

ECHOES

OF

THE

PAST

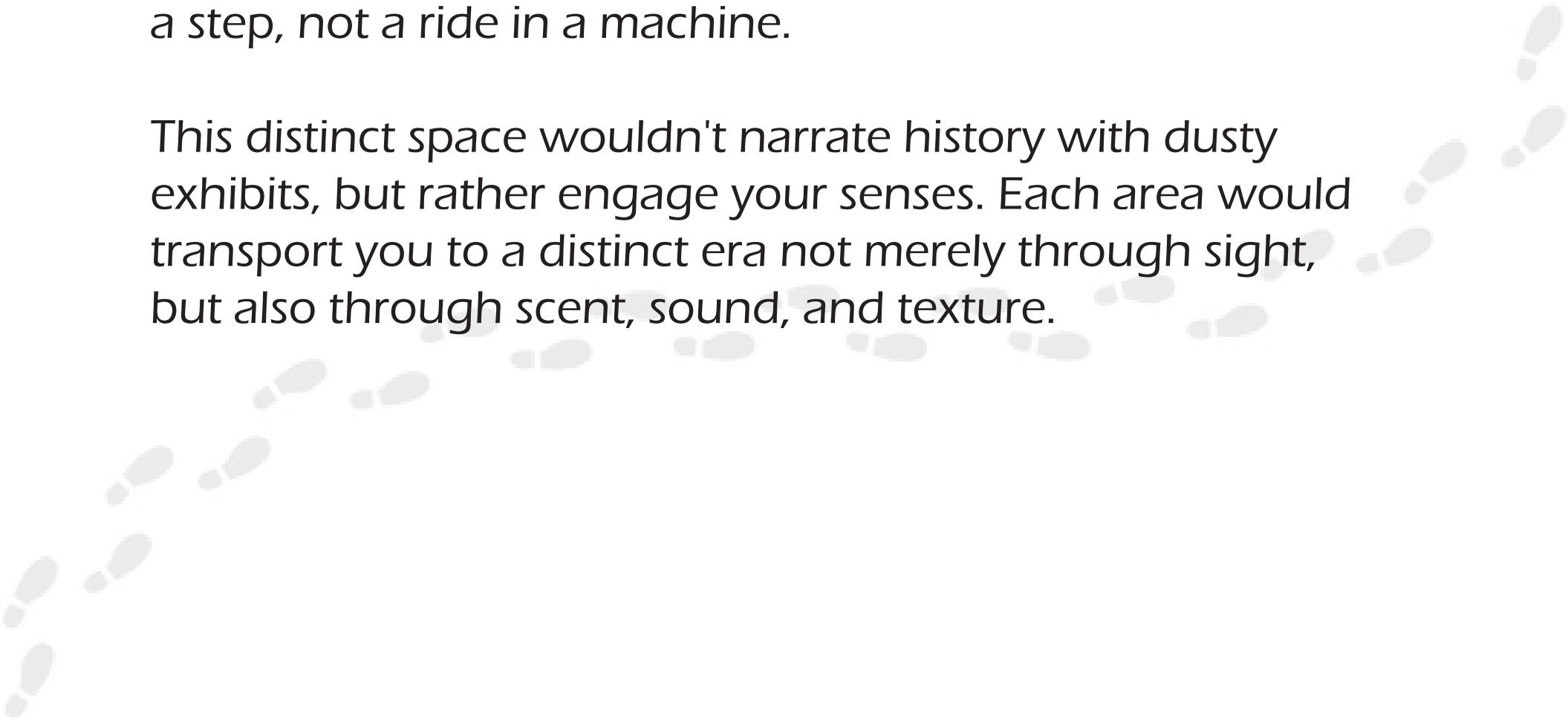
A SENSORY JOURNEY THROUGH HISTORY

MOULI GUPTA

# BRIEF

Imagine a place where the time travel happens by taking a step, not a ride in a machine.

This distinct space wouldn't narrate history with dusty exhibits, but rather engage your senses. Each area would transport you to a distinct era not merely through sight, but also through scent, sound, and texture.



# LOCATION

Parc de la Gaudinière, located in the northern part of Nantes, is a historical park that spans over 12 hectares.

Originally the estate of a wealthy 18th-century family, the park is centered around a grand mansion built in 1750. Over the centuries, the property has transformed from a private estate to a public park, officially opened to the public in the early 20th century.



Parc de la Gaudinière

# PLAN





# AUDIENCE

## Tourists and Residents

- cultural and historical enthusiasts
- art and design field



## Disabled People

- physical disability

**USER PERSONA**

Name: Emily

Age: 28 years old

Occupation: Environmental Scientist



Background:

deep appreciation for nature and spends much of her free time exploring the outdoors

Goals and Motivations:

immerse herself in unique natural settings and is intrigued by the idea of a place in a garden that transcends time

Expectations:

the place will provide a peaceful retreat and expects to encounter a variety of landscapes



Name: Sam

Age: 38 years old

Occupation: Graphic Designer



Background:

physical disability since childhood,  
requiring the use of a wheelchair for  
mobility

Goals and Motivations:

passionate about exploring new places  
and experiences, but often finds  
accessibility barriers limiting their options

Expectations:

hopes that the labyrinthine will be  
wheelchair-accessible. Additionally, Sam is  
excited about the prospect of experiencing  
history through their senses

Name: Maragret  
Age: 74 years old  
Occupation: Retired Librarian

Background:  
enjoys taking leisurely strolls and exploring  
new places that spark her curiosity

Goals and Motivations:  
interested in experiencing the world  
around her in new and exciting ways, even  
as she navigates the challenges that come  
with aging

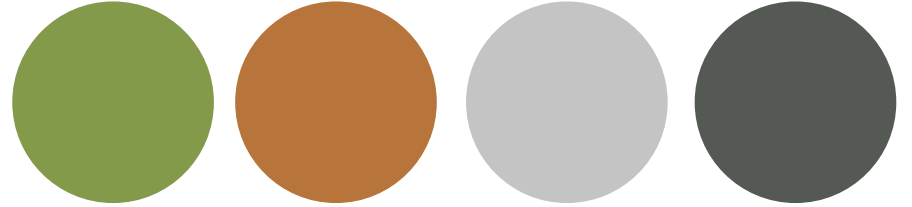
Expectations:  
hopes that the space will provide a  
peaceful and accessible environment  
where she can relax and explore at her  
own pace



**THE LABYRINTHINE**



# MOODBOARD



# WHY?

- **Interactive Learning:** A labyrinth offers an engaging way to learn about Nantes' history. Visitors can explore different historical eras, events, and figures in an immersive setting.
- **Multisensory Experience:** Incorporating visual displays, sounds, scents, and tactile elements will enhance memory retention and understanding of historical events.
- **Storytelling Medium:** It provides a unique way to tell the story of Nantes, from its founding through various historical periods, to contemporary times.
- **Immersive Learning:** Sensorial experiences make history come alive, transforming passive observation into active participation. This immersive approach can capture and maintain people's interest more effectively than traditional methods.
- **Emotional Connection:** Engaging multiple senses can evoke emotions and empathy, allowing visitors to connect more deeply with historical events and figures.

# MANAGED BY?

## 1. Local Government (City of Nantes)

- Oversight and Funding: The city government should provide oversight, funding, and ensure that the labyrinth aligns with public policies and cultural goals.
- Maintenance and Security: Municipal services should handle regular maintenance, landscaping, and security to keep the labyrinth safe and well-preserved.

## 2. Historical and Cultural Organizations

- Content Development: Local historical societies and cultural organizations can contribute to developing accurate and engaging historical content for the labyrinth.

## 3. Community Involvement

- Feedback and Improvement: Regular community feedback can help in improving and updating the labyrinth's features and content.

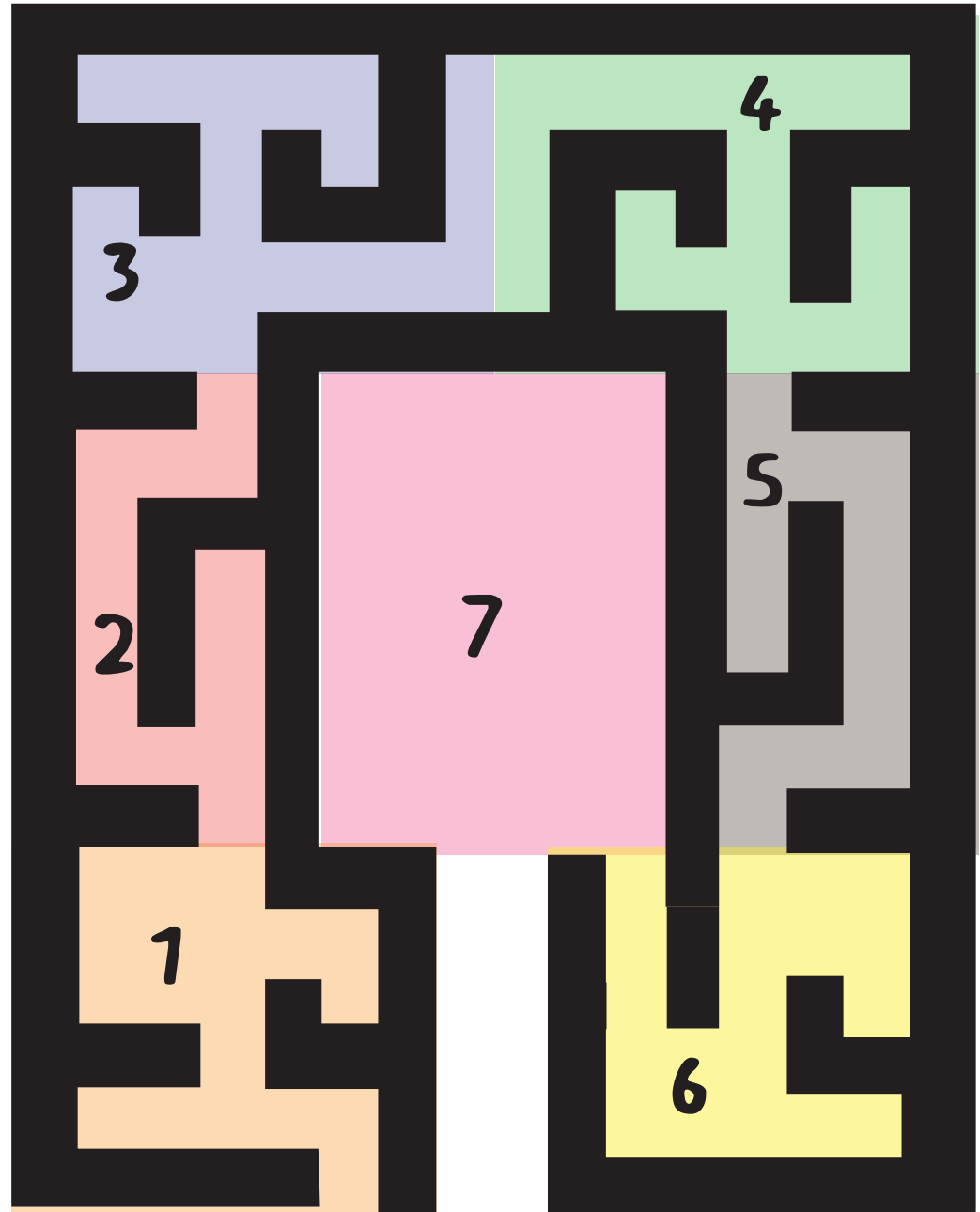


# THE IDEA

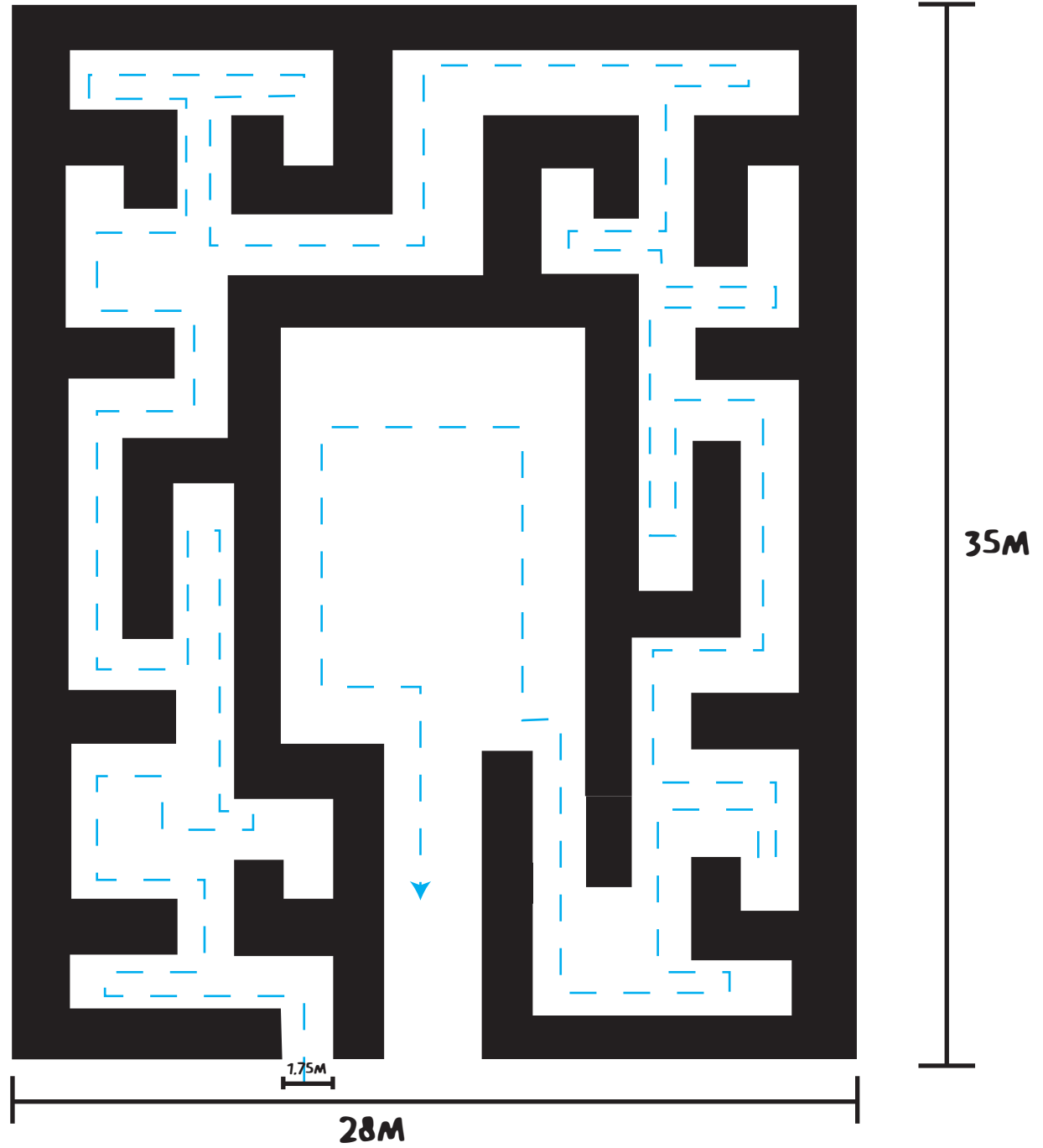
- 1** Medieval Period
- 2** Renaissance and Early Modern Period
- 3** Colonial trade and Slavery Period
- 4** Industrial Revolution
- 5** World War II
- 6** Post War Reconstruction
- 7** Contemporary Era

AGE GROUP: 7+ years old

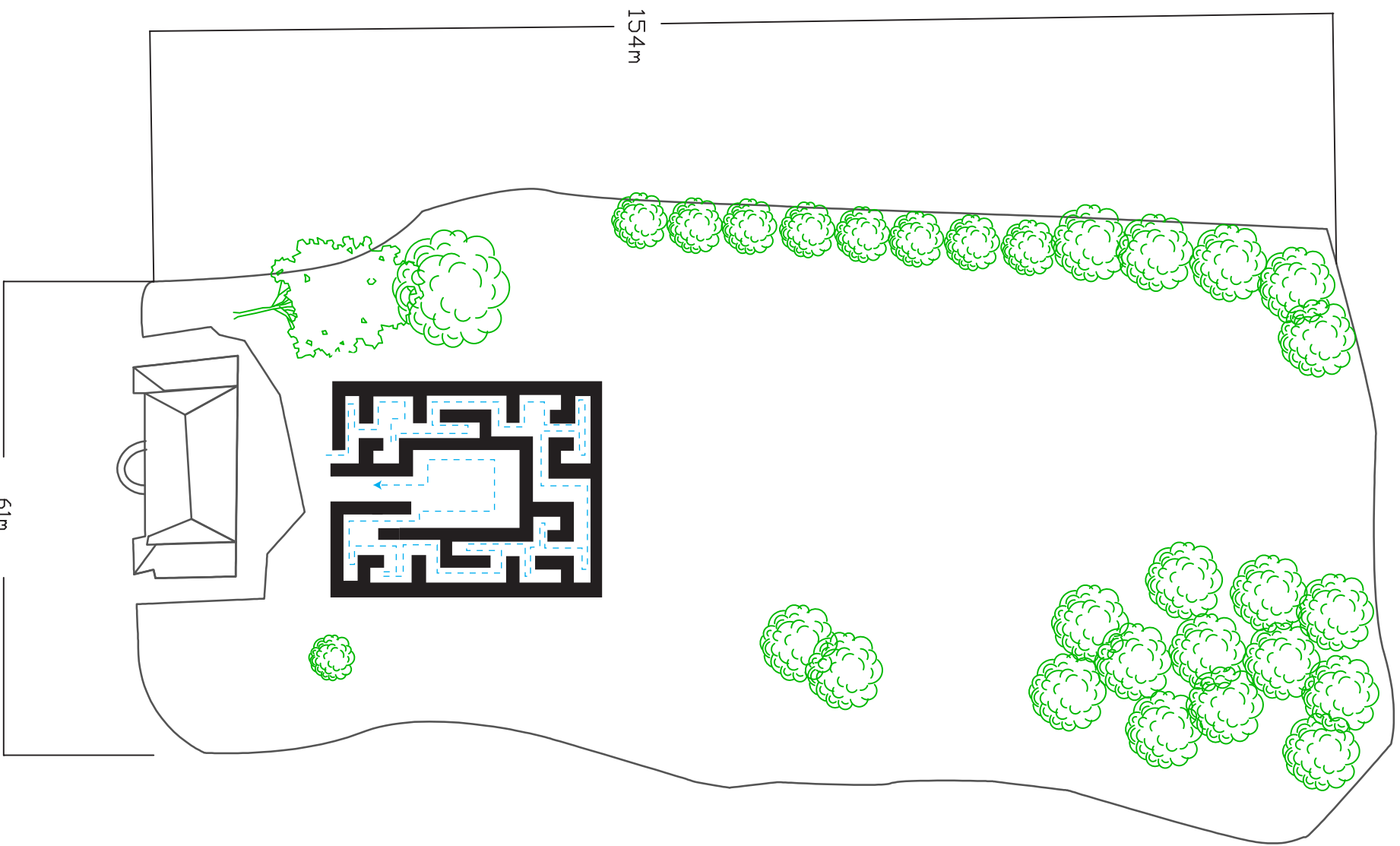
TIME DURATION: 45mins - 1 hour



# USER JOURNEY







154m

61m

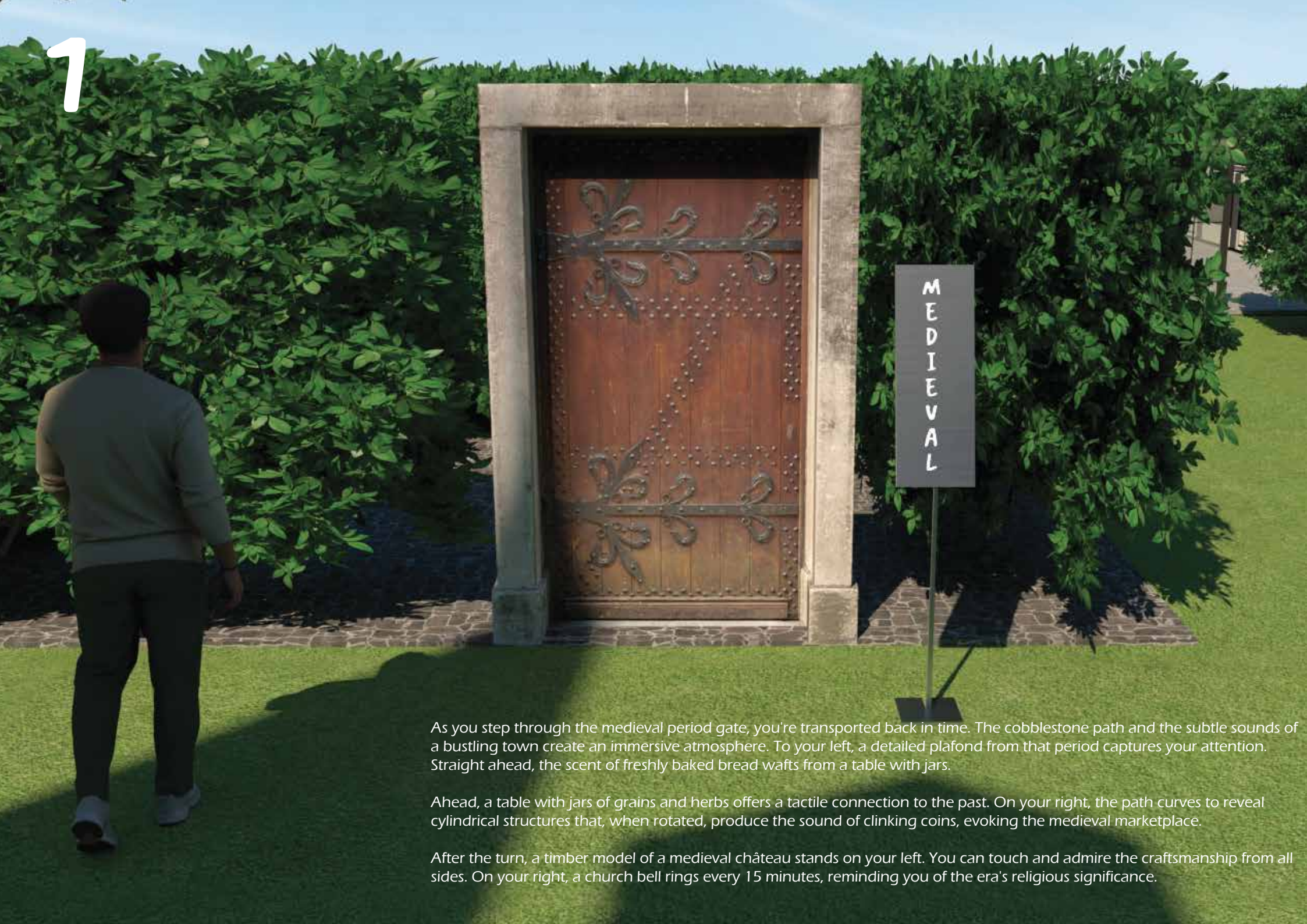






**THE JOURNEY**

# 1



As you step through the medieval period gate, you're transported back in time. The cobblestone path and the subtle sounds of a bustling town create an immersive atmosphere. To your left, a detailed plafond from that period captures your attention. Straight ahead, the scent of freshly baked bread wafts from a table with jars.

Ahead, a table with jars of grains and herbs offers a tactile connection to the past. On your right, the path curves to reveal cylindrical structures that, when rotated, produce the sound of clinking coins, evoking the medieval marketplace.

After the turn, a timber model of a medieval château stands on your left. You can touch and admire the craftsmanship from all sides. On your right, a church bell rings every 15 minutes, reminding you of the era's religious significance.






















RENAISSANCE

# 2

An aerial photograph of a garden path. The path is paved with irregular grey stones and runs vertically through the center. On either side of the path is a dense wall of green foliage. In the upper half, a person in a blue shirt and dark pants stands on the path, looking towards the right. Several small, round, brown objects are scattered along the path. In the lower half, a person in a light-colored shirt and dark pants is walking away from the camera. To the left of the path, there are several small, white, rectangular structures that look like models of buildings. To the right, there is a table with several jars on it. The lighting is bright, casting long shadows from the people and the foliage onto the path.

As you step into the Renaissance section, the ambiance shifts. Streetlights line the path, casting a warm glow, while street music fills the air.

To your left, detailed models of Renaissance castles and polished stone seating showcase the era's architecture and materials.

At the end of the passage on your right, a table with jars offers the rich scents of popular spices like nutmeg, cinnamon, and cloves, evoking the period's vibrant markets.



# 3



As you leave the Renaissance section, the floor changes to a wooden deck, evoking a ship's deck. Straight ahead, you glimpse ships in the distance.

To your left, stacked wooden crates with jars emit a briny sea air scent. On your right, shells produce ship deck noises when held to your ear.

As you move forward, detailed models of colonial ships invite touch, providing a feel for their structure. Turning right, poles and wooden ropes mimic ship railings, completing your immersive journey through the maritime history of the colonial era.

# 4

As you leave the colonial period, the floor changes to a sturdy industrial style.

To your left, gears on the wall create machinery sounds and slight smoke fills the air. Turning right, you reach a T-junction: on the right is a brickwork model, and on the left, a factory model.

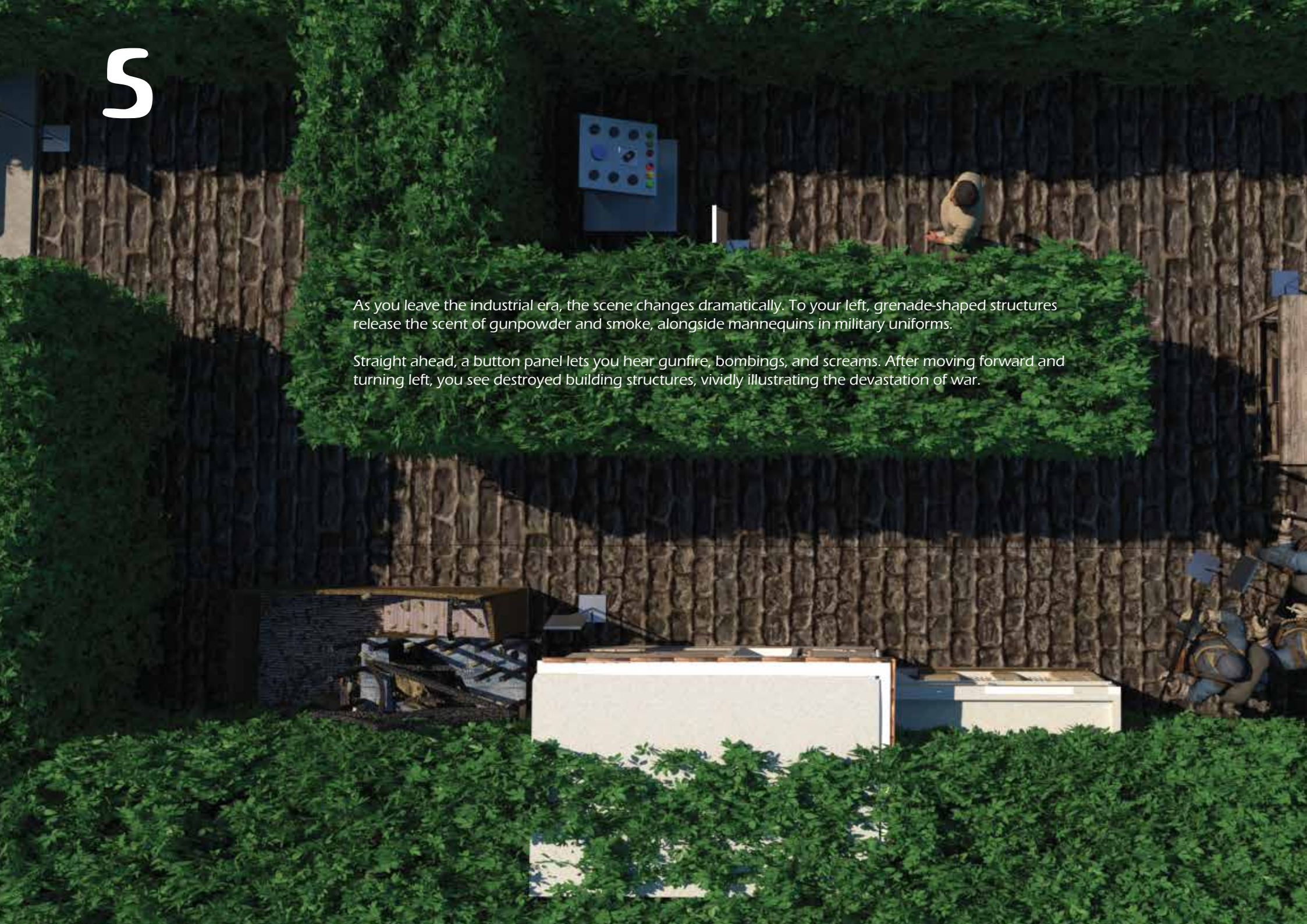
Continuing straight ahead, you exit this section, having experienced the industrial era's sights, sounds, and sensations.



# S

As you leave the industrial era, the scene changes dramatically. To your left, grenade-shaped structures release the scent of gunpowder and smoke, alongside mannequins in military uniforms.

Straight ahead, a button panel lets you hear gunfire, bombings, and screams. After moving forward and turning left, you see destroyed building structures, vividly illustrating the devastation of war.



# 6

As you move on from the previous era, the flooring shifts to a more contemporary style. On the right, a table with paint buckets emits the scent of fresh paint.

Opposite, a working table displays construction equipment and metal plates. Interacting with the equipment produces construction noises.

Continuing forward, models of post-war reconstruction buildings offer insights into the architecture of the time.



7

Entering the modern era, the environment transforms. Ahead, a digital screen offers interactive displays. To the right, modern transportation is showcased, while graffiti walls and benches adorn the left, providing space for creativity and rest.

A modern building stands nearby, and an empty concrete wall invites visitor input. To exit, modern doors contrast the medieval entrance.



**MATERIAL BOARD**



wooden planks

aluminium

cobbled stone

timber

metal rod

stone

concrete

hedge

THANK YOU

