

Studio Aikieue x Coloni

An exhibition that explores and celebrates the life of the undesirable, plants out of place and wild growing species in an urban environment with a sustainable point of view.

Arts / Crafts / Talks / Food experiences / Workshops / Gardening and more.

Plants Out Of Place

16 — 20 Sep. 15

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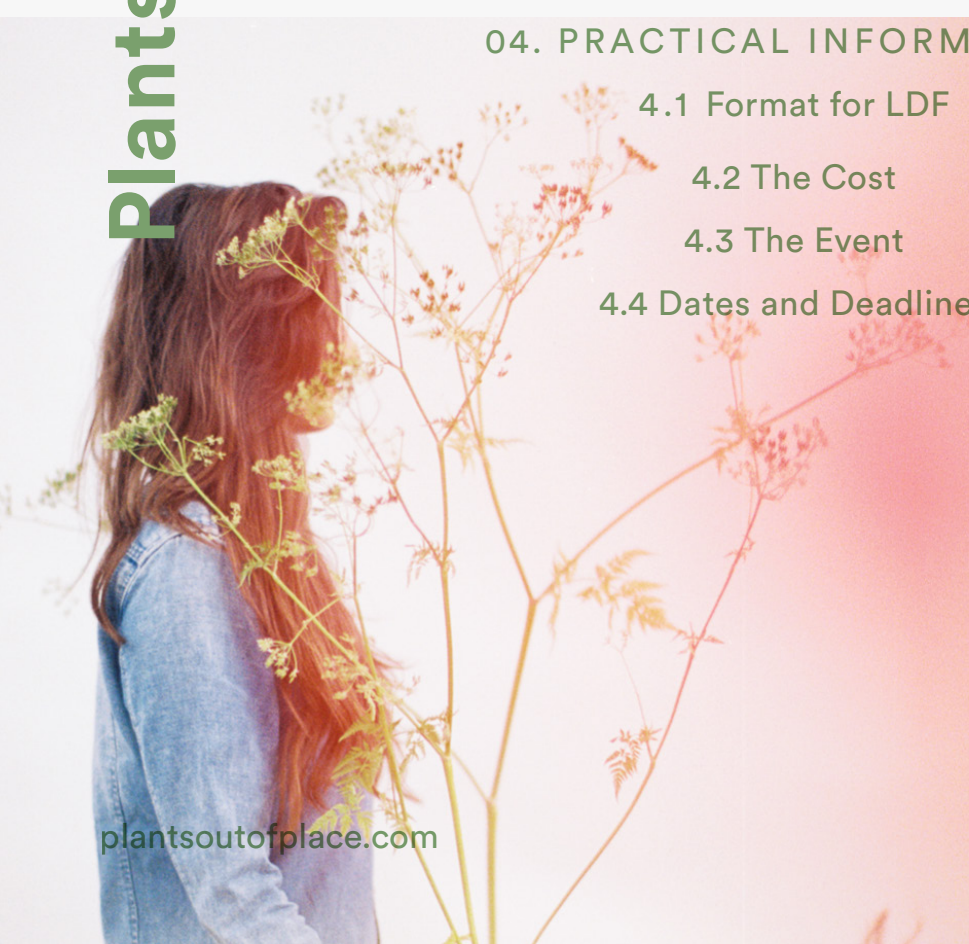
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01 The Project

1.1 AIMS AND OBJECTIVES

Plants Out Of Place is an interactive exhibition with a sustainable point of view. Exploring the life of the undesirable and unseen, we want to celebrate species growing beyond the control of humans in an urban environment.

A weed is a plant out of place. An undesirable plant because it is out of human-control. These plants grow in places where they don't belong, places that are governed by us. This simplifying definition reflects our relationship with nature and our desire to control and grow the species that we define as beautiful. As such weeds become disregarded and unseen, all presence removed from our carefully curated spaces. These species are seen as intruders causing anarchy by growing in unwanted spaces. This brings to question on how humans try to control nature but nature has its own agenda. All species have in themselves a value, only by existing, independent of the values humans ascribe to them. As a contribution to overlooked plants, this project is a study of the personal characteristics and life of these plants.

We aim to unveil lost knowledge and narratives to challenge our perceptions of these undesirable species and to facilitate the celebration of the unwanted and the unseen. Our project seeks to engage with the wider communities to reconsider the value of wild plants and how we may utilise them to design for a more sustainable future.

Working in collaboration with a series of creative practitioners from different fields to explore how we can create a more sustainable way of living in the 21st century. Examining how we can minimise our impact on our ecological environment through the sharing of knowledge, ideas and taking an experimental approach to design for a more sustainable future.

1.2 WHY PROMOTE WEEDS?

Weeds played a significant role in our environment, but they are often overlooked due to the negative nuances placed upon them. This has led to a misguided view on the importance of weeds. In other cultures weeds are celebrated and cultivated for their medicinal, edible and material value. Yet in modern society, these wild growing plants are extracted and destroyed. This project seeks to question notions of value in the 21st century and to highlight the importance these species hold for an ecological future.

1.3 WEED DEFINITION

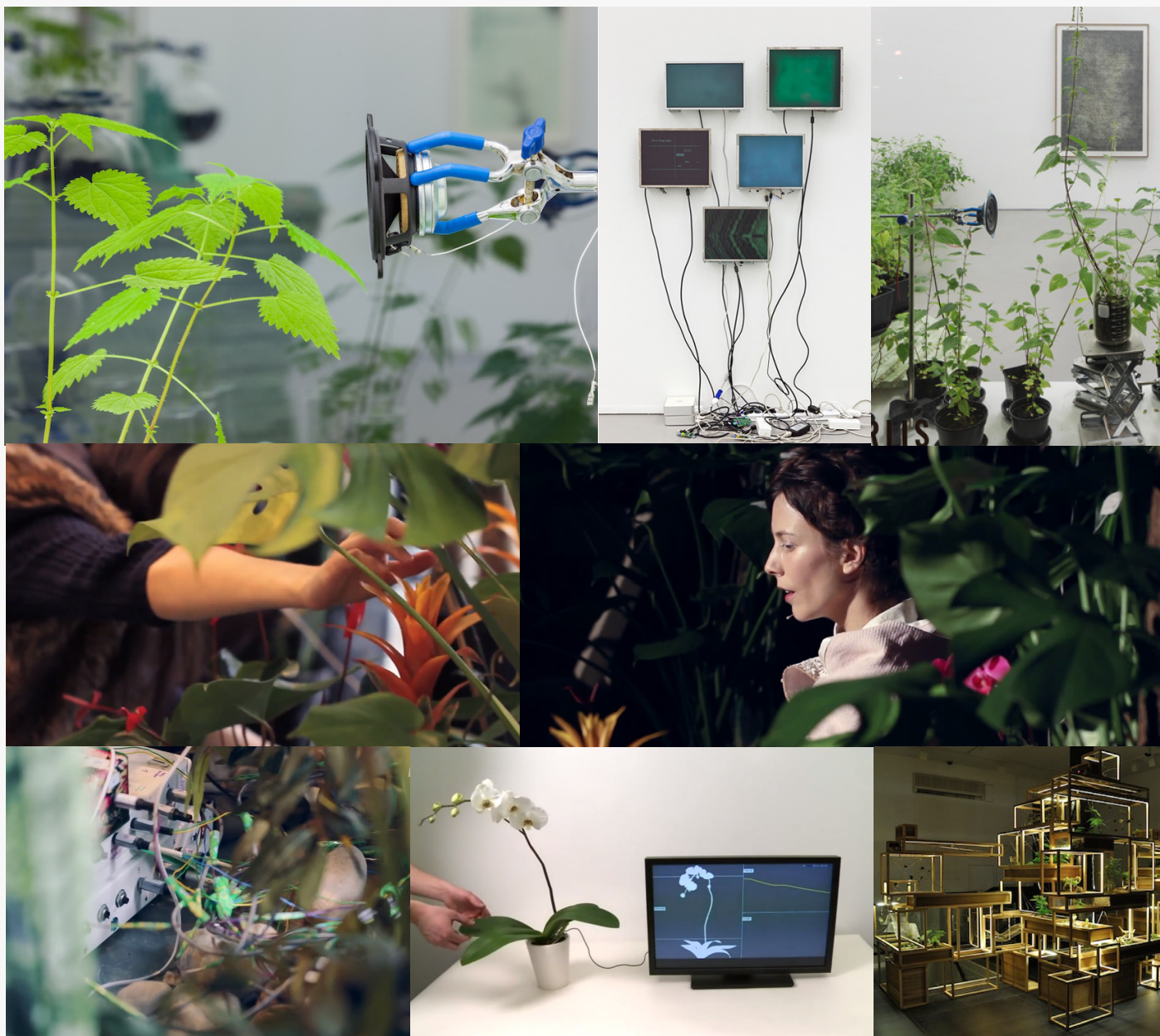
The term weed has no botanical significance, weeds are dependent on the context of where it is grown. If a weed is grown in a situation where it is desired, it is not classified as a weed.

- A weed is a valueless plant growing wild, especially one that grows on cultivated ground.
- A weed is any undesirable or troublesome plant, especially one that grows profusely where it is not wanted.
- A weed is a plant not valued for use or beauty.
- A weed is a plant growing in the wrong place.



02 Plant Orchestra

2.1 EXAMPLES OF PLANT SOUNDS



CHRISTINEODLUND / MUSIC FOR EUKARYOTES / [HTTP://WWW.CHRISTINEODLUND.SE](http://www.christineodlund.se)

MILEECE PETRE / [HTTPS://WWW.YOUTUBE.COM/WATCH?V=SF3CTVH6Y-E](https://www.youtube.com/watch?v=SF3CTVH6Y-E)

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=ECSRKEIUCJK](https://www.youtube.com/watch?v=ECSRKEIUCJK)

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=OG0KOEZZPGM](https://www.youtube.com/watch?v=OG0KOEZZPGM)

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=WYU18EIIFT4](https://www.youtube.com/watch?v=WYU18EIIFT4)

[HTTP://WWW.LUKEJERRAM.COM/PROJECTS/PLANT_ORCHESTRA](http://www.lukejerram.com/projects/plant_orchestra)

03 The Collaboration

3.1 THE COLLABORATION

We are interested in collaborating with innovative designers who demonstrate strong technical ability and conceptual drive. We believe that this project would result in unexpected, creative results between our studios that would be beneficial for all parties involved.

3.2 THE CONCEPT

There are theories around how plants can hear and talk. There has been much debate around whether plants communicate with each other through chemical signalling. Research published in Trends in Plant Science suggest that plants not only respond to sounds but they talk to each other by making 'clicking sounds.

3.3 THE OUTCOME

The aim of this project is to utilise technology to either:

1. Capture the sounds that plants make
2. Use technology to enable plants to make sounds by touching their leaves/stem
3. Use technology to enable plants to create patterns (digitally on a screen) by touching their leaves/stem

Our preferred outcome is ideally outcome 1 but if not outcome 2. This will all be depending on the complexity to create and the cost implications.

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04 The Process

4.1 FORMAT FOR LDF

The space of the event will be curated to mimic the feel of a wild garden, whereby plants will be situated all over the space to give it a natural feel. The technology should capture the sounds these plants (weeds) make. To create an immersive experience for the public.

4.2 THE COST

Studio Aikieu & Coloni will cover the cost of the making, providing the costs are not too extensive as we have a very limited (non-existent at this stage) budget.

4.3 THE EVENT

Studio Aikieu and Coloni will oversee the set up and invigilation of the project during the exhibition. All we ask from you is to help us set up the technical aspect if any or alternatively send us a how to guide and we will set this up.

4.4 DATES AND DEADLINES

We require the product to be fully realised by end of July/beginning of August. There will be some flexibility if required but ideally ready by those dates so that we can market the project 2 months in advance to ensure as wide exposure as possible for our collaborators. However, if required you can have until the end of August.