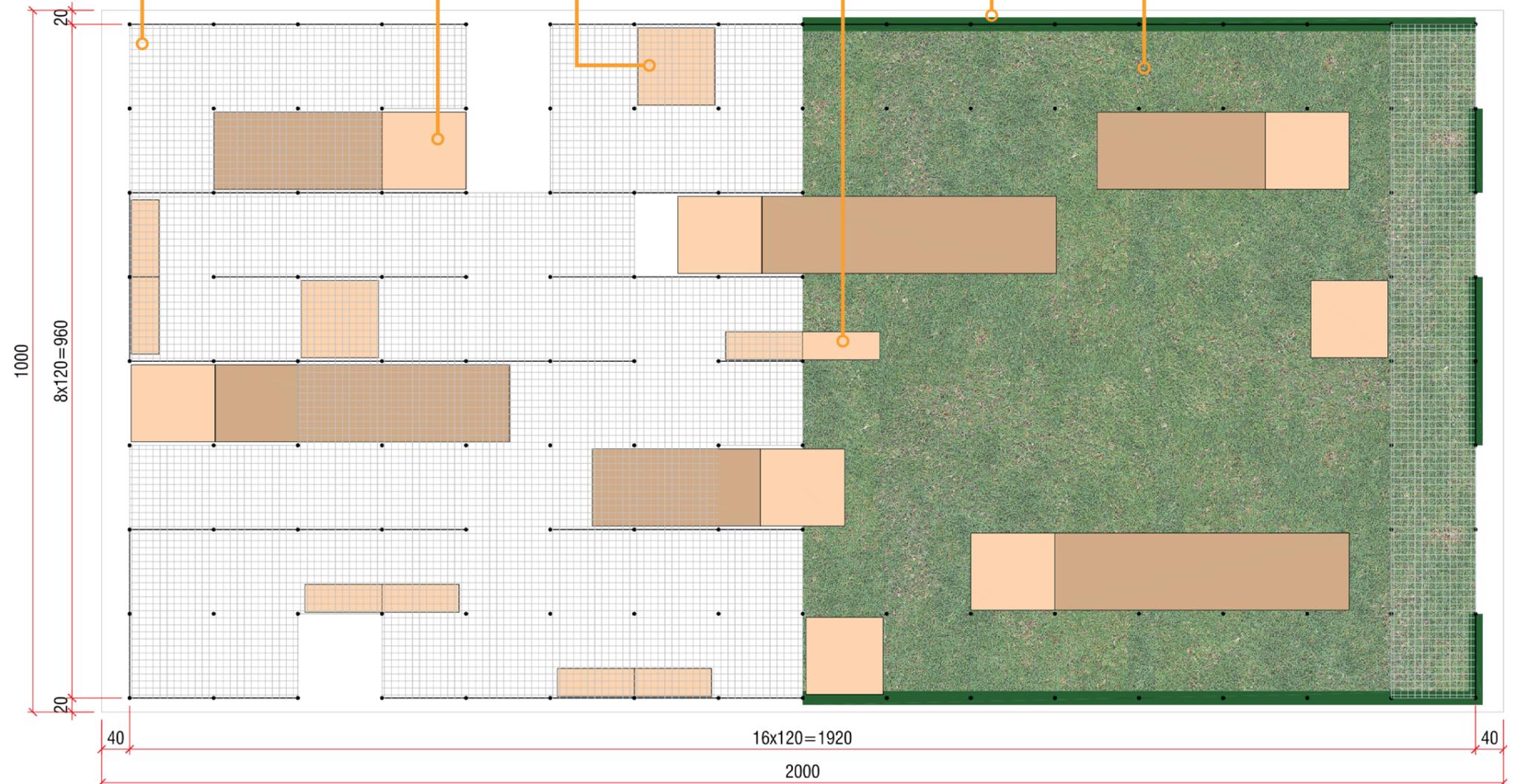


Multiple Garden

For us, adaptation means symbiosis and symbiogenesis: “if organisms come to define their identity thanks to the lives of other living beings, it is because every living being has always lived in the lives of others” (Emanuele Coccia, 2016). Following this same reasoning, the environment to which organisms adapt is determined by the activities of their neighbors, rather than the blind forces of chemistry and physics.

Multiple Garden is a product of this mix between neighboring and interdependent living beings. There are two gardens in one: one is open, the other is closed. Both must mix entropically, metaphysically, playfully. It is a project designed to house simultaneous uses, imagined for its potential as an instigator of various possibilities in a single place: a contrast between solids and voids that arouses people’s curiosity about the playground; a contradiction between open and closed, but also the will to mix these opposites. The garden as mixture and symbiosis (and, by extension, as adaptation).

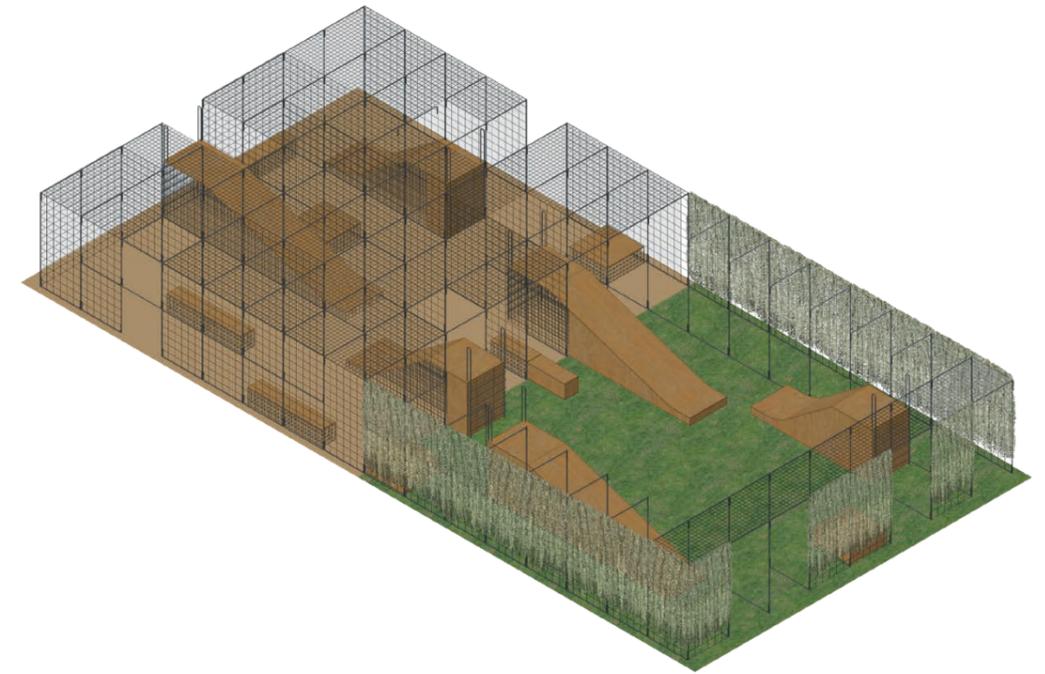
Multiple Garden is organized in a 120x120cm mesh that, in turn, defines some corridors. The space thus generated is rational and labyrinthine. In it we can walk from one end to the other in a straight line - as we can also stop and sit on a bench, explore the neighbouring corridor, lie down, contemplate or play around.



PLAN
scale 1:75



The “solid” half of the garden, its rich overlapping of steel meshes defining corridors.



The plants and meshes work as an element that filters environments without compartmentalizing them, providing layers that overlap each other to generate unprecedented visual effects.



The “void” half of the garden, its open courtyard inviting the users to slide and/or rest on the grass.