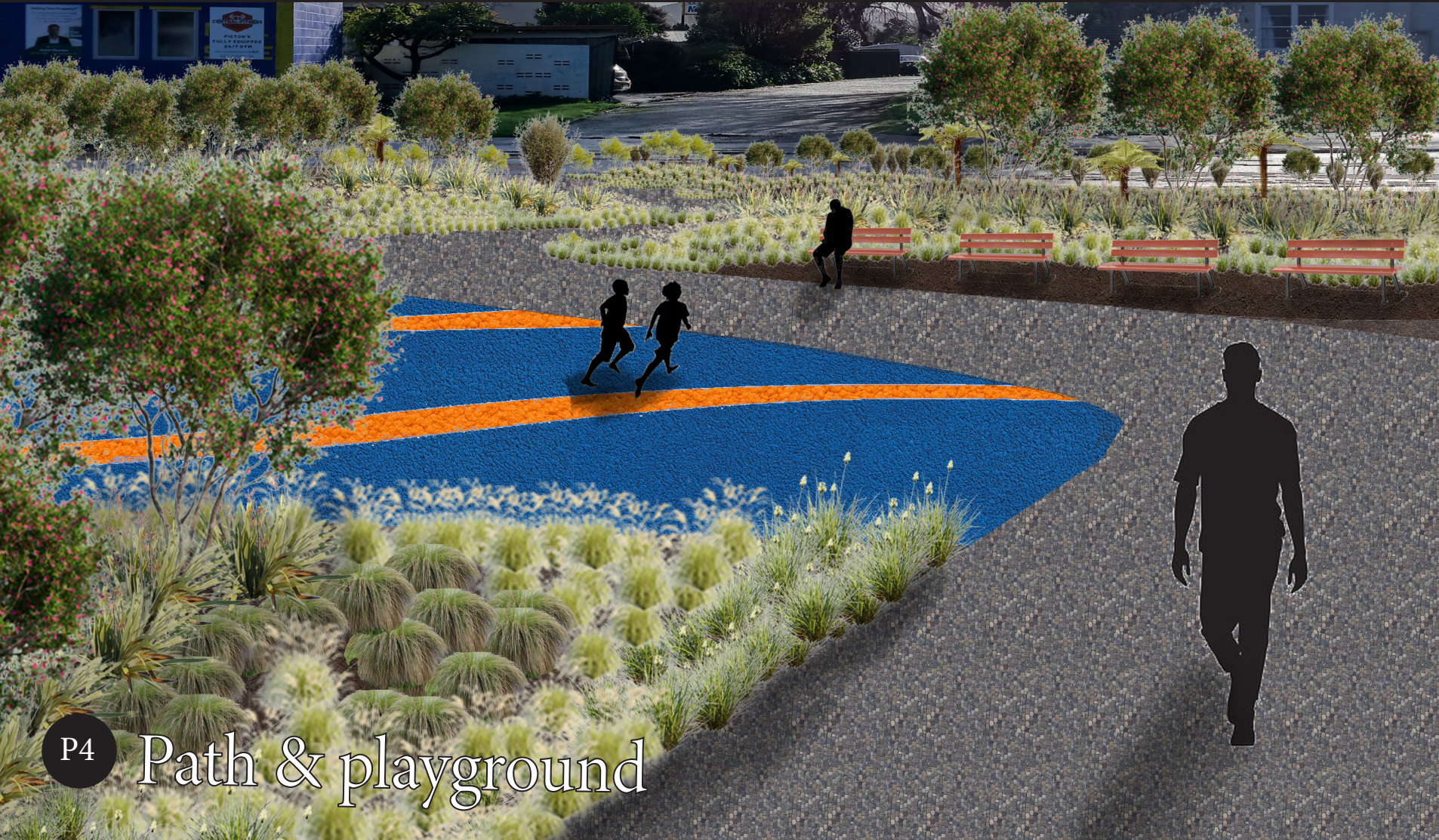


# Main Site Map



- Playground
- Plant Gradient
- Main Path
- Seating Area
- Communal Area
- Bathroom
- River Link

## Expressing the taniwha



## TE HAERENGA O TE TANIWHA

### The journey of the taniwha

#### Samuel Fauth & Billy Lamont - Group 01

Throughout our time in Waitohi Picton we came to learn about the story of Te Ihu Moe One, and how this taniwha dragged its way through Waitohi and formed the surrounding valley. Additionally, while talking to the community, we came to understand that there isn't necessarily a place for everyone across all ages to congregate in one place.

Our design strategy therefore was largely influenced by the taniwha and its journey in the creation of the area. This was because we wanted to connect culture into the site as we learnt from members of the community the square had very little cultural identity, and we wanted to tell the story of Te Ihu Moe One. The main path through the center follows in the direction the taniwha is said to have travelled through the valley. Around this main path are mounds to show the movement of the earth that happened while it was dragging its way to the water. The plants along the east of the site are a gradient from plants south of Waitohi through to Koromiko in the center up to the inner sounds to reflect how the taniwha dragged soil and earth with it. Our communal area reflects the carving out of Koromiko where the taniwha thrashed about and carved out a bowl shape. Finally, our gravel paths trickle off the main path to signify the injuries the taniwha sustained that started it on its journey north.

Another aim of the site was to use it as a connection in the Waitohi valley not only for humans to stop and enjoy but also for birds, reptiles and insects to live in. This is why our plants all come from around the area, so the wildlife will already be familiar with the species of plants on our site. We set out to make a place on the site where animals could spend their time without being disturbed by human involvement.

Our choice of material was very specific to help convey the story of Te Ihu Moe One. Along the main paths that are meant to symbolize the journey of the taniwha is paved whereas any other path used to represent its injuries are gravel.

Overall, our design aims to bring people of all ages as well as all other species of Waitohi together in one area that feels cohesive while still having space for each group.



PLEASE, PROVIDE FEEDBACK FOR THE PROJECT AND DESIGNS