

JARDINS DE MÉTIS
INTERNATIONAL GARDEN FESTIVAL

A MAZE



PROJECT STATEMENT

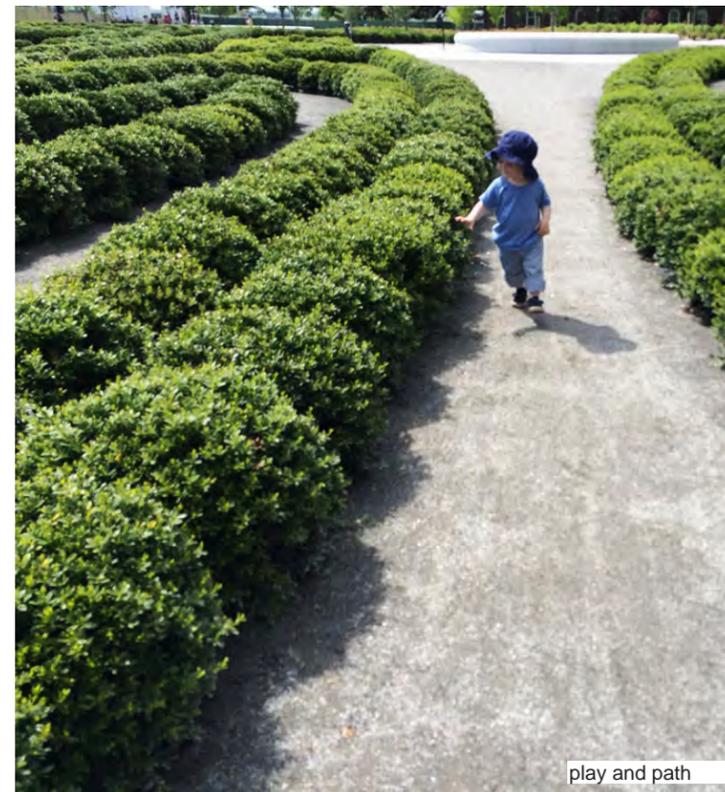
The historic Matapedia Valley is a rich mosaic of land features that has emerged from complex and nuanced patterns of habitation that have been influenced by the local geography. Among the most salient features is the series of narrow plots of farmland that resulted from a 17th-century feudal system of land ownership that existed when this region was first developed. The interplay of this system, with its constituent hedgerows, woodlots, paths, and roads as it interacts with the natural geography of the valley forms the conceptual basis for this design proposal.

Our proposal “A-MAZE” is realized in a network of spaces that contrast the existing allee of garden plots and operate both as backdrop and programmatic compliment to the gardens. Inviting exploration, out-of-bounds activity, hidden surprises, discovery, and prospect the mix of planting, follies, hardscape and ground cover are intended to be a low-maintenance alternative to some of the more manicured proposals that have been realized on the grounds.

Borrowing structure from the variegated patterns of of the Matapedia Valley, the project proposes a series of vegetated rooms, framed by stands of maize and local crops and wildflowers. They define edges and operate in the same way the trees, fence lines, and natural topographic features do at the macro scale of the feudal plots that characterize the Matapedia Valley.

Mixing planting that does not achieve it's ‘engineered’ height due to an organic approach to seeding, a secondary scale of plants create areas that define the paths that move laterally along a path that mirrors the stream bed that is only meters from the proposed project site.

The paths pass informal follies which add texture and are ambiguous in both scale and function. These paths converge at a prospect pavillion which can be climbed and scaled to ultimately reveal the variety of paths which could be explored as you exit.



play and path



formal and informal landscapes



fisherman's tilt



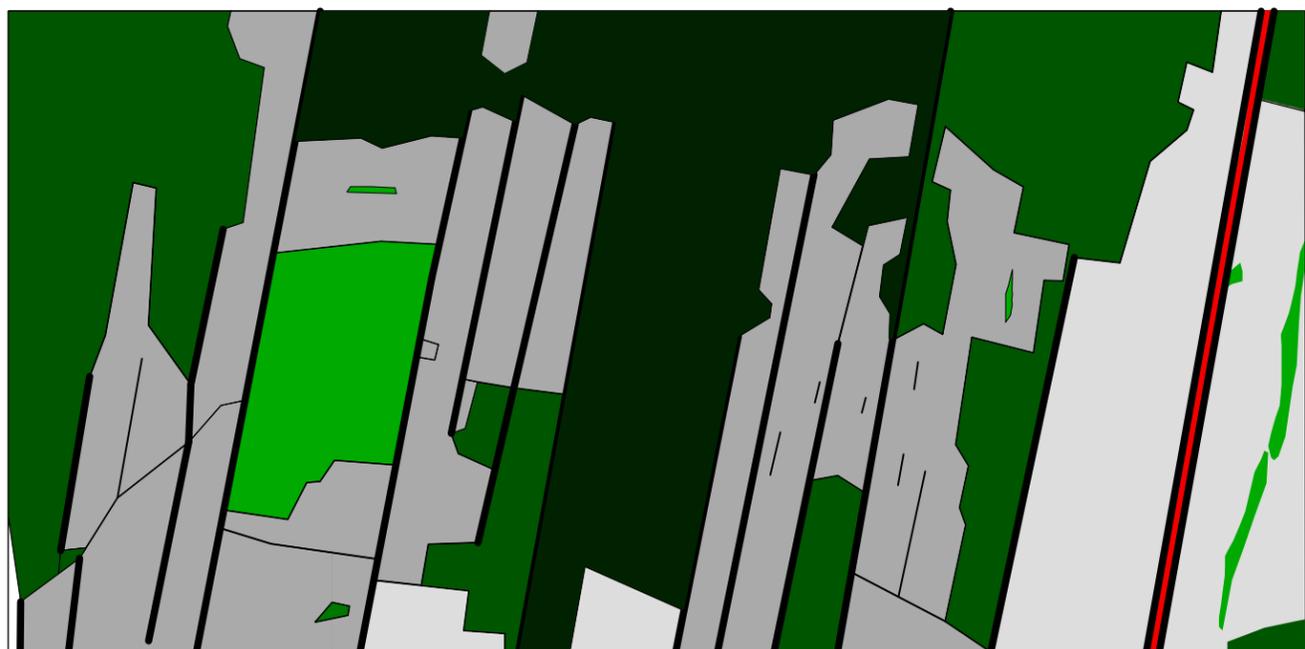
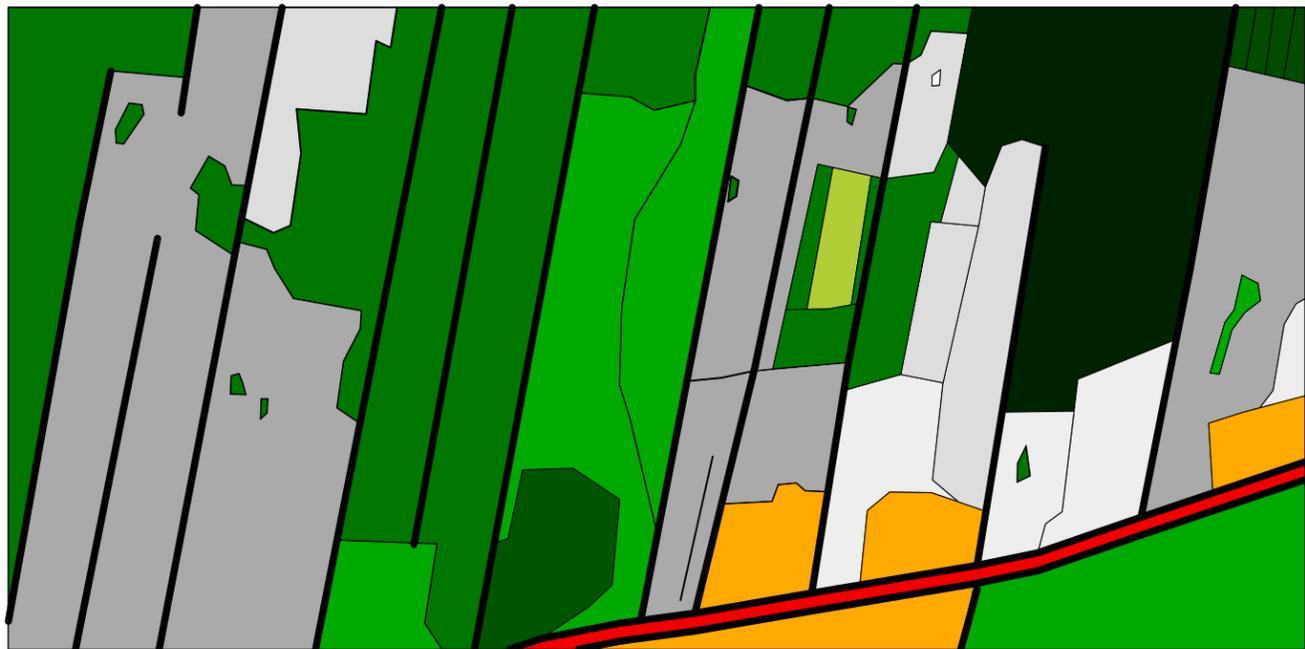
variety in the valley

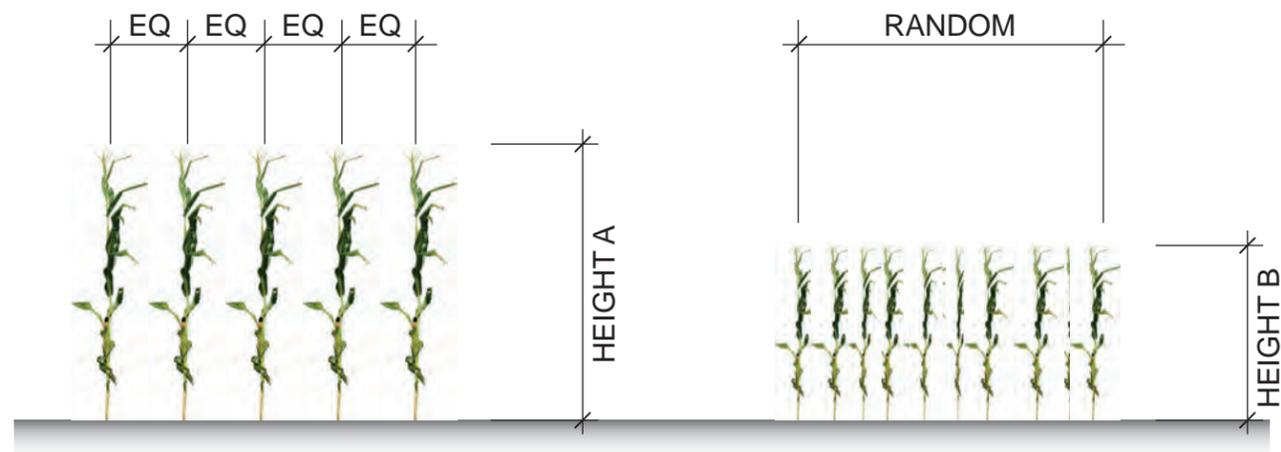


play and prospect

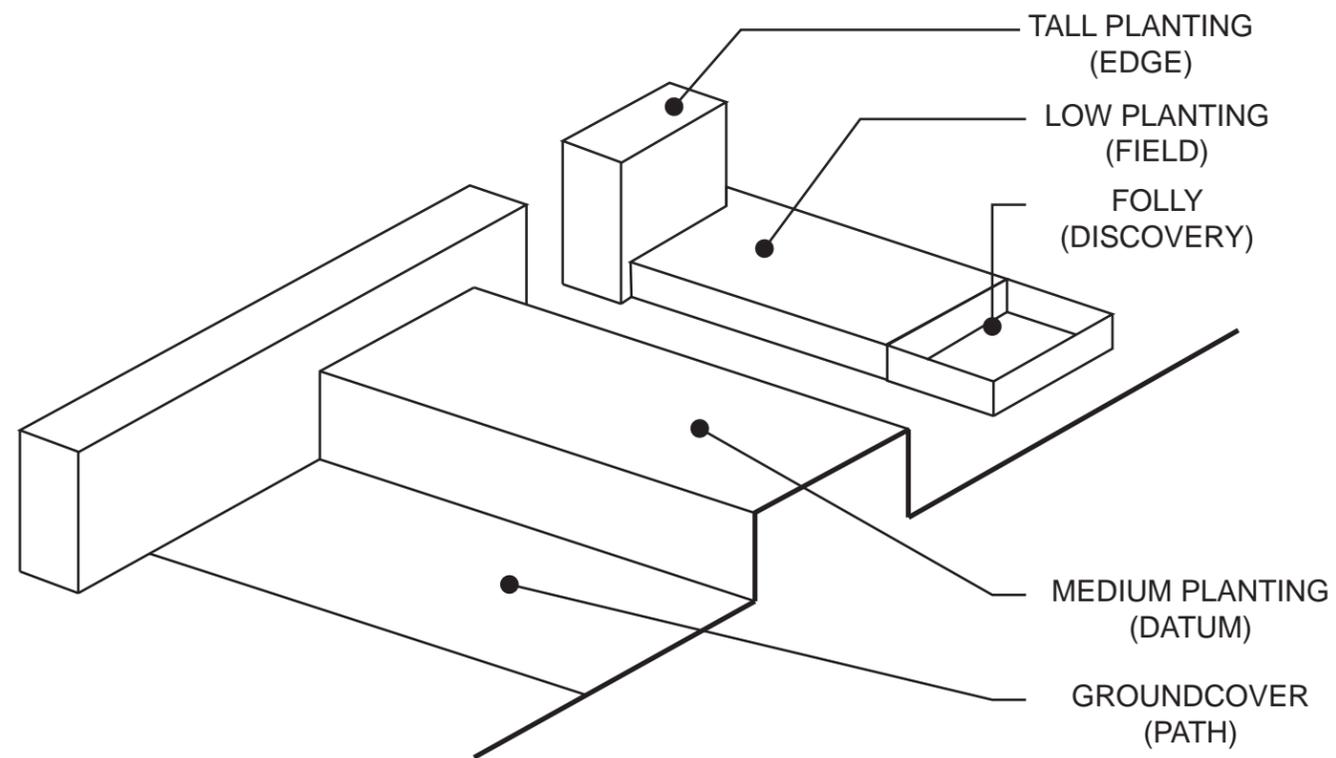


play in nature

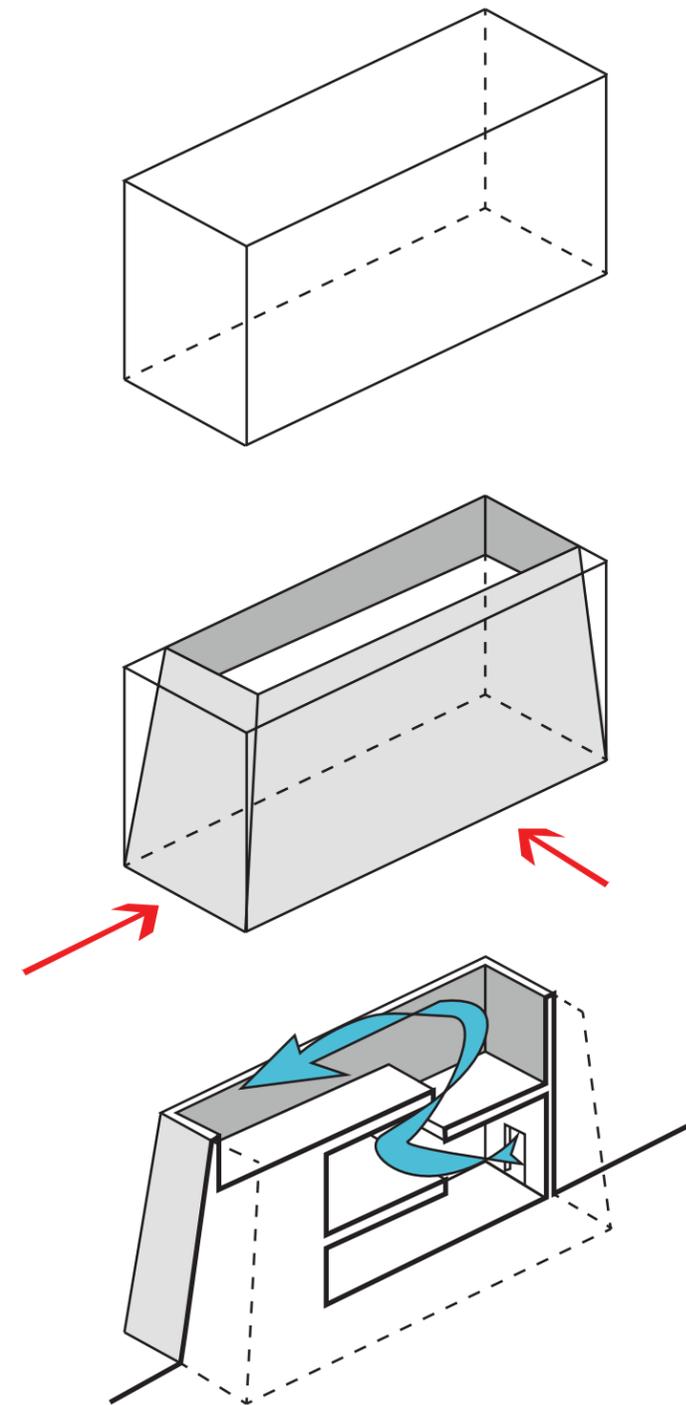




VARIETY ACHIEVED THROUGH VARIATIONS IN PLANTING DENSITY



SCALE, LAYERING, AND DEPTH THROUGH A SIMPLE 'KIT OF PARTS'

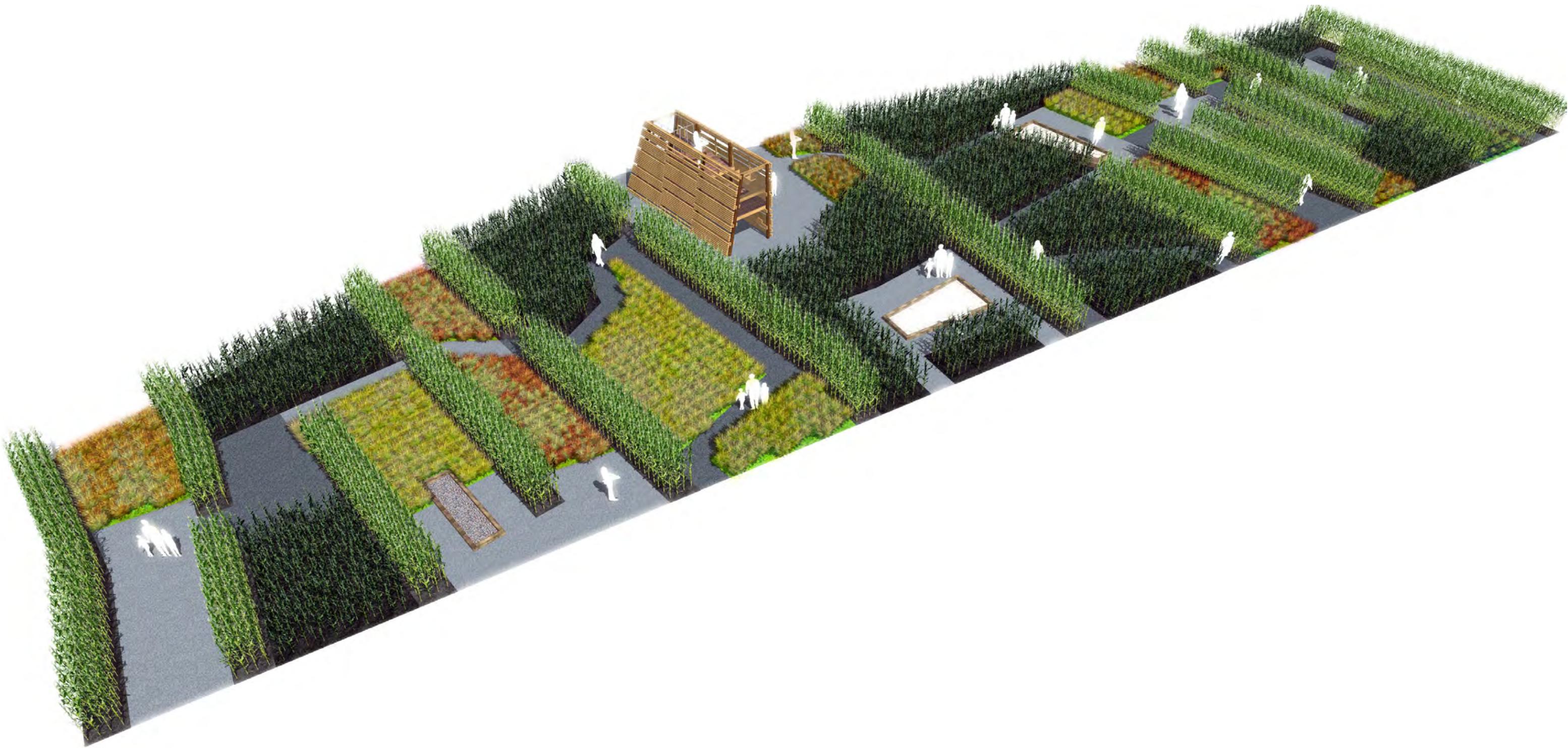


PROSPECT / PAVILLION

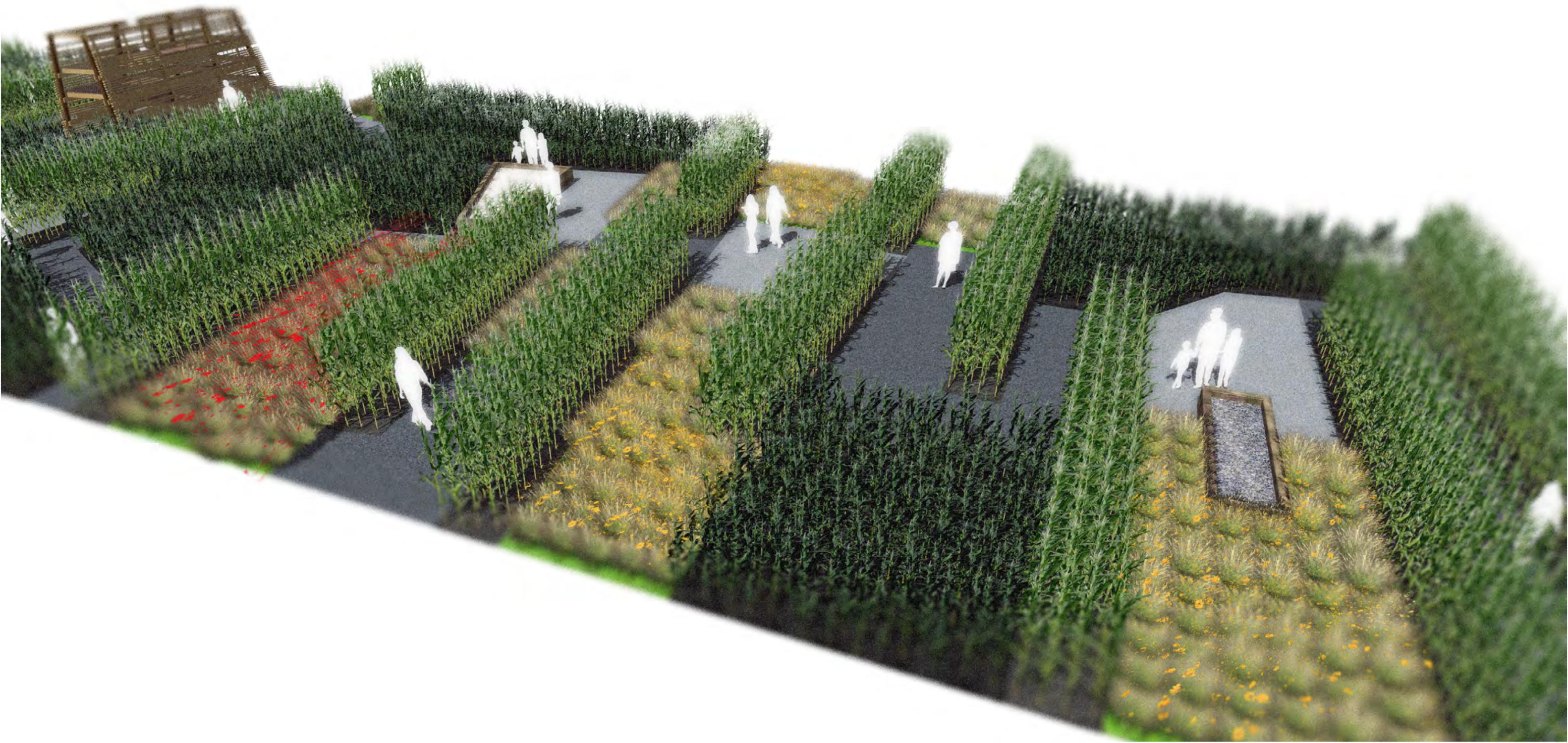


SITE PLAN





RENDERING



RENDERING



RENDERING



RENDERING



RENDERING



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