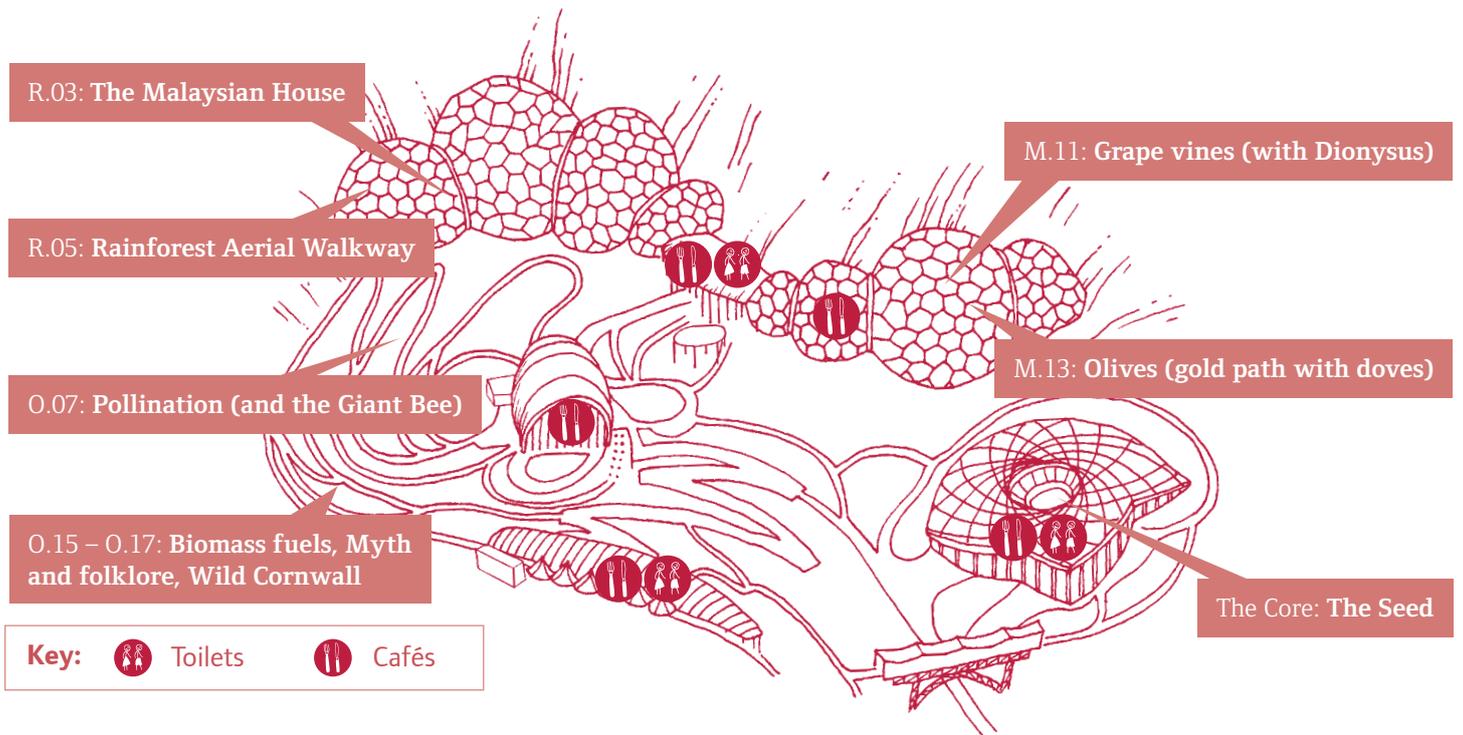


The Eden must-see list

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



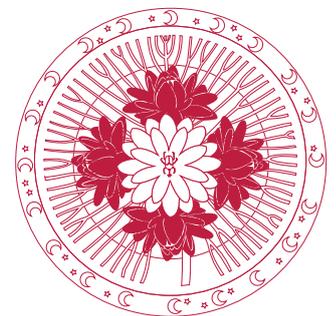
R.03: The Malaysian House

Our Rainforest Biome has four 'wild' geographic areas. In each we present a story from the people who live there. In the Malaysian 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.05: Rainforest Aerial Walkway

New for 2013. 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: a Walkway to a Weather Station that explores how the forests control the world's climate and makes weather (model in Link building). Further round the Biome you'll meet crops that make your food and medicines.



M.11: 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.

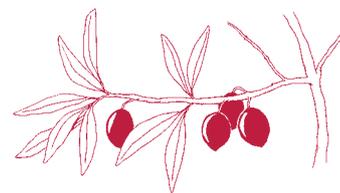
Wines: make some feel immortal.

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.13: 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.



O.07: 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.



O.15 – O.17: Biomass fuels, Myth and folklore, Wild Cornwall

Don't miss this, 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.



The 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 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.



We hope you have enjoyed the plant stories you have encountered. We rely on plants in many ways and after visiting today we hope you agree that working together and with nature we can leave the world better than we found it.

Don't forget your essential companion(s);



Guide Book
Childrens' Guide Book
iOS App

Don't forget to activate your membership.

Get online to keep in touch with what's happening here and the many events and activities you can join.
www.edenproject.com/e-newsletter

Do you have any favourite Eden things you would like us to share?
Send to: favtrails@edenproject.com.