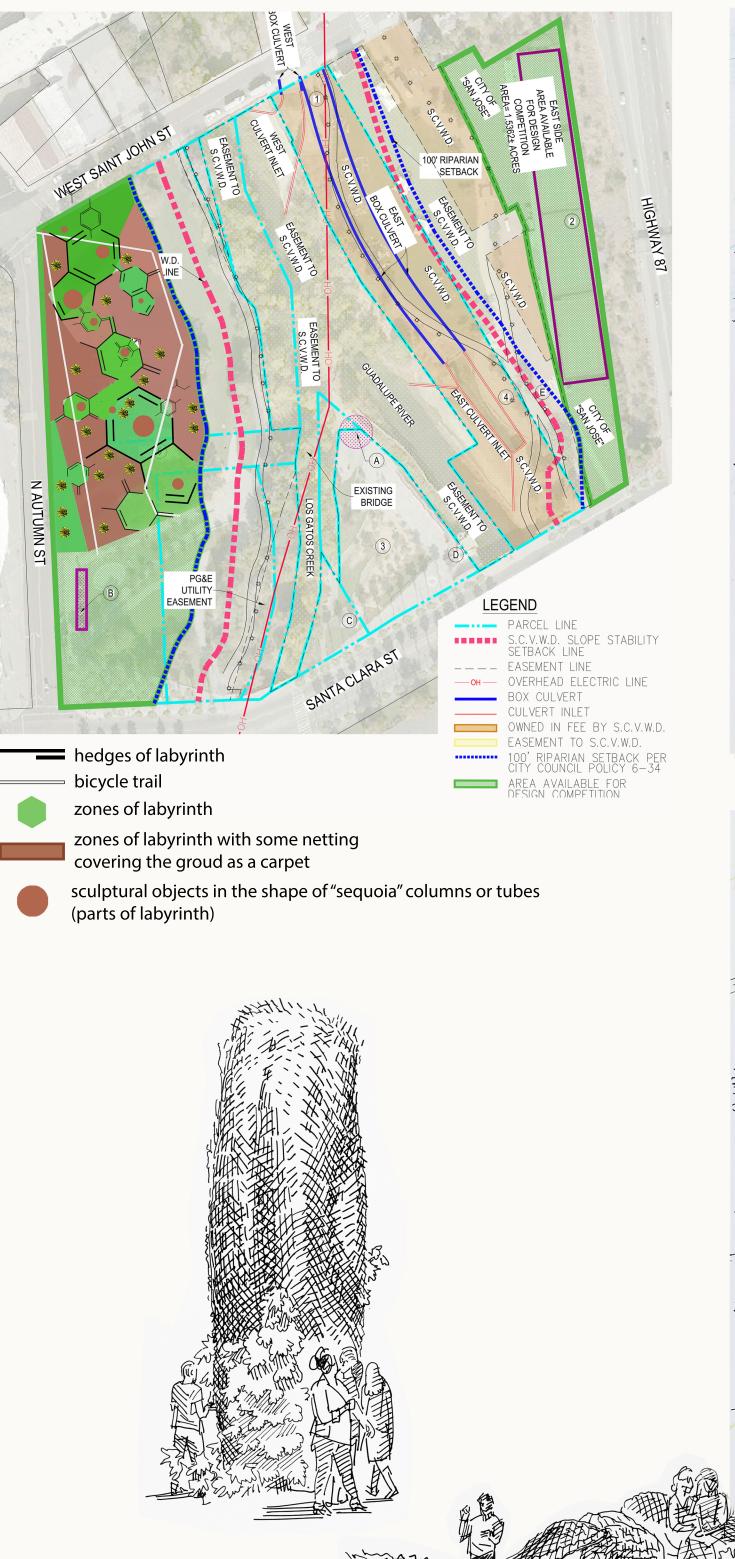
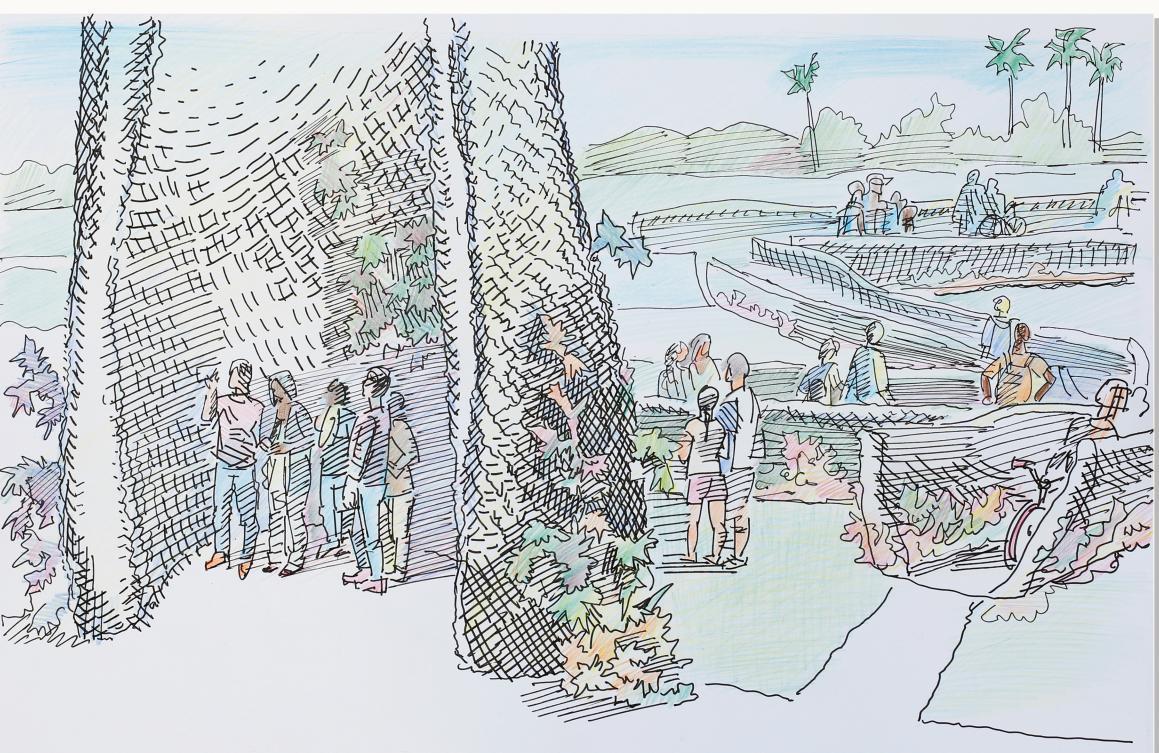
MazZone Garden

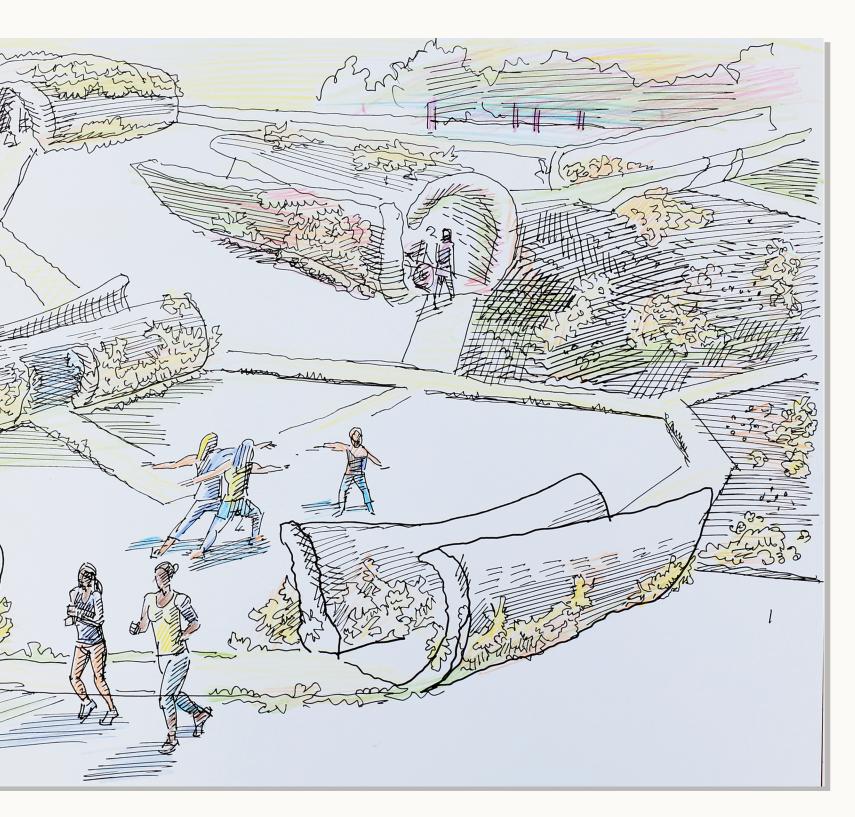
is a living sculptural installation and a garden labyrinth merged with an Augmented Reality gaming experience. The concept is designed with an environmentally friendly approach paired with interactivity and a powerful social statement.

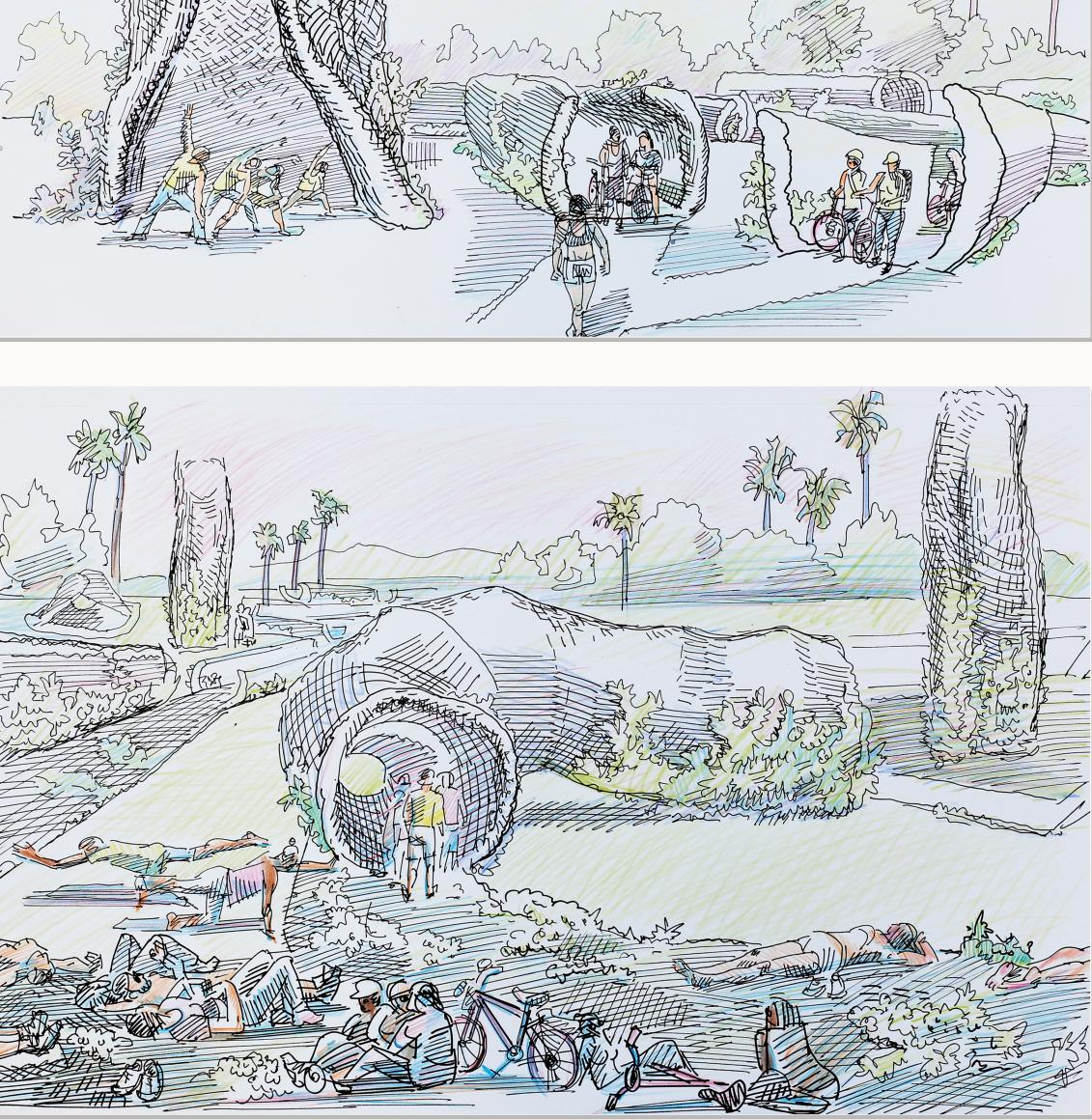


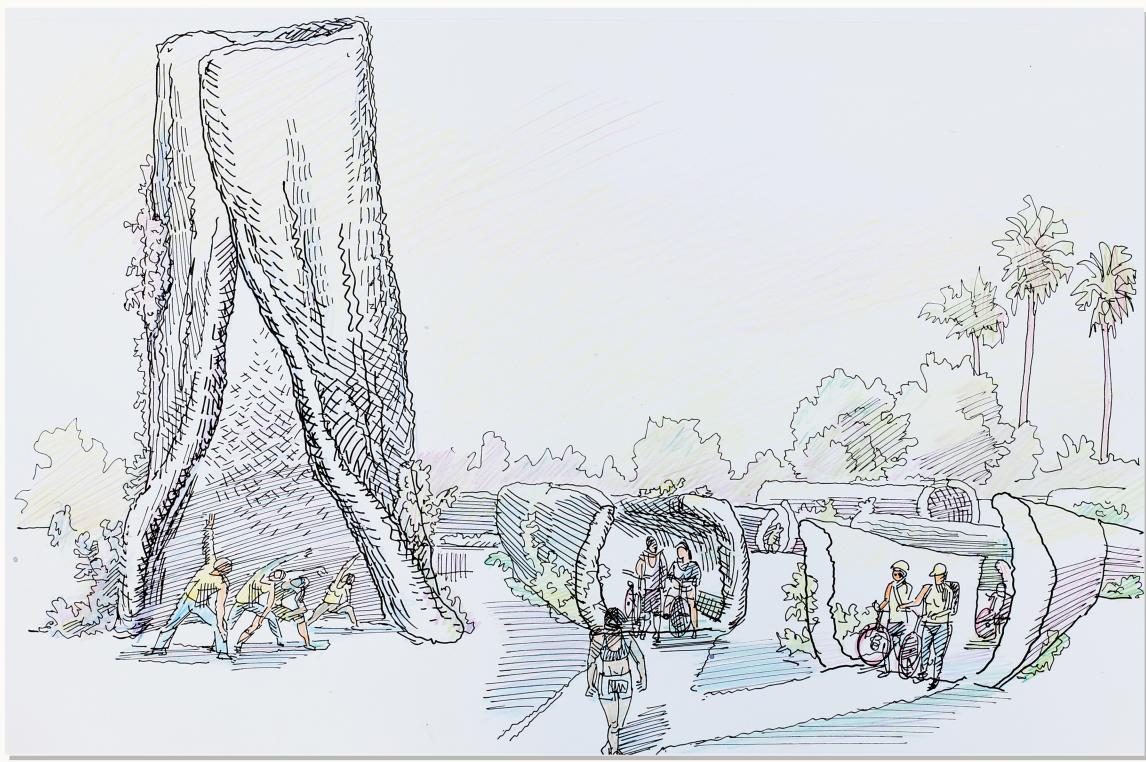
Through repurposing the wire netting (covered with black polymer) -- usually used for building fences and defining borders -- for creating the sculptural installation we will offer a shared interactive experience and a place of attraction for various social groups. The labyrinth construction will be accompanied with climbing plants and flowers growing on the netting and therefore, creating the natural framing of the human-made environment.



The shape of the labyrinth repeats the organic molecular structures which symbolise the transition/change in the movement. The columns and horizontal tubes reference Californian sequoias and hedges of the botanical maze. While some flowers will blossom and others fade, the labyrinth is meant to be a "living sculptural installation" changing in time.

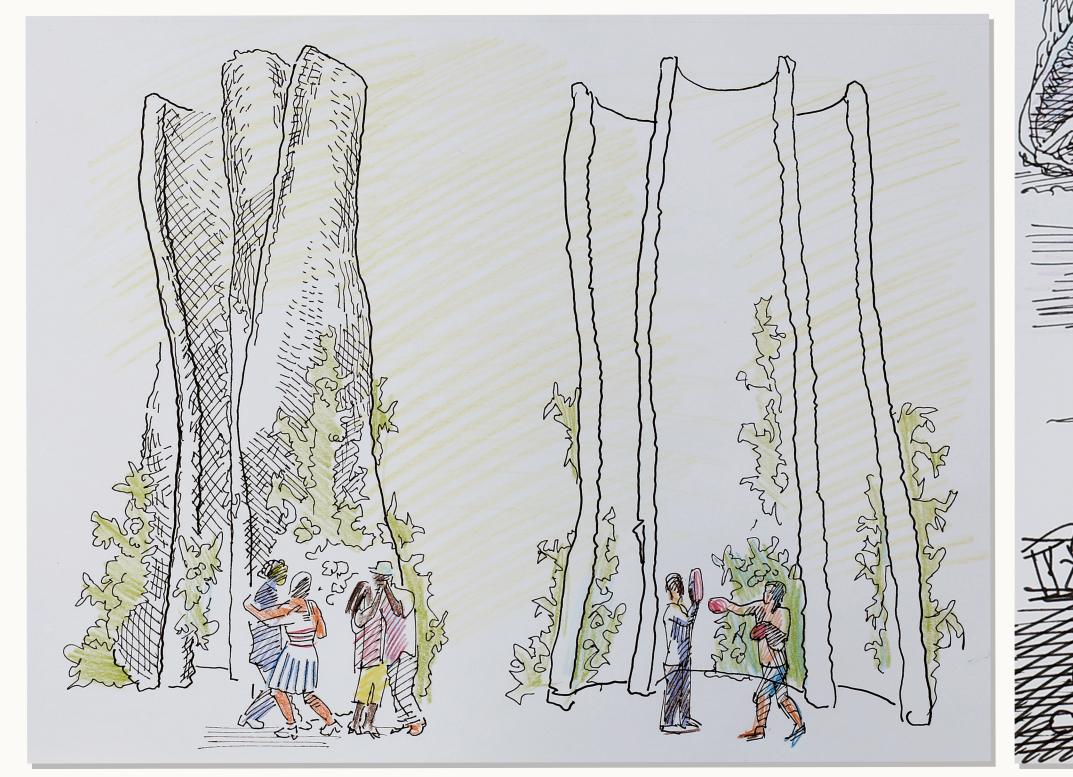








Prototype of a lying tube construction which is also an element of the maze.





Prototypes of the "sequoia" columns during the day time. Sizes of the columns can vary from 20 to 50 ft.



Prototypes of the "sequoia" columns and net carpet at night. Grass and flowers will grow through the net carpet and will be used for visitors' leasure activities. The transparency of the netting, its ability to reflect light and layering allows using various kinds of lightinig techniques, e.g. 12V LED flexible light strip working on sun batteries an be integrated in the net carpet for night illumination.