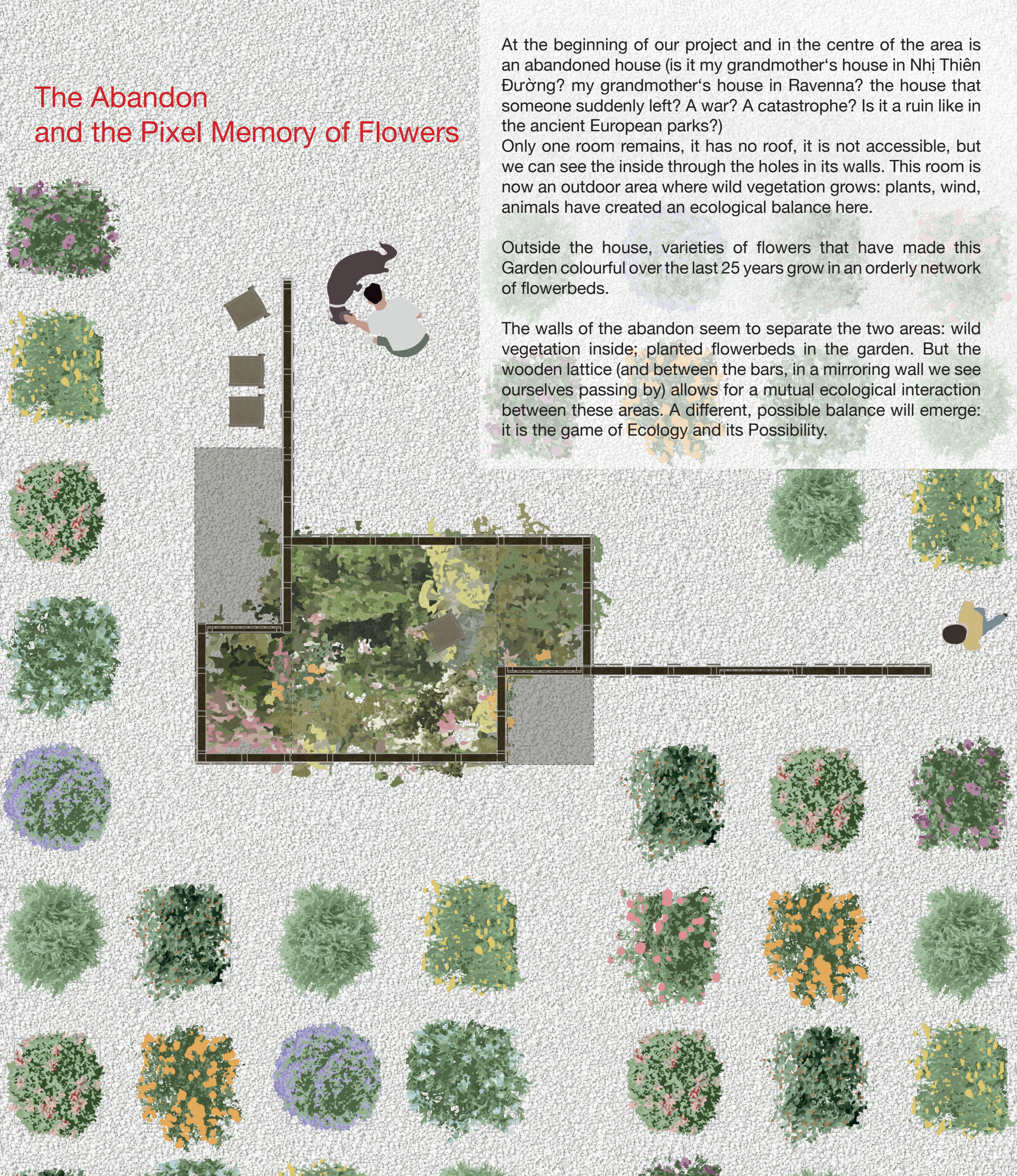# The Abandon and the Pixel Memory of Flowers

At the beginning of our project and in the centre of the area is an abandoned house (is it my grandmother's house in Nhị Thiên Đường? my grandmother's house in Ravenna? the house that someone suddenly left? A war? A catastrophe? Is it a ruin like in the ancient European parks?)
Only one room remains, it has no roof, it is not accessible, but we can see the inside through the holes in its walls. This room is now an outdoor area where wild vegetation grows: plants, wind, animals have created an ecological balance here.

Outside the house, varieties of flowers that have made this Garden colourful over the last 25 years grow in an orderly network of flowerbeds.

The walls of the abandon seem to separate the two areas: wild vegetation inside; planted flowerbeds in the garden. But the wooden lattice (and between the bars, in a mirroring wall we see ourselves passing by) allows for a mutual ecological interaction between these areas. A different, possible balance will emerge: it is the game of Ecology and its Possibility.

List of suggested plants

Inside the house (the abandon): fertile topsoil for the hosting of flora compatible with the specific local environment. The area inside the house is not landscaped.

Outside the house (the memory of flowers): ordered beds planted with some of the flower varieties featured during 25 years Garden Festival. Examples: The flowers of Unveiled Secret, HAHA! (2011-2016), Fractal Gardens (2011-2016), Head in the Clouds (2004-2005), Bleu de Bois (2003-2004), Couleurs du Temps (2001), …

List of Materials

Timber, glas (mirror).
All elements can be made from recycled materials, all materials can be recycled. The building and its structure can be simplified according to available materials.

Dimensions of the room: about 4,60 x 3,00 m
Scale 1:50

0   1   2   5