OPEN AIR WORKSHOP FOR LANDSCAPE ARCHITECTURE STUDENTS IN ELEJA AND ŽAGARE MANOR PARKS

Workshop results

Interreg V-A Latvia – Lithuania Programme 2014-2020

Sustainable Integration of Novel Solutions into Cultural Heritage Sites

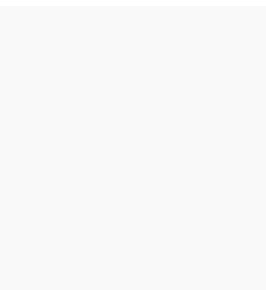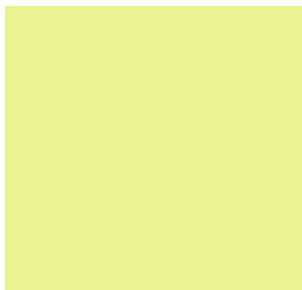NovelForHeritage   LLI-444

01.07.2020 - 30.06.2022

CONCEPT DEVELOPMENT FOR ELEJA PARK EXHIBITION HALL

IDEA

- The story of Eleja manor, where the road begins with the historical, but slowly goes to the modern. At the end of the story, however, it is emphasized / recalled that history is still intertwined in modernity.

- It is important to balance the external appearance of the facade with something calmer indoors - the premises are designed to be bright.


Graf Medem.

The coat of arms of the Medem family

Fragment of the ceiling beams of the Eleja tea house with an ornament that will be integrated into the interior of the gallery

Colour palette

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THE ELEJA AND ITS FORMATION

- In the 16th century, the **Eleja manor** (Elley) was established by the river Eleja
- Not far from the manor, on the side of the highway, was the Meitu Pub.
- In 1916, the **railway station** was located in the premises of the Meitu Pub.
- In 1925, a railway depot was established in the Meitu Pub.
- In 1923, the new Meitene railway station was built, and a settlement called **Vilkudārzs** was established here.
  In 1932, it was granted the status of a densely populated area (village).
- In 1936, the **village was renamed Eleja.**
- From 1949 to 1956 - the center of the Eleja district.
- On February 21, 1950, Eleja was granted the status of a working village (from 1961 - an urban village).
- In 1957, the liquidated village of Eleja was added to Eleja, creating the rural territory of Eleja.
- Lithuanians who have returned from the deportation of Siberia, who are not allowed to return to Lithuania by the Soviet authorities, begin to settle in the Eleja.
- In 1954, the building of the Eleja District Party Committee was built in the style of Stalinism architecture and currently houses the Eleja Primary School.
- In 1991, Eleja lost the status of an urban village and together with the rural territory was reorganized into a parish.
- In 1879, the six-year school of Eleja parish was founded. After the First World War, the school is located in the guest house of Eleja manor.
- A new high school building was built in 1970, where until 1991 studies took place in two shifts.

HISTORICAL RESEARCH OF ELEJA MANOR PARK

The historical layout of Eleja manor in bluish-gray tone
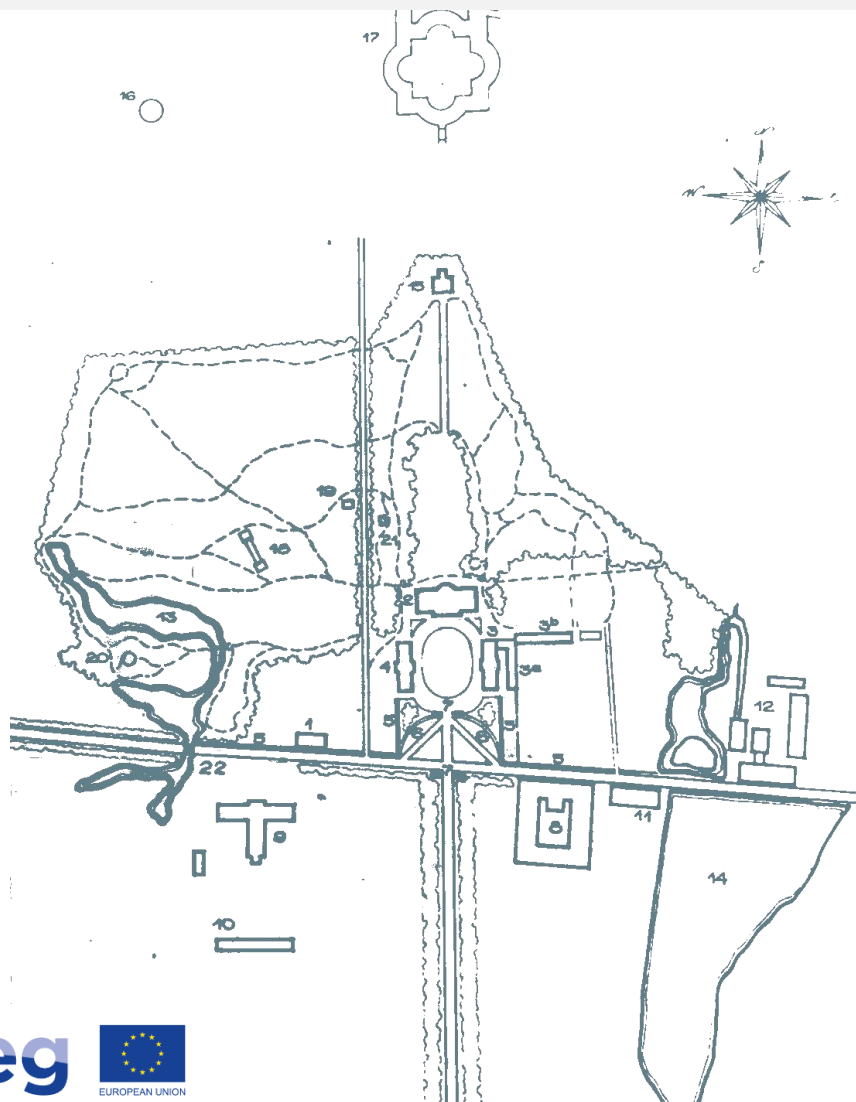
1. Old residential building
2. Pils
3. The landlord houses or Cavalier House
3a. Outbuilding of the manor house
3b. Greenhouse
4. Theater building or barn
5. Boulder masonry fence
6. Small semicircular fence
7. 2 pairs of sphinxes
8. Cattle barn, later horse stable
9. Horse stable
10. Hay shed
11. Servant houses
12. Brewery complex
13. Pond with a peninsula
14. Brewery complex
15. Tea pavilion
16. Round pavilion
17. Cemetery
18. Bowling game pavilion
19. Flagpole
20. Monument to parents
21. Monument to D. Von Medema, b. Von Kleistai
22. Bridge

# ELEJAS MUIŽAS PARKA PĀRVALDĪBAS PLĀNS 2018. - 2027. GADAM

1. Representation area
2. Public events and family recreation areas
3. Orchard area
4. Passive recreation and individual events area
5. Sensory zone
6. Active recreation areas
7. Children's activity and cognition zones
8. Picnic areas
9. Pond and peninsula area
10. Car parking area

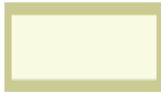Plan of the park's thematic area and event space

ZONING OF DESIGNED EXHIBITION HALL

The exhibition hall is divided into two parts:
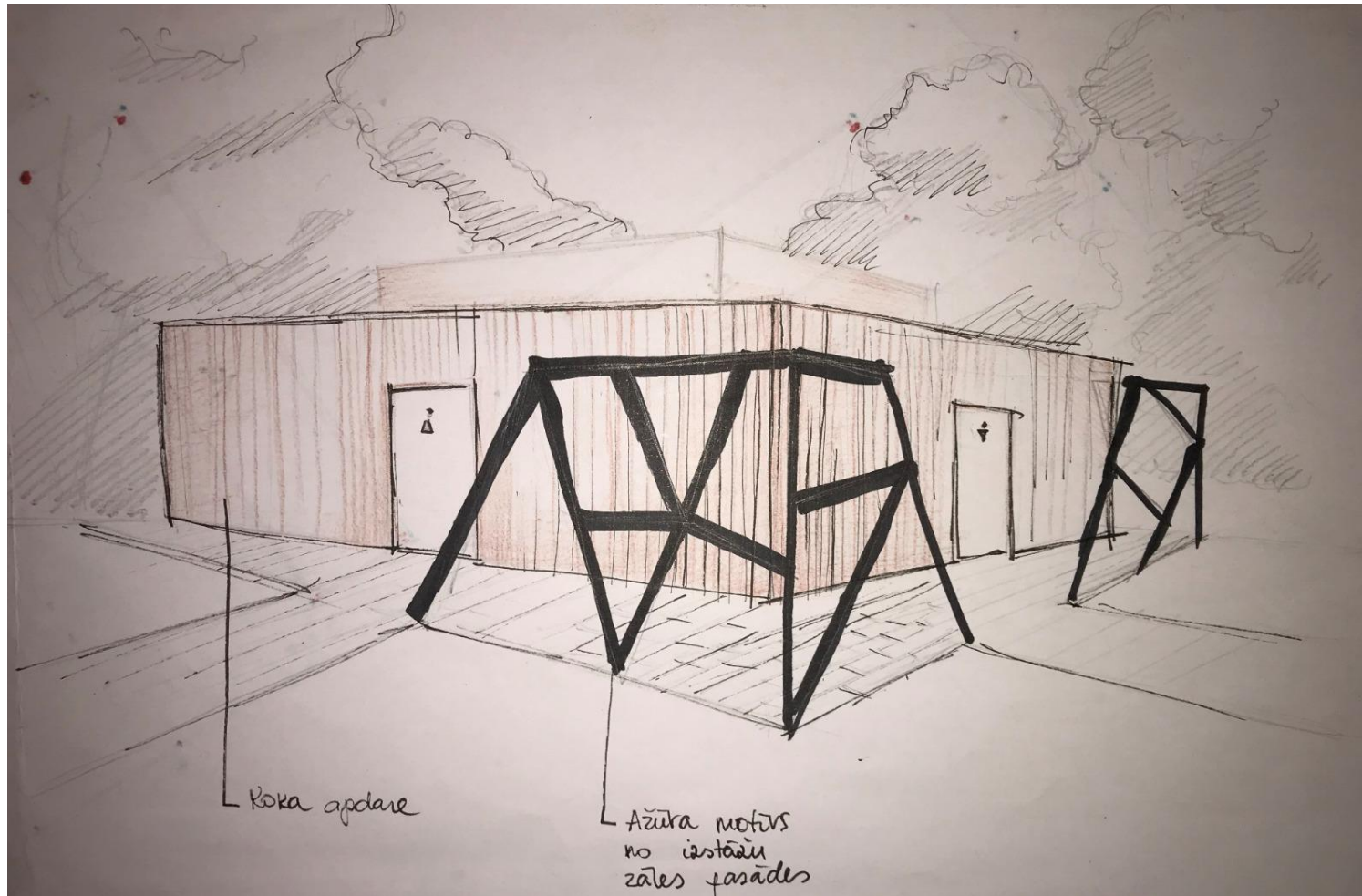1. Permanent exhibition area (with historical elements)
2. Variable exhibition area

- It is planned to display the coat of arms of the Medem family at the entrance wall;
- The historical plan of G. Kūfalts Eleja Park is depicted on one wall in the conference room, but the largest wall is dedicated to the projector screen.
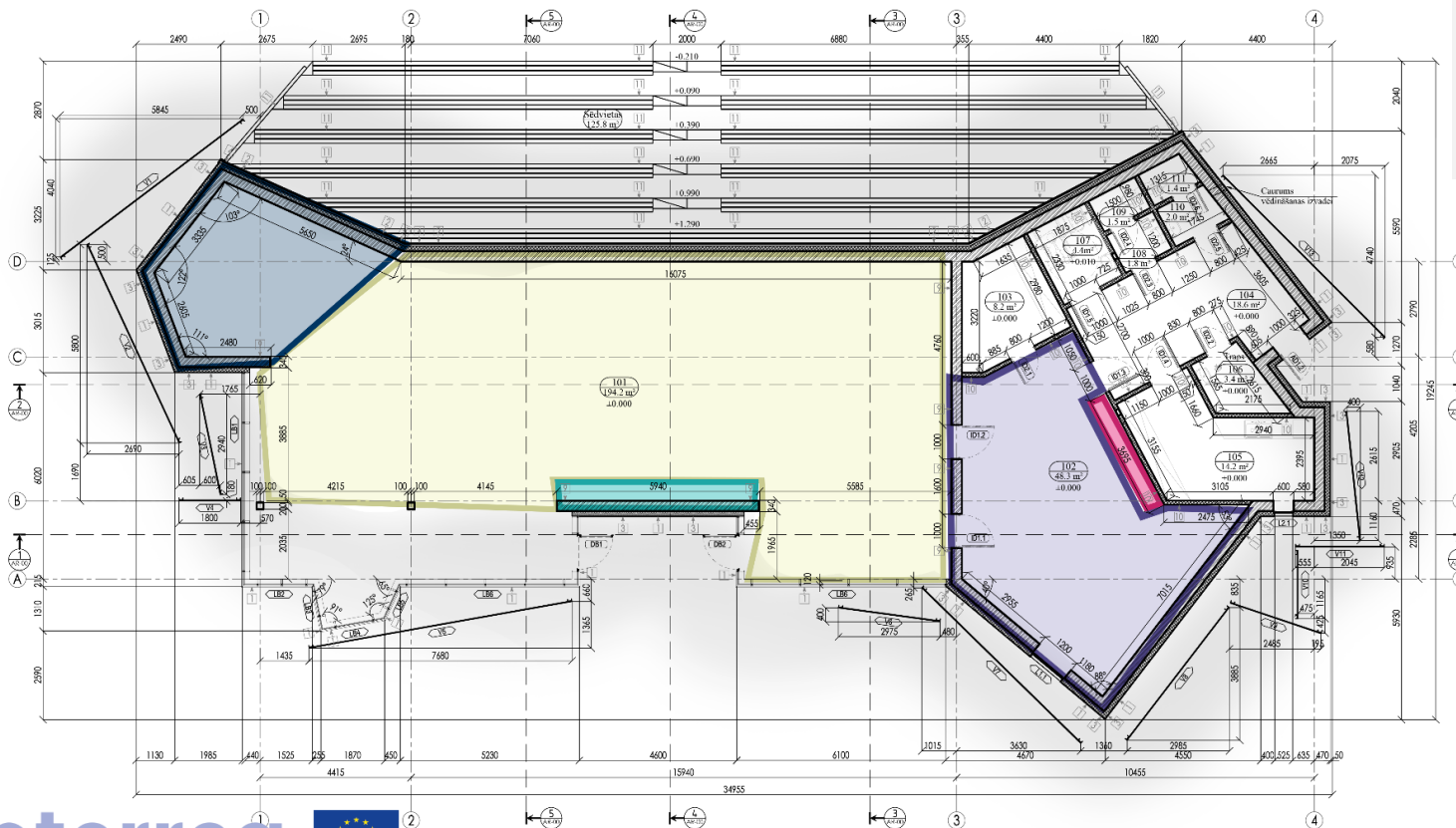
Zoning

Historical exhibition area

Variable exhibition area

The coat of arms of the Medem family

Conference room

G. Kuphaldt Eleja Park historical plan

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OUTDOOR FACADE OF UTILITIES

Sketch of a utility building

In order to adapt to the new exhibition hall and the stage ensemble, we offer to create facilities from coordinated materials, to use an openwork pattern as a decorative - unifying element.

LIGHTING ELEMENT

PILLARS

Lighting element sketch

Place columns in the central alley, with a pattern of beams ornaments that project onto the hard surface, creating a romantic mood.

9

Historical exhibition area

Variable exhibition area

The coat of arms of the Medem family
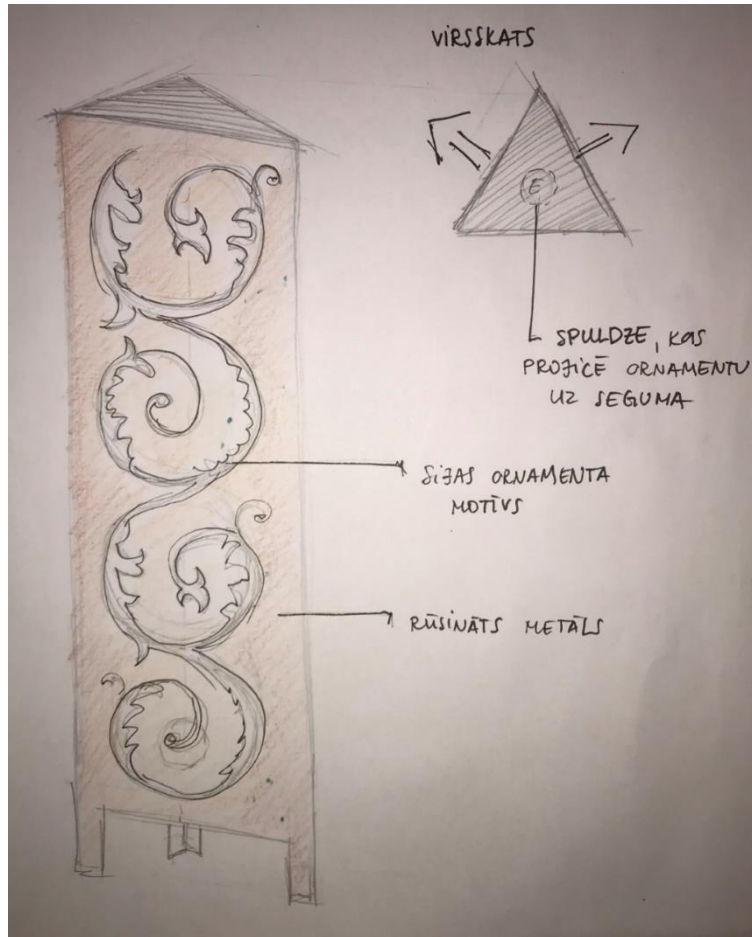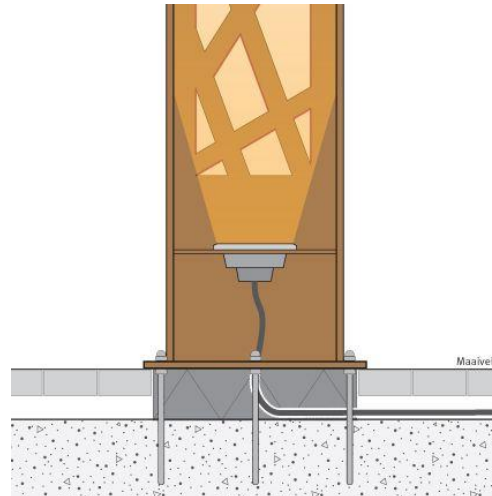
Conference room

G. Kuphaldt Eleja Park historical plan

Colour palette

Preserved Tea House beam

The coat of arms of the Medem family
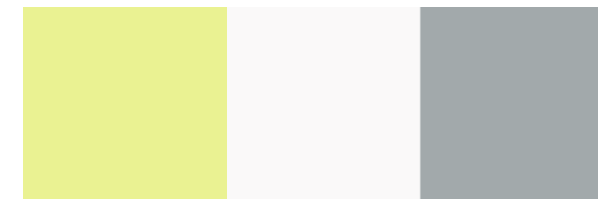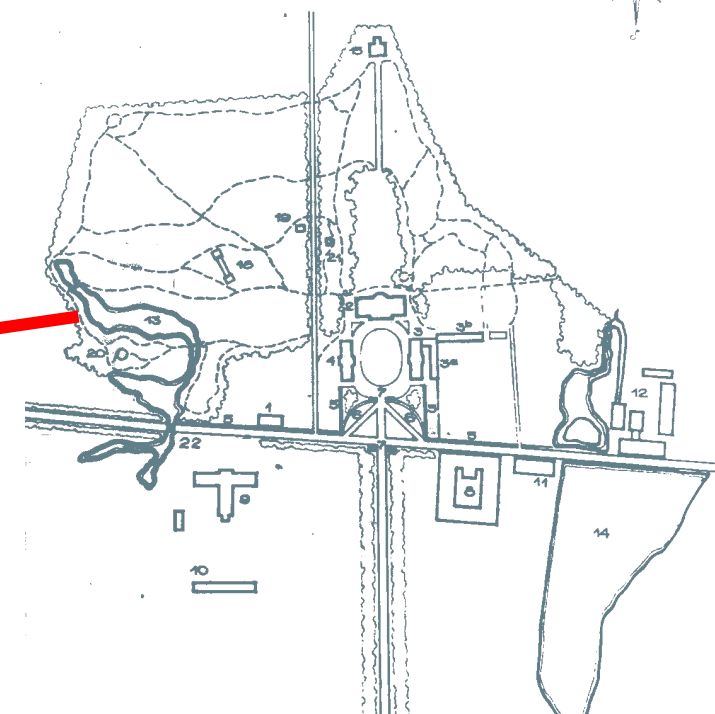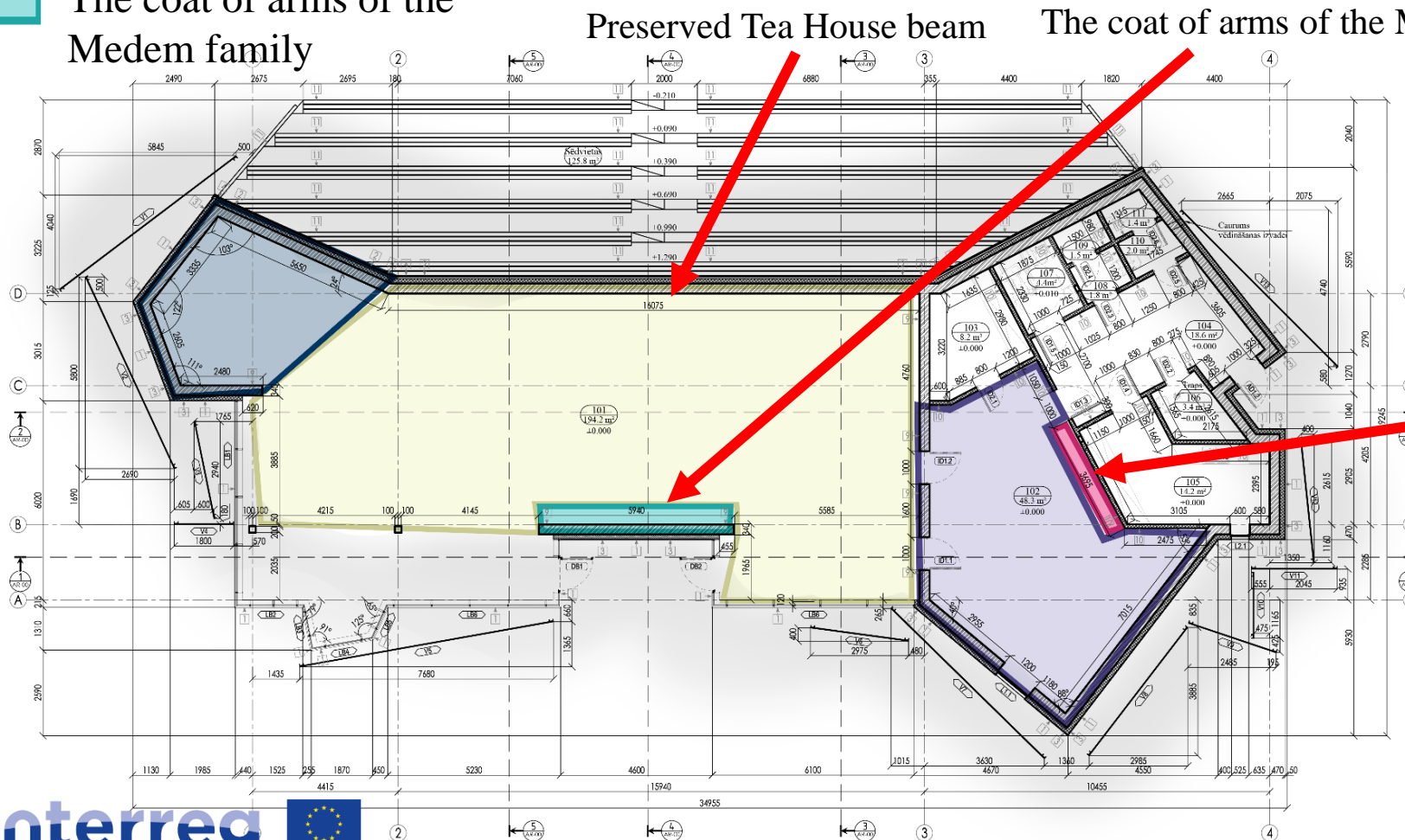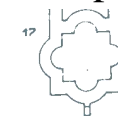
The historical layout of Eleja manor in bluish-gray tone

PLAYGROUND

- The entry to the playground begins with a maze. While walking through it, you can test your knowledge about Žagarė history. The quiz is in all kind of levels, which is suitable for every age.

- The end point – mini manor, which can be visited by every person. Kids can play there as in the playhouse, adults can join the kids adventure.

- The playground should reflect the theme of manor: old stables, cherry theme. One of entertainments is to ride the „bull".

- For safety, a little more dangerous entertainments must be provided with a fence or other protections. Also the background should be coated with a shock absorbing coating.

- The next entertainment, which includes all age groups, is a barefoot walk. You can relax there, get a nature massage for your foot. The walk could include rocks, grass, wood and other big or smaller nature materials.

- In front of the walk we imagine a fountain, where you can refresh on a hot sunny day, or maybe get some drinking water.

- For crossing people, that did not got the attention of already shown entertainments, we can suggest a walkway through the beech tree tops. The purpose of the walkway is to show the whole opening view of the playground and the little manor, also to let people see the far visible panorama.
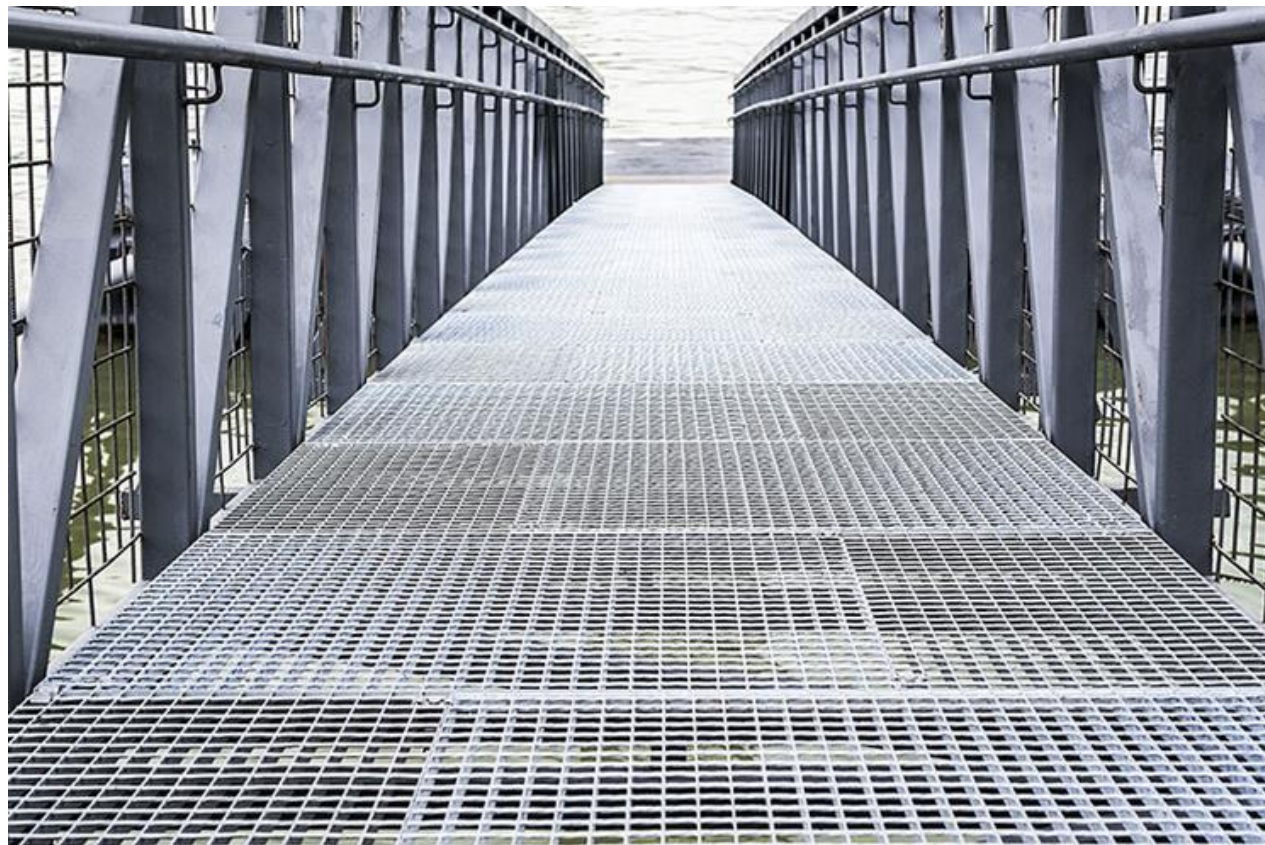
Suggestions

1. Sound background, 19th c. music turns on when you go to the site. Ancient photographs of the manor and the park created by its inhabitants, dendrologist Georg Kuphaldt, are exhibited on the walls through multimedia. More information is needed about the history of the manor, the people who lived and worked here and their activities.

2. One of the empty spaces may contain dice games on the floor of the hall, e.g. horse racing (questions about the history of Žagarė). Educational space-class for children, tourists. Outdoor games, checkers, mini golf, croquet, petanque. Space for weddings, celebrations e.g. rotunda, pergola, arch, gazebo. Light installations in trees. A labyrinth of beech trees.

3. Outdoor can be fitted with corroded steel figures which reflect the history of the manor (aristocrats, hunting, horses). Possibility to ride around the territory of the manor with a carriage and bicycles.

4. Fans and dolomite products (?) can be used as souvenirs. Also manor paraphernalia (coat of arms, horses, red deer, hunting), soap, book tabs, cup coasters with images of the manor.

5. The space for organizing concerts (perhaps between oxes' houses) is a stage and seating for spectators. Outdoor music space with percussion instruments.

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Proposal for the Eleja exhibition hall and its surroundings

Concept

Nature

History of area

Modernism

Integration of exhibition hall facade elements in the park environment

Nature – wood

History of area – steel

Modern – concrete and glass

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Zoning
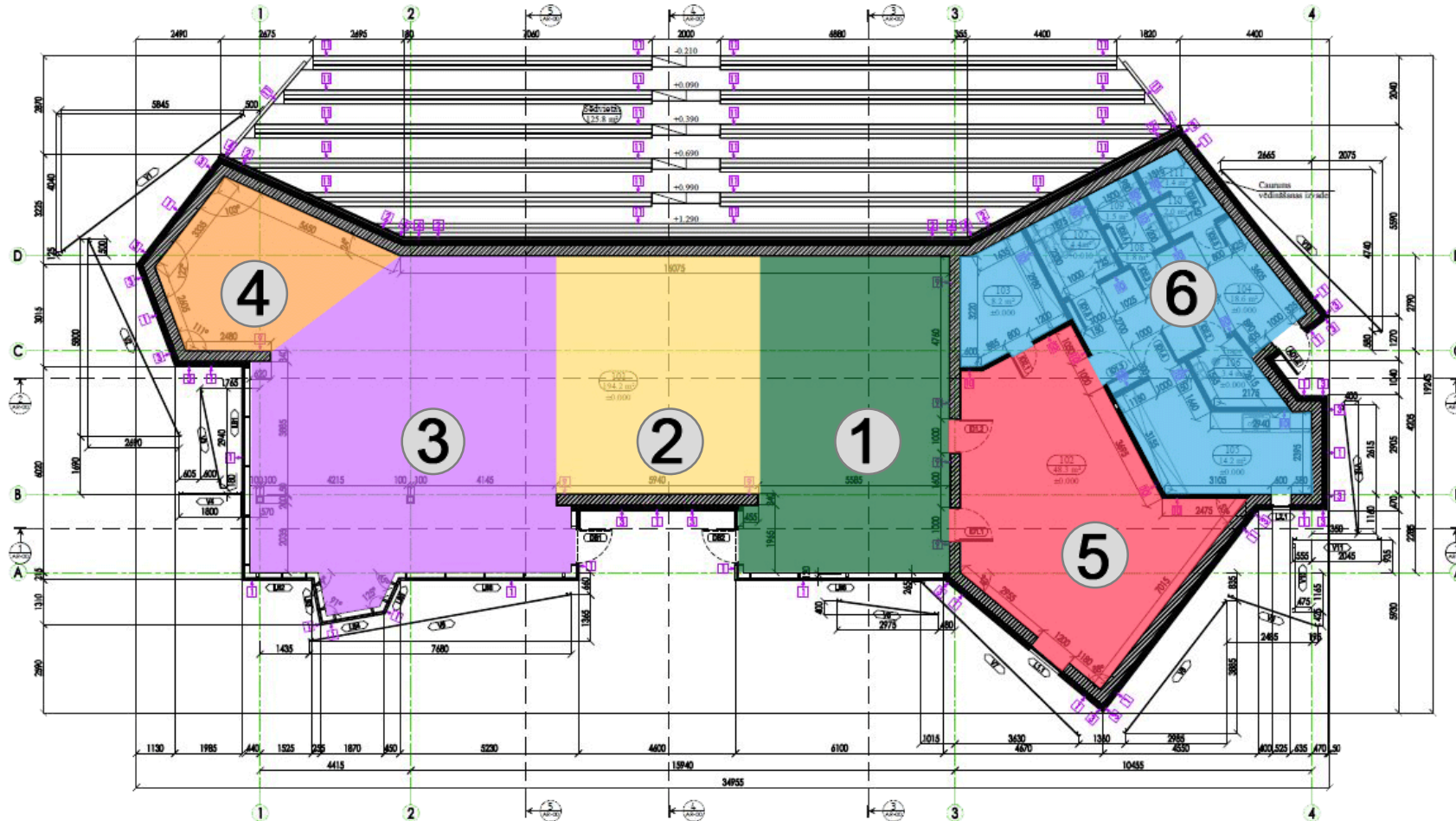
1 George Kuphald's interactive exhibition

2 The lost architecture of Eleja

3 Eleja nowadays

4 Workshop area

5 Conference room

6 Auxiliary rooms

Interior

White walls
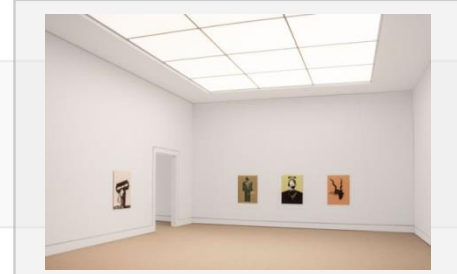
Wooden beams

Gray epoxy floors

Lighting

Bench
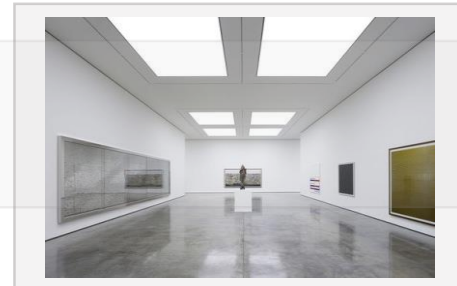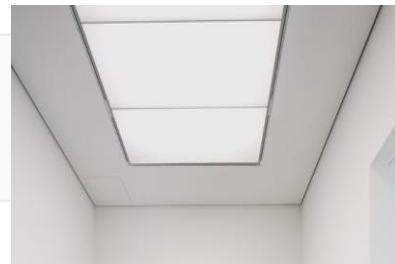
The existing wooden beam is placed in the glazing, the pattern is engraved on the glass

George Kuphald's interactive exhibition

Model of Eleja park

Historical path system

The main axes of the park

Free fields in landscape

Sight lines

Information stands

The lost architecture of Eleja

Model of Eleja buildings

Premises plan

Information about each room

Illuminated

Story of history

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Eleja in nowadays
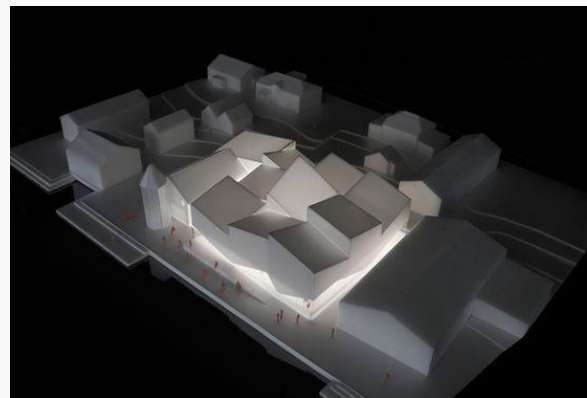
Information stands about:

Exhibition hall, stage

Environmental objects (QR code)

Variable exhibitions

Information on existing vegetation

Workshop area

Wall for drawing

Interactive walls

Conference room

Interactive table

Exhibition

Interactive walls
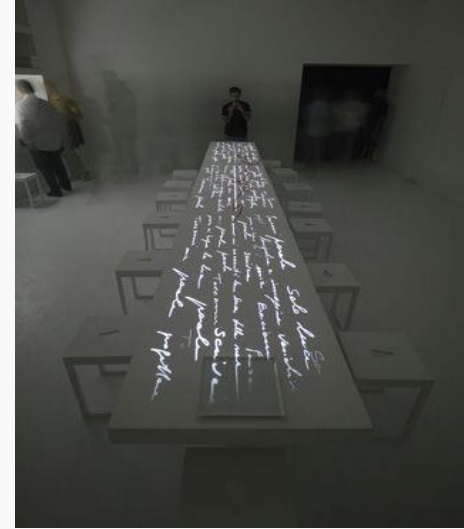
History of the manor and a park, biographies of people, who lived here

Outdoor draughtboard and place for playing dice inside
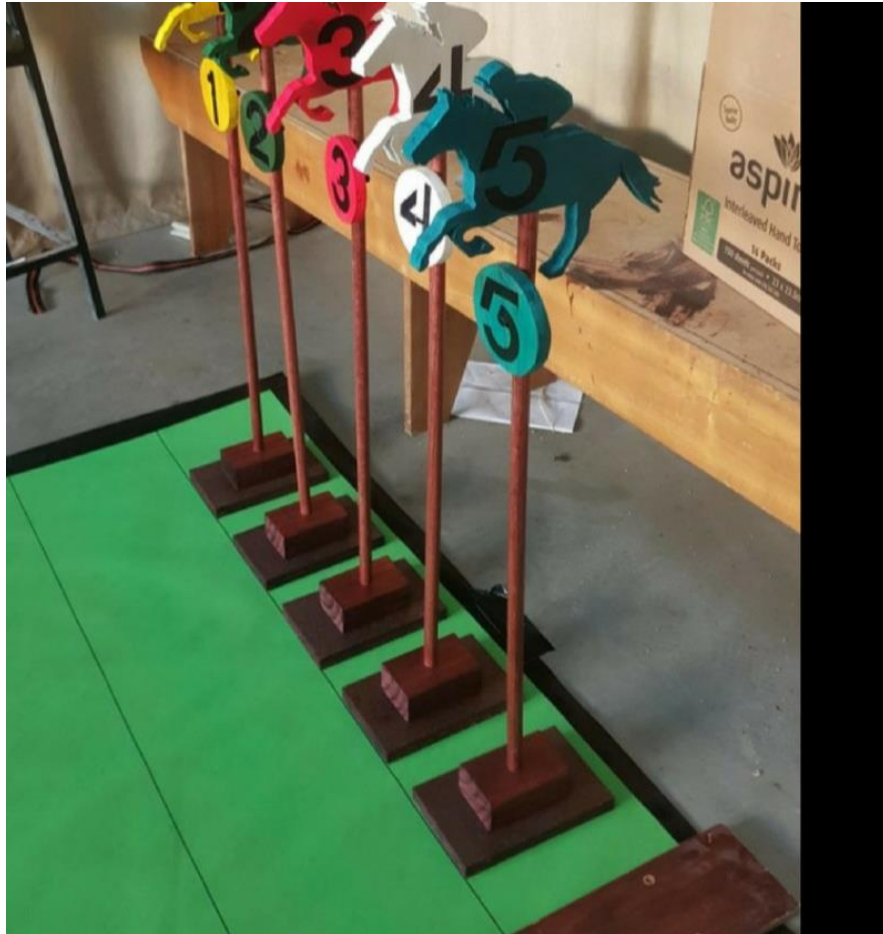
Croquet and minigolf

Outdoor musical space for playing percussion instruments
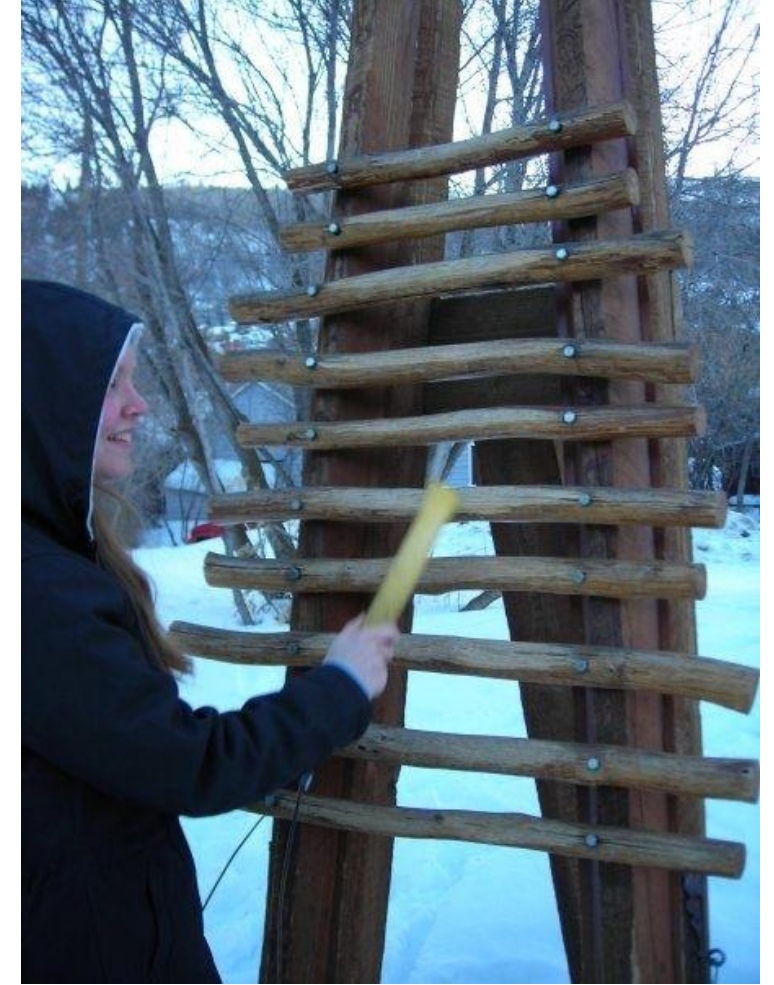
Corroded steel fugures near the entrance

Exhibitions in the park spaces

Souvenirs

Rotunda and a labyrinth

Light installations in the trees

Walk with Kuphaldt
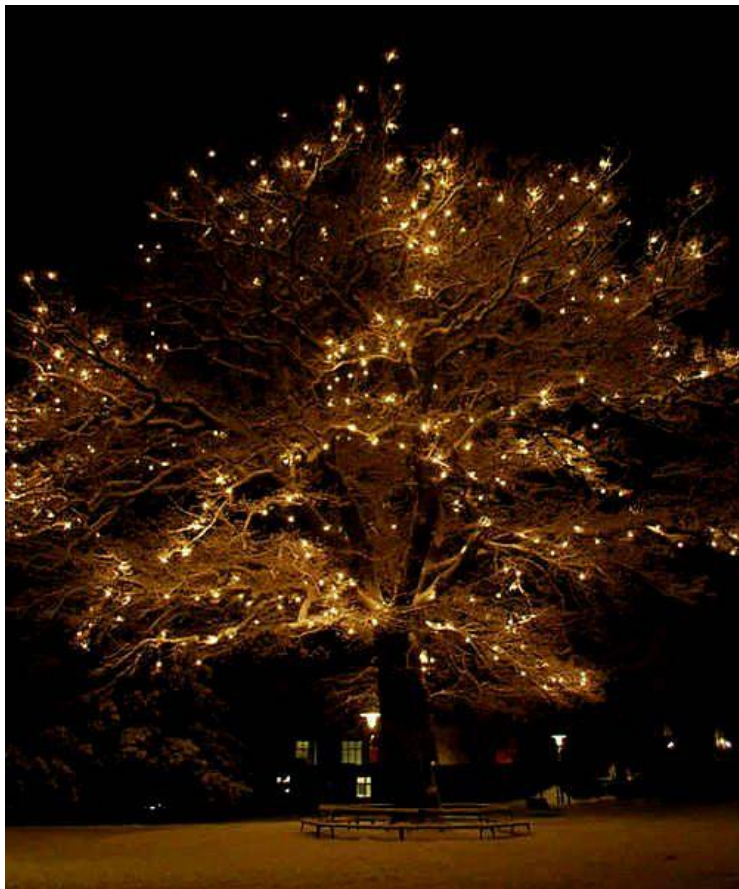
1. Create your own park

- Table game with prepared layout of realistic park paths where you can add buildings and trees and flowers or other landscape elements to create your own park area;

- It could be table game or room game with objects located on the floor.
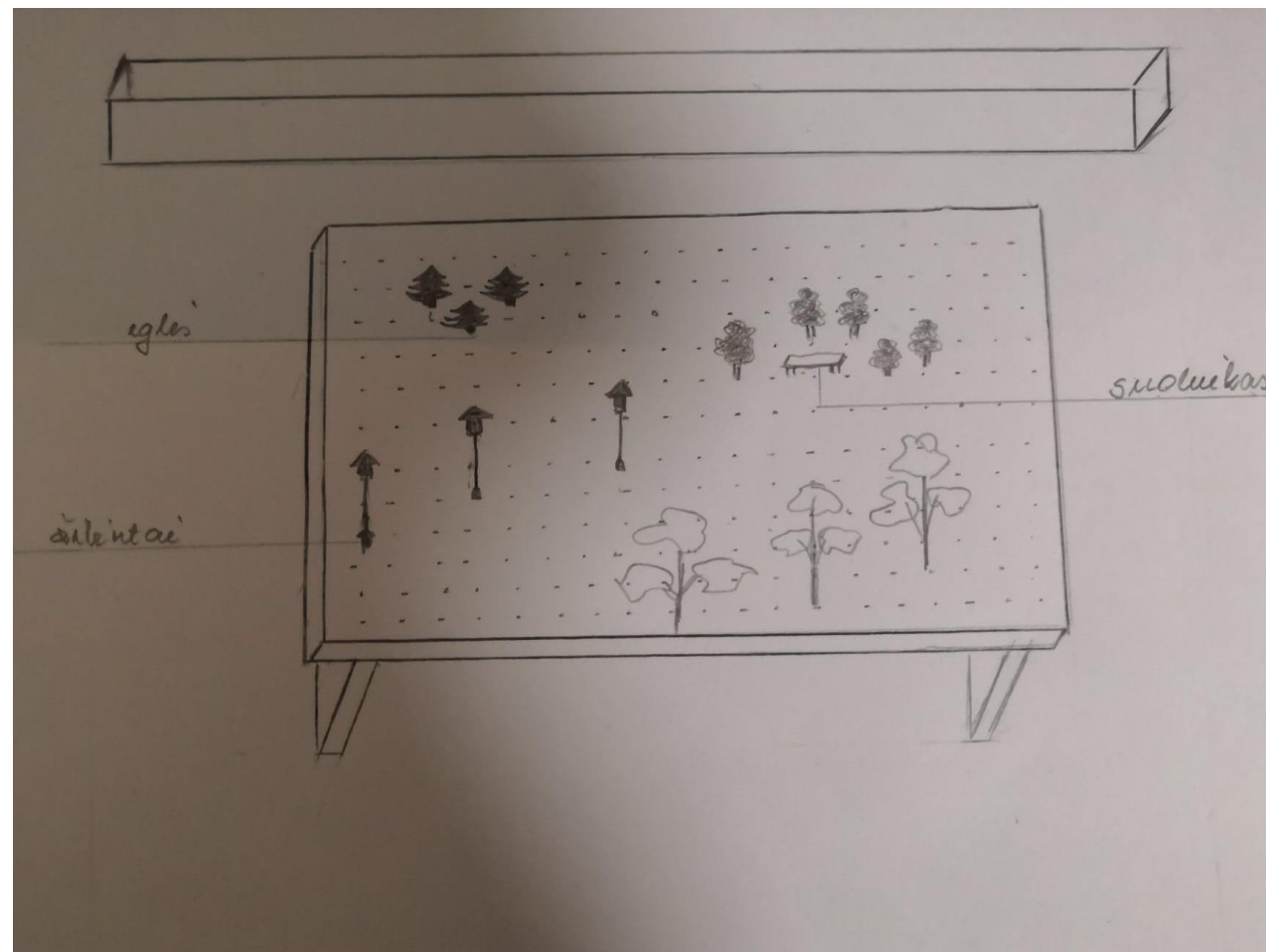
2. Virtual reality room
a) Park and it's ideas visualization

- Age group: specialists/seniors;

- All park design with implemented best ideas moved to virtual reality, where you can walk and imagine how it couldor will be done (Flower beds, playground areas, information stops, sightseeing objects, e.t.c.);

- Or hunting game in park territory.

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2. Virtual reality room
b) pick up cherries game

- Age group: children/any;

- VR Game in one of Manor rooms. Game point is
  to run in realistic virtual park territory and pick
  all cherries hidden near the interesting objects;

- Using VR glasses.
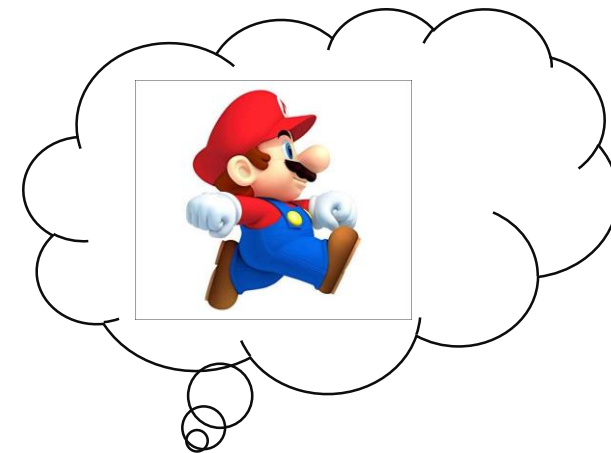
3. Cinema. *Manor history*

- One room could be used as cinema.

- 2D or 3D;

- Manor history movie on scheduled hours (example.: 12, 14, 16) ;

- Coffee, tea or snacks could be offered.

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4. Ride attractions in park

- Take a ride with children train around the park or horse carriage (any age);

- Riding around the park would be attractive for seniors, as territory is quite big;

- Could be planned stops at interesting spots;

- Audio guide about park history.

5. Experience box

- Different form stop BOXES at the most beautiful points of the park.

- EACH of them should HAVE OWN topic like history, music, nature

- Different installation should help for the VISITOR to EXPERIENCE unforgettable FEELINGS: to smell, see and taste the nature.

PROPOSALS FOR THE ARRANGEMENT OF ŽAGARE PARK

- Paths starting from the manor with tasks for children;

- Flower bed near the manor;

- The traveler's story with footage walking around the mansion;

- Photos and portraits of the Syrevičiai brothers, Catherine II, Zubov, G.F.P.Kuphalt, Naryshkin and their families.

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- A cognitive trail/path starting from the manor with tasks such as the task of bypassing the park and marking the places visited. When you access one of the objects, there is a reference to the next object, for example. when the Linden Alley is accessed, a reference to the Beech Alley would be found. Along the way, swings, deer or horse sculptures would be passed.
- This introduces the flora and fauna prevailing at the time.

- The flower bed is one of the oldest decorations of the manor. The flower gardens were nurtured by both the Naryshkin family and G.F.P. Kuphalt. The latter's project included English-style flower beds. The restoration of the G.F.P. Kuphalt flower beds would foster the idea of G.F.P. Kuphalt, as in all the other preserved parks in Latvia he has created them. This is very lacking in the park of Žagare Manor.

- Inside the manor there could be a smart stand where guests of the manor could see the footage, i.e. the story of the manor and the park. The story could be led by a guide dressed in ancient manor clothes, telling about the manor, the park and the buildings that enter the manor area, such as stables, gardeners' cottage, keeper's cottage, etc.

- On arrival at the park, it is clear that the rooms lack portraits and photos of the people who created The Žagare Park and the manor, such as the brothers Syrevičiai, Catherine IInd, Zubov, G.F.P. Kuphalt, Naryshkin.

Park Hr. Zubowa.
Grafo W. Zubovo parkas.
SZAWLE.
ŠAULIAI.

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Eco-friendly souvenir

- A magnet made of wood with an image of Žagare manor, inserted dolomite.

Outdoor instalations in Eleja park

"Walk in to the history" The idea was to make Eleja manor owner with his family. In the picture you can see the owner Paul Medem with his wife Helena. In the other picture is Helenas sister Dina Livena with a dog. They have went for a walk in the park. Technical solution - the art object is made on the polycarbonate plain. The silhouette is painted with black paint.

" The heartbeats of Eleja manor " symbolizes heart beats of Eleja manor thru the years. Longest elements reflects the greatest years of Eleja manor and shortest reflects abandonment. We predict the development of Eleja manor in nowadays. Instalation is made from wood, covered with metallic tape.

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Our instalation **" Love birds"** symbolizes love letters, longing for love and hopes that was between 16 years old Dagmāra and the hunter.

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Environmental object - **" History in networks "**. Clay coins are the object, one side of coin has plant prints of Eleja Park are printed on and portraits of persons who have created the history of Eleja manor on the other side. Clay coins are planted in frames between two ancient oaks. They are intertwined with spider web threads.

The environmental element **"Wolf Garden"** was created based on the history and historical name of the village Eleja. In 1923, a new "Meitene " railway station was built and a settlement called Vilkudārzs was established.