

With the future development of downtown San Jose in mind, it was important that the monument did not erase the natural identity of the river, the park, or confluence point. Instead, this project seeks to build upon the natural landscape with man-made hillsides to complement the existing riverside. Taking inspiration from Viking settlements, the structure is embedded into the landscape and in the hills to facilitate the curiosity to explore. Hiking trails will allow visitors to explore the site and witness the sculptures partially buried among the natural landscape along with views of the cityscape. All to recreate that child-like sense of wonder and exploration resulting in a unique experience unlike any other monument.

Seasonal flowers will be planted each year with variation in order to draw the local community and outside visitors. At night, the hillside becomes a canvas for lighting with colorful projections highlighting the flowers and the landscape, and inside, smooth ambient light will illuminate the space. Once out of season, the plants can be converted to compost to fertilize vegetables for the built in cafe. The project has net-zero design in mind by reducing energy usage as much as possible with openings for wind flow to rely less on air conditioning. Any remaining usage of electricity or lighting can be powered through potential solar panels on site or on a neighboring parking lot.

The simplicity of the design allows the potential to become iconic like many other monuments. At the same time, this sculpture garden also captures the spirit of innovation of Silicon Valley, perhaps not through the design itself but through other ways. This project was designed and visualized entirely within the massively popular video-game Minecraft, a game where everything consists of blocks in which players can build, explore, or do whatever they wish. This means anyone, in particular the local community, with the game can download the project and explore the garden in a virtual intuitive experience. This radical blend between architecture and videogames allows for a common design language where the community can understand the proposal and perhaps provide feedback, as well as generate interest in the project. Through involving the community whether virtually or contacting local artists, This monument seeks to be more than just architecture, but rather a cumulation of the many disciplines to create something that has never been done before.