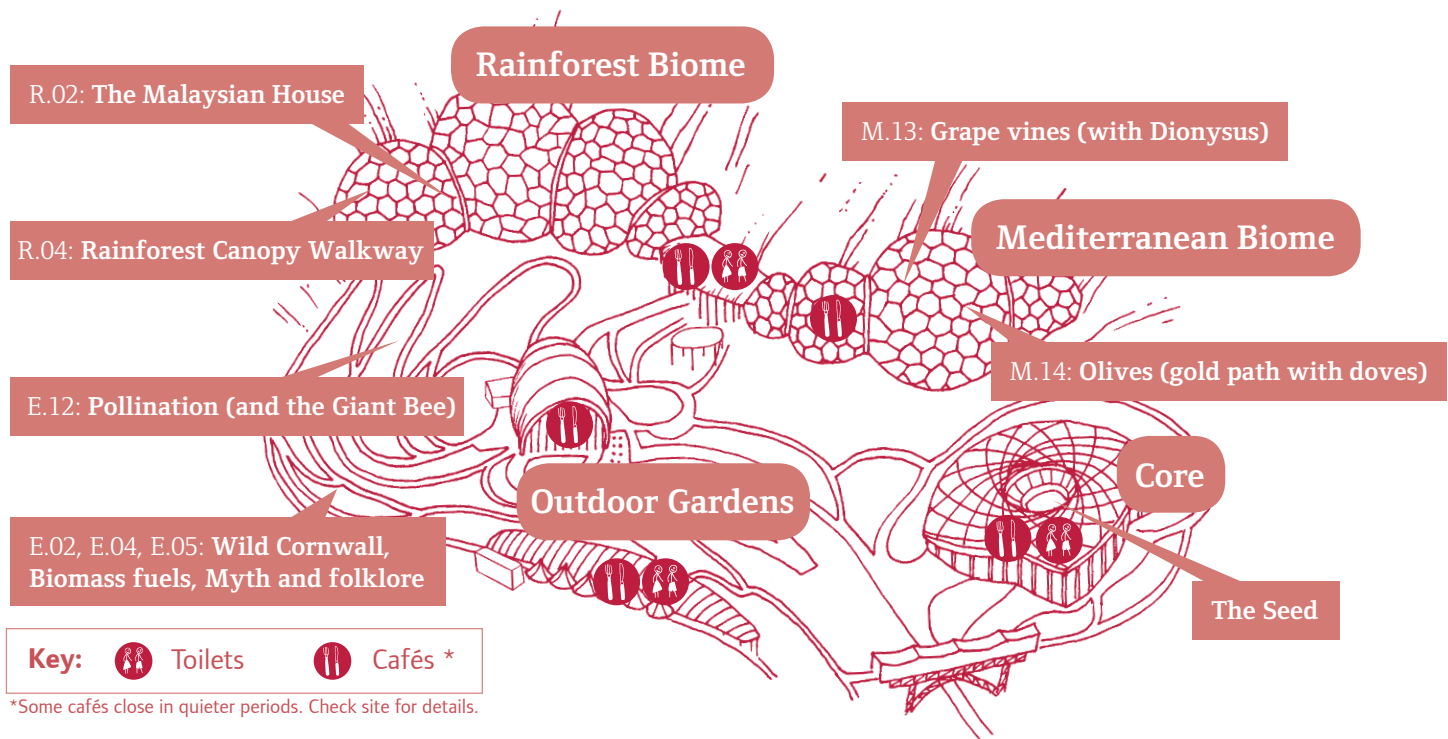


The Eden must-see list

Welcome to the Living Theatre of Plants and People.
Come and explore our dependence on plants.



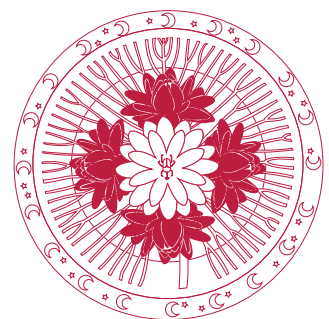
R.02: The Malaysian House

Our Rainforest Biome has four 'wild' geographic areas. In each we present a story from the people who live there. In the S.E. Asia zone we worked with people from Sabah to tell their story. Have a look at their garden; it's similar to many of ours with slightly different plants, e.g. pak choi, taro and rice replace cabbage, carrots and potatoes.



R.04: Rainforest Canopy Walkway

If you visit the forest it gets under your skin, fuelling a desire to care. We had always intended to take you into the tree canopy. Surprisingly it only took 12 years for the trees to reach this size. Above the Nest platform our 'biodiversity' chandelier illustrates the design features plants need to eat, drink, reproduce and protect themselves (all without moving). We're now fundraising for the next phase of the Walkway that explores how the forests control the world's climate and makes weather (www.edenproject.com/rainforest-canopy-walkway). Further round the Biome you'll meet crops that make your food and medicines.



M.13: Grape vines (with Dionysus)

Vines: look dead in winter and spring into life each year.

Grapes: don't last long but wine lasts for years.

Wines: make some feel immortal.

Dionysus, god of horticulture, vines and parties stands here balanced between the wild lands and the crops. It's all a matter of balance. Will he go too far? Will we?



M.14: Olives (gold path with doves)

Our 200 year old olive trees came from a nursery in Sicily. The mosaic path has a river of real gold (representing the importance of olive oil in the Mediterranean). Each of its abstract dove shapes represents an olive-producing country in the Med.



E.12: Outdoor Gardens: Pollination (and the Giant Bee)

Plants can't move. They flaunt their wares with colourful, scented flowers, and often nectar, to attract go-betweens who carry their pollen and fertilise them to make seeds. Our giant bee is surrounded by plants she loves to visit for her food (and to pollinate). The Biomes, like her honeycomb, are made of hexagons. Maximum strength using minimum materials.



E.02, E.04, E.05: Outdoor Gardens: Wild Cornwall, Biomass fuels, Myth and folklore

Don't miss this area, it's worth the walk. Our Industrial Plant sculpture (artist; David Kemp) acts as a backdrop to plants that can be grown for fuel. They release CO₂ when they are burnt which is sucked up by the next lot as they grow – helping keep CO₂ levels down and the planet cool. Try out the labyrinth in the willow dome in Myth and Folklore and spot the stone sculptures up in Wild Cornwall. A stunning vantage point.



Core: The Seed

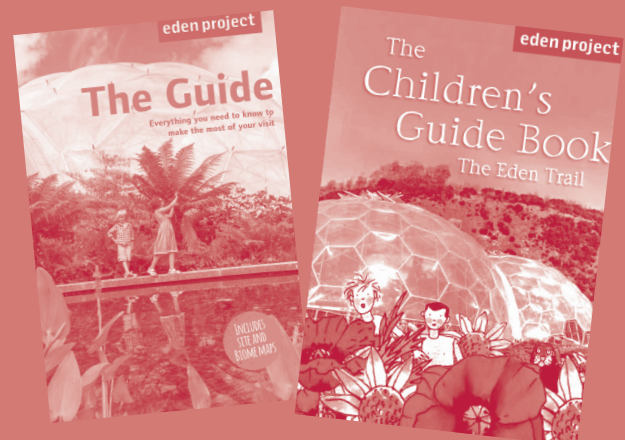
Our largest stone sculpture, carved from 75 tonnes of granite, lives in the middle of the Core building (copper spiky roof). It pays homage to nature's architecture, based on Fibonacci maths. Count the three sets of spirals. The Core is based on the structure of a sunflower, which is not one flower but hundreds which work together to create something bigger and better by working together.



The Eden Project connects us with each other and the living world, exploring how we can work towards a better future.

Don't forget...

- **Your essential companion(s);**
Guide Book, Childrens' Guide Book
- **Not yet a Member?**
Come on a new journey and discover more with the Eden Project Membership
edenproject.com/membership
- **Keep in touch to see what's going on**
www.edenproject.com/e-newsletter



The Eden Project connects us with each other and the living world, exploring how we can work towards a better future. Money raised supports transformational projects and learning programmes. Thank you for your support. Registered charity number 1093070 (The Eden Trust).

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