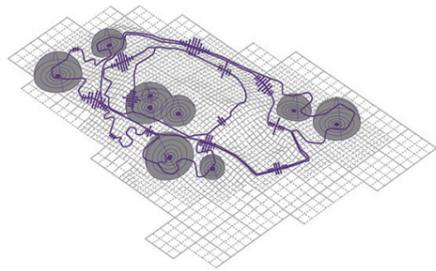
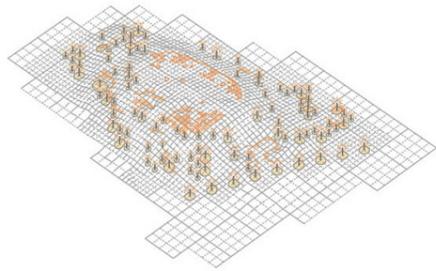


OVERLAY OF LAYERS

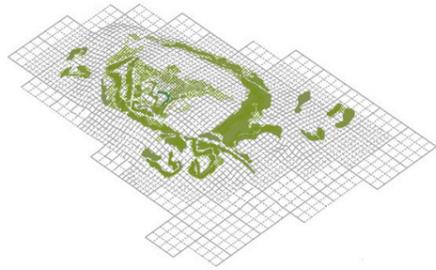
LAYER 5\_  
Sound



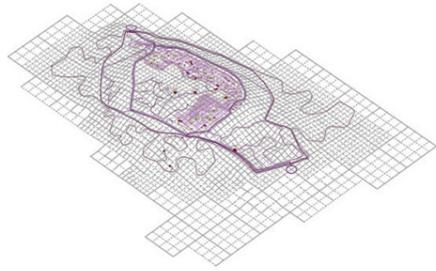
LAYER 4\_  
Light & Furniture



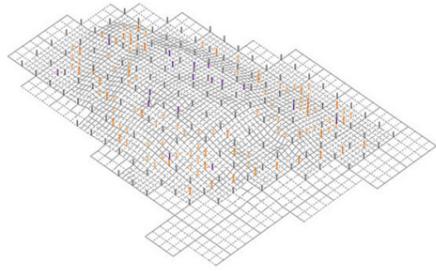
LAYER 3\_  
Vegetation



LAYER 2\_  
Paths & soils



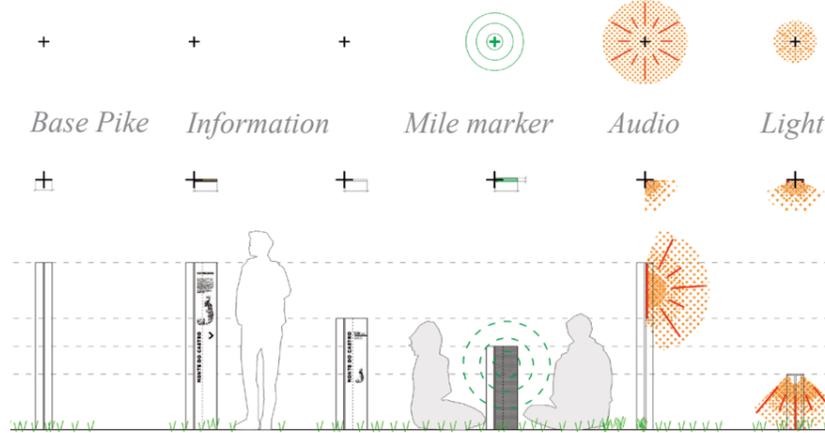
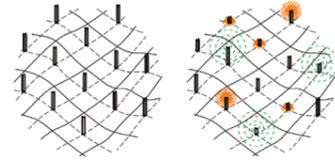
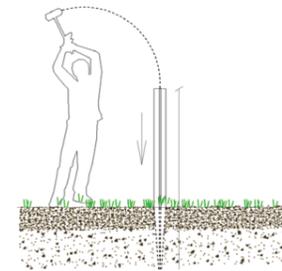
LAYER 1\_  
Guides & pikes



LAYER 0\_  
Topography



GUIDES & PIKES



VEGETAL SOIL

	V9	<i>Lotus Corniculatus / Scilla Monophyllos / Hypericum Humifusum</i>
	V8	<i>Linaria Triornithophora / Cirsium Filipendulum</i>
	V7	<i>Allium Ursinum / Serapias Cordigera</i>
	V6	<i>Erica Ciliaris / Plantago Lanceolata</i>
	V5	<i>Rubus Ulmifolius / Myrica Gale</i>
	V4	<i>Dactylorhiza Maculata / Ploygonum Capitatum / Sonchus Maritimus</i>
	V3	<i>Eucladium Verticillatum / Centaurea Ultraiae / Scilla Monophyllos</i>
	V2	<i>Triglochin Maritimum / Agrostis Fouilladei</i>
	V1	<i>Helleborus viridis / Allium Ursinum / Selaginela Denticulata</i>

TYPES OF SOIL

	PV9	Ceramic Paviment
	PV8	Pavement & Grass
	PV7	Prairie
	PV6	Wood
	PV5	Bark
	PV4	Pebbels
	PV3	Gravel
	PV2	Albero sand
	PV1	River sand

Sound Actions

The pikes become witnesses that storytell the historical past. Sounds, music and information of interest will be heard at strategic points. Footsteps, the rustling of the soils, the murmur of the wind moving leaves, branches and shrubs, are the instruments that interpret the music of the natural environment.

Light actions

This experience is completed with a lighting proposal organized in two levels. The first one is a horizontal plane of lightning displayed on the floor in the form of occasional photo-luminescent paintings. The second one is a dispersed constellation of spotlights integrated in certain pikes and displaying different intensities and colors.

Plant species

A new vegetation intervention covers the landscape, helping to create a new reading of the environment that clarifies the different local landscape units: closed forest, open wild pastures, scrublands, vegetal and rock slopes.

Paths and Soils

Different paths across the sites are designed enhancing perception. Walking speed, floor textures, the sound of footsteps, the color and the scents of the surrounding vegetation... amplify the experience of the observer directing his steps through the archaeological site.

Types of soil

Pavements will always consist of natural materials related to the territory, having different densities and hardness, colors and textures depending on where they are applied: wood and bark for the forest areas; aggregates, gravel and boulders for the archeological sites; ceramics and mixed soils for the pathways.

Pikes, Grids, and Quadrant

An orthogonal mesh based on the archaeological methodology of excavation by strata sectorizes and catalogs each area of the site and its immediate surroundings. At the vertices of the mesh, the generating museographic element appears: the Pike, which allows to narrate and illuminate the visitor's experience as well as to create an alternative visual landscape closer to the world of the uncertain, the unknown and the buried.

Vegetable Soil

The proposal analyzes the historical evolution of each "castro" and its surrounding landscape in order to recover the original state of the settlement. Slopes, excavations and plant species will be restored, according to the 'ways of doing' of the natural and geological native environment together with the building operability and the inherited local techniques.

