

Group Final Project Proposal - includes Alex Yax, Joey Gadd, Kole Forbes, Hannah Sacco, Leila Chai

-Project Overview

Stowe Garden, located in Buckinghamshire, England, is renowned for its landscape design and historic significance. Stowe Garden developed in the 18th century, represents one of the finest examples of English landscape gardens. The garden was created by several prominent landscape architects, including William Kent and Capability Brown. The path we are going to recreate is the path of contentment, it includes The Congreve Monument, Pebble Alcove, Temple of Friendship and Chinese House. This path directly relates to our discussion on paradise spaces and the use of such places for otium. (Leila)

The Congreve Monument, originally built in 1737 most likely by the sculpture Kent. The sculpture was commissioned by Lord Cobham as a memorial to Congreve who was a friend of his (Buckinghamshire Council. "Congreve Monument"). William Congreve was an English dramatist playwright and mainly wrote satirical pieces based on "the war of the sexes and his ironic scrutiny of the affectations of his age" (Britannica. "William Congreve"). The statue depicts a monkey holding and looking at a mirror and supposedly a statue of Congreve used to lean up against the structure but it has not survived. The piece is important to the space as it is situated on a small island in the Octagon lake and allows for the reflection and conversation of Congreve's works and the overall works of satirical literature. (Joey)

The Pebble Alcove would have been a relaxing place to encourage otium as the aristocrats walked through the gardens. By taking a rest at the alcove, conversation could ensue as aristocrats looked out onto the landscape, or as they enjoyed the mosaic of texture that creates the alcove. William Kent designed the Pebble Alcove to include the Cobham coat of arms and family motto "how beautiful are thy temples," which perfectly captures the purpose of the alcove as it lets the users gaze upon the temples in the distance. (Hannah)

The Temple of Friendship is an excellent example of a space purely used otium, this temple was built for Lord Cobham and his companions, often known as "Cobham's Cubs", to meet and discuss Cobham's allies and the many allegorical paintings that were hanging throughout the temple. This temple was ruined, due to a fire, but still stands as a ruin today. (Alex)

The Chinese House is a very historical house that is the last survivor of the painted structures that were in Lord Cobham's garden, as well as it is speculated to be the first Chinese garden structure in England. The tales of time and the hardships/ restorations that this building has gone through are a great way to invoke otium. (Kole)

This environment will show a walkthrough of the Path of Contentment and all the wonderful architecture that can be seen on and around this path specifically. We plan to use Unreal Engine and many 3D modeling softwares to recreate the foliage, follies, and monuments.

-List of Deliverables

Part of the path we chose: The path of contentment



-We will include a process book documenting how each group member is recreating their piece of the path and how it is implemented into our final Unreal project.

- I will be recreating the Temple of Friendship
- Joey will be recreating the Congreve Monument
- Kole will be recreating the Chinese House
- Hannah will be recreating the Pebble Alcove
- Leila will be recreating the foliage and the path

Buildings along the path:

The Congreve Monument (25)



Pebble Alcove (27)



Temple of Friendship (5)



Chinese House (6)



Foliage:

2 variations of tree



2 variations of bushes



Building I will be procedurally modeling using Houdini and Maya:

Temple of Friendship (5)



Annotated Bibliography:

Britannica. "William Congreve" Accessed May 1 2024.

<https://www.britannica.com/biography/William-Congreve>

This site allowed me in depth background information on William Congreve and who he was as a person. This allowed us to deduce the types of conversations that would happen around this monument.

Buckinghamshire Council. "Congreve Monument" Accessed May 1, 2024.

<https://heritageportal.buckinghamshire.gov.uk/Monument/MBC11245>

This site is a government based site that deals with heritage sites making it a credible source. This allowed for basic background information on the Congreve monument site and allowed for related dates and information such as missing pieces of the structure.

Clarke, George. 1992. "The Moving Temples of Stowe: Aesthetics of Change in an English Landscape over Four Generations." *Huntington Library Quarterly* 55, no. 3 (July): 501–9.

<https://doi.org/10.2307/3817689>.

This article explains further why specifically each temple was built and which ones were removed. We believe this will help us better create and understand the Stowe Gardens history. This article goes into why certain temples were replaced and the significance for their replacement in relation to the Whig Aristocracy; specifically the Aristocrats that frequented the gardens for knowledge and discussion on politics.

Cousins, Michael. 2007. "Hagley Park, Worcestershire." *Garden History* 35: iii–152.

<https://www.jstor.org/stable/40219948>.

This article touches upon different alcoves in gardens and their builds as well as why they were placed where they are. This will help in understanding why the Pebble Alcove was created to be put in the Stowe Gardens. Many alcoves were titled as a person's "seat," and were used as places to stop and rest on walks, as well as a place to stop and look at the scenery. While the Pebble Alcove does not have much information about its exact construction, this article helps to give context to its purpose in the Stow Gardens.

Express, Britain. n.d. "Stowe Landscape Garden, Buckinghamshire Travel Guide." Britain Express. Accessed May 1, 2024. <https://www.britainexpress.com/counties/bucks/az/stowe.htm>.

This article talks about the historical background of Stowe Garden and shows us the evolution from a formal garden to a classical landscape of temples, walks, and vistas. Understanding this historical context is crucial for comprehending the environment of Stowe Garden we are going to recreate in unreal.

Granziera, Patrizia. 2003. "Freemasonic Symbolism and Georgian Gardens." *The Journal of Esoteric Studies* V: 7–9.

<https://bruges-la-morte.net/wp-content/uploads/Freemasonic-Georgian-gardens.pdf>.

We believe this article will help us specifically understand the relevance of the Temple of Friendship that I'm recreating within the Stowe Gardens. This article further reveals what the Temple was used for and why it was kept around throughout the remodelings of the garden and its paths and monuments.

Trust, National. "The Chinese House 91820." *Www.nationaltrustcollections.org.uk*, www.nationaltrustcollections.org.uk/object/91820.

This site is also another National Trust Heritage Records site, which would also be creditable. Here it gives more in-depth information about the Chinese House. Which goes over the paintings and the places that the building has gone to. As well as the traces of art on the paintings that were speculations of what should be there.

"Intro to Architectural Procedural Modeling | SideFX." n.d. *Www.sidefx.com*. Accessed April 29, 2024. <https://www.sidefx.com/tutorials/intro-to-architectural-procedural-modeling-in-houdinifx/>.

This video specifically will help me get a better feel on the basis for procedurally modeling architecture specifically in the modeling software Houdini. It introduces nodes that make modeling the Temple of Friendship a lot easier and will further explain how I can make the model as accurate as possible to the actual temple.

"MNA129275 | National Trust Heritage Records." n.d. *Heritagerecords.nationaltrust.org.uk*. <https://heritagerecords.nationaltrust.org.uk/HBSMR/MonRecord.aspx?uid=MNA129275>.

In this article, the author details the shape and details of the temple. Giving material and textural reference to me, including what was modeled and why it was added to the final look of the structure. The descriptions in this post also further explain the view of other follies and

monuments that are nearby which will better inform our group for the construction of the camera movements and layout being used and integrated in the final render of the project.