The Garden of Ideas

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1. INTRODUCTION

Simon Elliott is creating an artwork which is part of the celebration of the 2012 Olympics, by video mapping the Royal Opera House he will ‘MOVE’ the building. He has worked with Carlos Acosta to create digitally projected sets for Carlos at the ENO.

The Garden of Ideas is a contemporary pleasure garden, housing arts and entertainment experiences that will constantly change and evolve, responding to each season and year like cultural flora and fauna.

Ahh... is proposing this Urban Eden as a self-sustaining Olympic Legacy project for the Queen Elizabeth Olympic Park after the 2012 Games.

There are 12 ‘rooms’ in the Garden of Ideas, each housing large scale artworks. The 12 rooms will be a combination of fast rides, slow rides and walkthrough installations.

World-class visual and installation artists, film makers, engineers, digital technicians and ride manufacturers will use the most up-to-date technology to create the entertainment and vision within the rooms, from the most intimate and personal encounters to awe-inspiring displays.

There will also be all-weather Bio-Domes designed by Jerry Tate (architect of the CORE educational facilities at the Eden Project).

Feeling peckish? Enjoy a feast on the Slow Food Moving Restaurant, where tables and chairs snake up through the ‘hanging gardens’ atrium, into rooms created by food-artists. Discover innovative, fresh, locally produced food, designed to stimulate all the senses, delivered as a performance on the ride.

2. POSSIBLE ROOM CONCEPTS

- All the Horrors of Every Day Living – Slow ride. Whirl through a John Waters ‘horror ride’ (based on 1950’s a ghost train) reflecting all the horrors of every-day living; from road works, to pets poo in the street.
- The drop ride – Slow/Fast ride.
- Punchdrunk – Walkthrough installation. Large scale live performance installation.
- Frozen Room – Walkthrough installation. A frozen landscape, where ice creates all.
- Spinning Room – Walkthrough. Creates the illusion that you are being turned upside down.
- All the People’s Skin in the World – Slow ride. Multimedia experience of skin.
- Sleeping and Dreaming – Simulator. Experience what dream while awake.
- Glass House – Dark ride. Largest glass installation by Dale Chihuly
- Scream – Slow/ Fast ride. The louder you scream the faster the ride goes.
- Slow Food Moving-Restaurant – Slow Ride