





"Hybrid Ecology" is a piece that will change from day to night, from season to season, and year to year, thus allowing viewers to return multiple times and experience the site differently each time. Spheres resting on their plant-like pedestals will collect excess energy from the solar array throughout the day, and use it during the night, allowing them to slightly rise and pulsate with light. Also, the plants in the greenhouse will eventually mature to the point where they can be transferred outside to grow on and around the artificial plant-like forms. In the beginning, an ecologically alien scenario will exist but, in time, native flora and fauna will "bind" to the site, resulting in a dynamic piece that warrants multiple visits.











The project consists of a boardwalk meandering through a forest of super-scaled artificial plant-like objects, interspersed with sea water greenhouses that intensify the nature of the site. This obvious division between real and fake, inside and out is blurred as the artificial flora provide a great deal of very natural functions; they are the framework that supports plants started in the greenhouse, some plants act as information screens, other are bird hides, bird nests and feeding stations, and still others provide glowing light throughout the night. The end result is a hybrid ecology that employs intensely artificial means to achieve a natural environment that is both familiar and alien.









