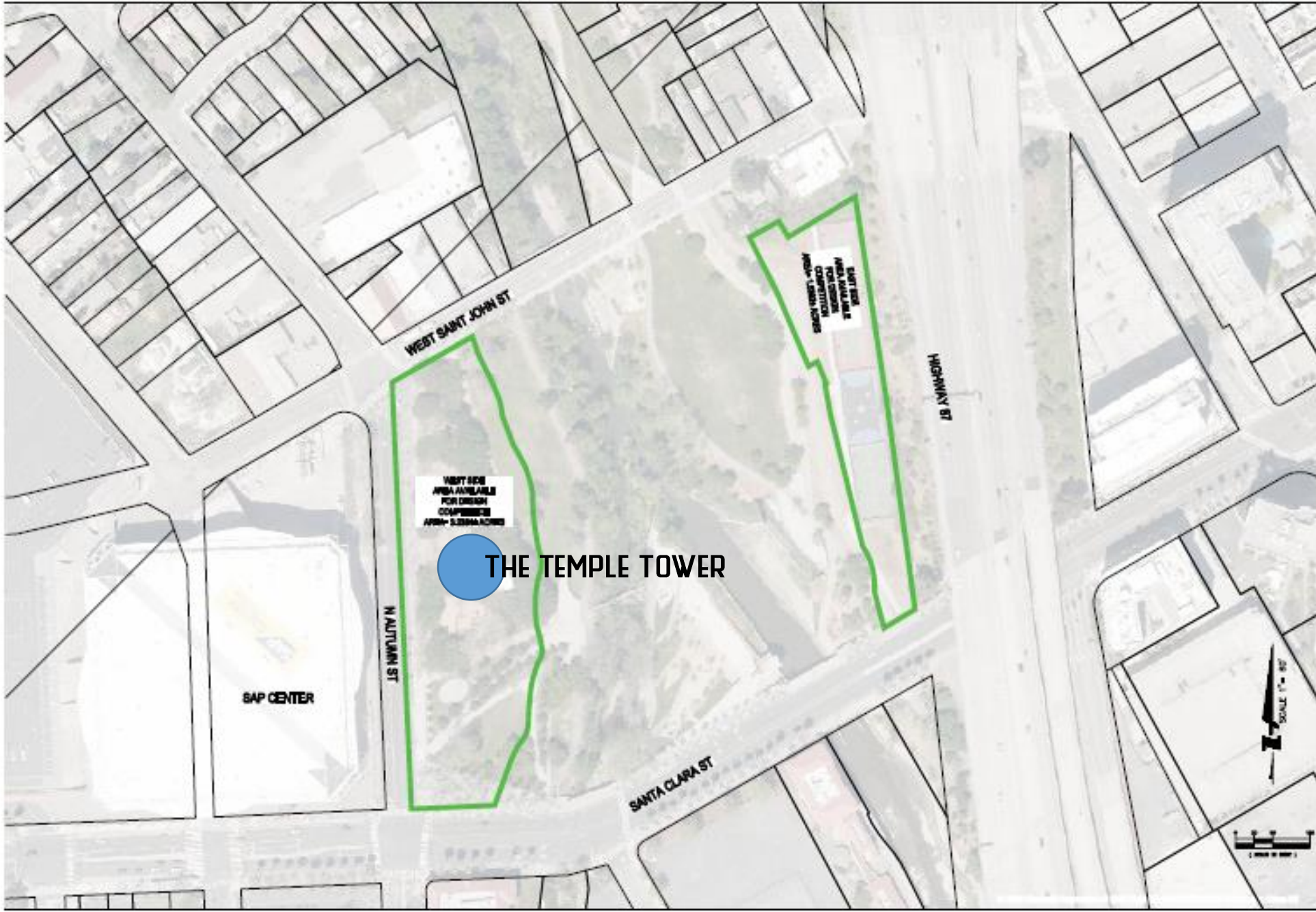


SILICON VALLEY'S TEMPLE OF TECHNOLOGY



Technology has been one of the greatest and ongoing catalysts in human civilization. From our 'discovery of fire' to our construction of the microprocessor—the history of technology represents an unbroken chain through time of human ingenuity and cultural achievement. In each era of humankind, we have embedded our technological pursuits in the mythologies of our stories and beliefs. As a species we have built up gods of knowledge, of engineering, of architecture, and innovation. Historically, we bestowed them with our wish lists for future technology (flying chariots that race across the sky, birds that bring back maps of the landscape, etc). Long before we built technology, we dreamt of it. It would be fitting for San Jose to house a monument to those dreams and to the evolution of technology over time.

THE TEMPLE TOWER

THE FLAMES

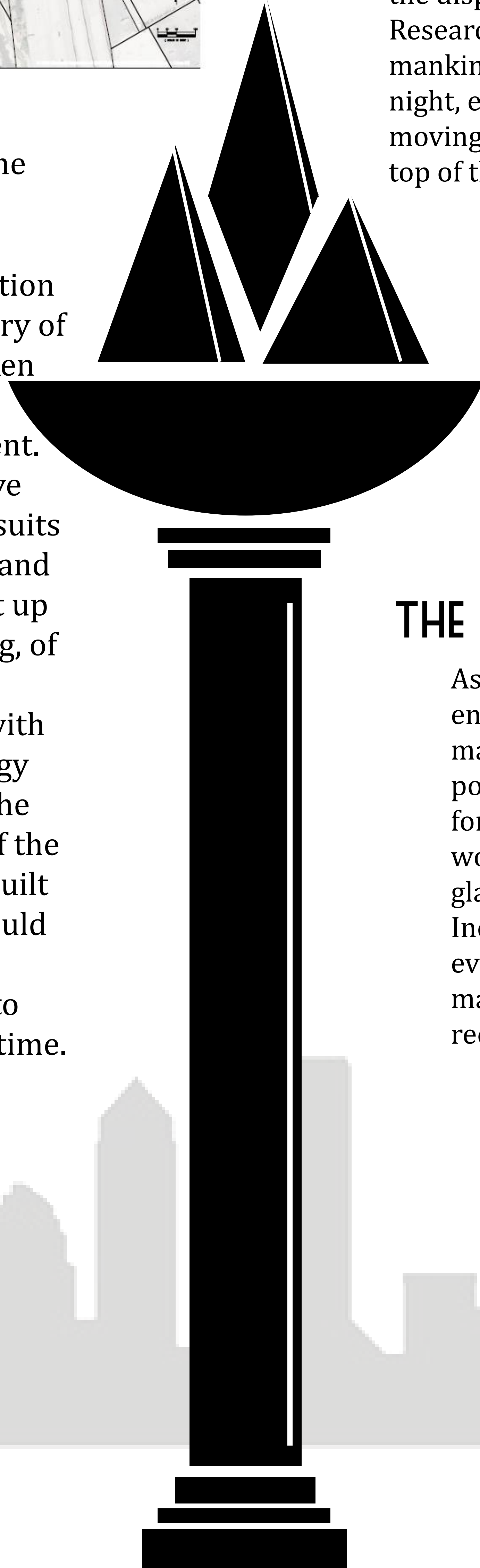
At its top: A Restaurant and/or Gallery for the display of rotating Techno-Scientific-Art Research built of glass and steel to resemble mankind's very first technology: fire. At night, even after closing, subtle internal moving lights will cast a fiery glow from the top of the Temple's brazier bowl.

THE BOWL

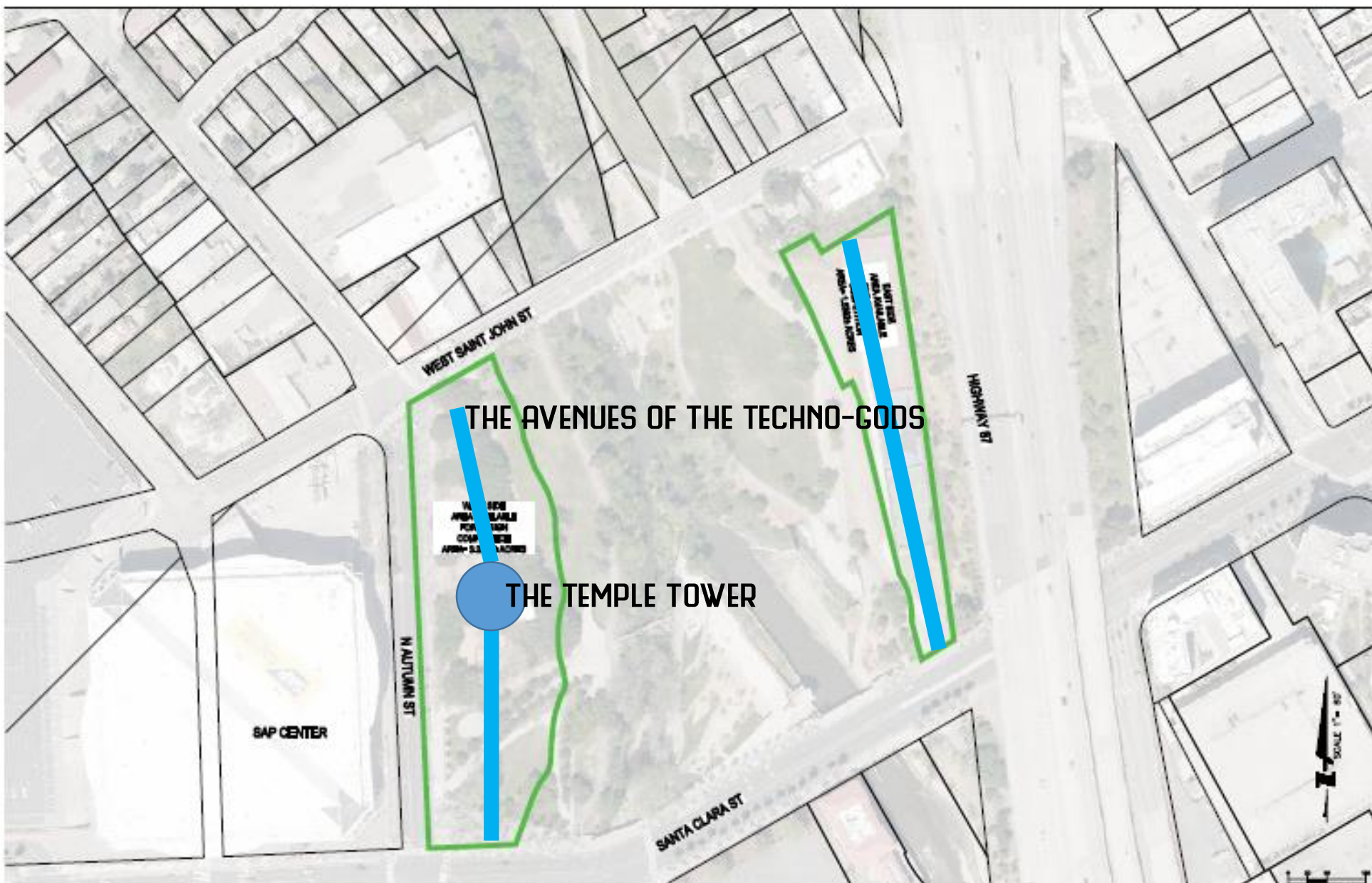
At its center: A Viewing deck and thriving garden reminiscent of the Hanging Gardens of Babylon, one of the ancient wonders and historic technological innovations of the world.

THE COLUMN

As its base: a central elevator core, encircled by a visible spiral staircase (A mathematical homage, as well as a potentially infamous physical challenge for the bravest visitors). All of which would be enclosed in an outer shell of glass and steel—an homage to the Industrial Revolution that ushered us, eventually, into the Computer Age that made Silicon Valley an internationally recognized entity.



SILICON VALLEY'S TEMPLE OF TECHNOLOGY



AVENUES OF THE TECHNO-GODS

Bisecting the west side of the Temple Tower monument and running the length of the east side of the, site two long avenues are envisioned. Each pathway would be framed by statues of international deities from ancient and contemporary religions---ones whose legends associate them with wisdom, ingenuity, engineering, and technology.

HUGINN & MUNINN

The assistants of the Norse god Odin, these wise ravens acted as the ancient gods remote sensing satellites mapping the world for him and his smartphone, holding all of his contact information and sending messages.



PROVIDENTIA

Roman goddess foretelling, of using memory and past data to make decisions about the future



ENKI

Sumerian trickster god of wisdom, crafts, and creation

UISHWAKARMA

The Indian god of creativity and creation, the grand architect and engineer of ancient monuments



HEPHAESTUS

Greek god of craftsman and engineering. Legend says he built robot assistants to help in his forge and the other gods would always be sure to invite him to parties so he would bring his flying drone carts laden with food to serve them.



THOTH

Egyptian god of writing, mathematics, surveying, wisdom, and magic



The avenues themselves are envisaged as a pathway through two long strips of garden strewn with mythic statuary in a multitude of styles. The area immediately surrounding each mythological figure might be planted with either representative foliage of their native lands or with a cohesive planting schema.

Ideally, the sculptures would not just represent a diverse blend of multicultural history, they would represent a multitude of artistic styles, traditional and modern. The sculptures could be crafted as either part of a subsequent international competition or as specific commissions from noted sculptors. Above are a but of handful of the many possible characters from world mythology who could be featured along the avenues.

Physical signage at each mythical personage will briefly describe the basic information. But given the location and the nature of the proposed monument, it would be an ideal scenario to roll out civic levels of augmented reality (AR)— for additional education on the history of technology and society, and potentially a series of seasonal AR games for visitors to engage more thoroughly and repeatedly with site.