

# New Land of Opportunity

## Wells of Influence

The Wells of Influence installation allows visitors to travel through the multiple, historical and developing layers of Manchester's global cultural influence. As if accidentally uncovered during the construction of a new phase of Manchester's architectural evolution, the 'Wells of Influence' are part archaeological dig, part contemporary installation - making visible the interrelationships between cultural and physical development in this global city. Visitors journey between present and past, exploring Manchester's historical and emergent connectedness to the wider world. The 'Wells of Influence' are, at once, physical repositories of Manchester's historical multicultural and physical development, and portals through which new connections can be made. Contemporary information technology will facilitate real-time communication and collaboration with key locations around the world.

Manchester has a diverse and rich cultural, industrial and economic heritage. The holes will, literally, pass through layers of the site's (and wider city's) history, as if making a connection through the centre of the earth to locations around the world. Visitors will be able to experience the many influences that have shaped the city, including trade, industry, immigration and how these diverse elements have combined to position Manchester at the centre of a wider global community and redefine the city's identity.

The holes will join people virtually and culturally and will enable them to learn about other communities and embark on collaborative activities. They might make music together, swap stories about their local culture and lives, display images of their local world and its prominent features, or simply watch and learn.

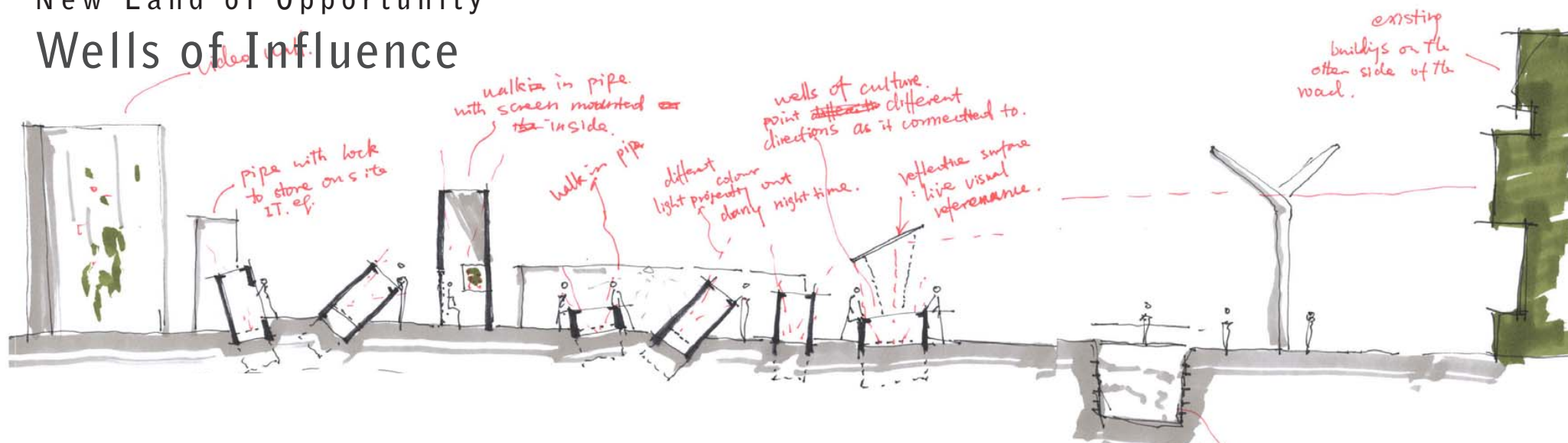
By looking into a hole/pipe, visitors will experience an interactive portal to other people and places around the world.

The conceptual idea of the Wells of Influence connecting to other locations across the World



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Conceptual section sketch across the site, cutting through Old Mills Road

### Design Rationale

The site involves a series of 'Wells' that will be used to digitally connect across the World.

By mapping the canal network on the site, the programme is rooted to the context of Manchester. The tubes relate geographically within this network to culturally significant areas within the city, presenting their unique historical and cultural backgrounds. In addition the tubes link to specific locations across the World that have connections with Manchester.

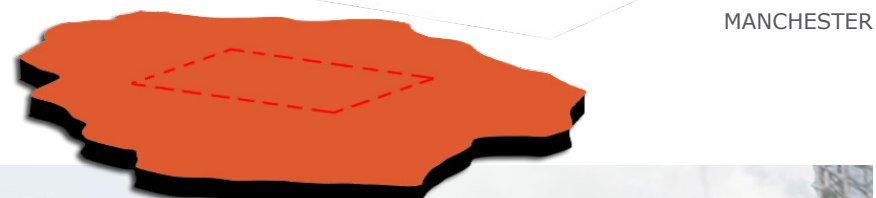
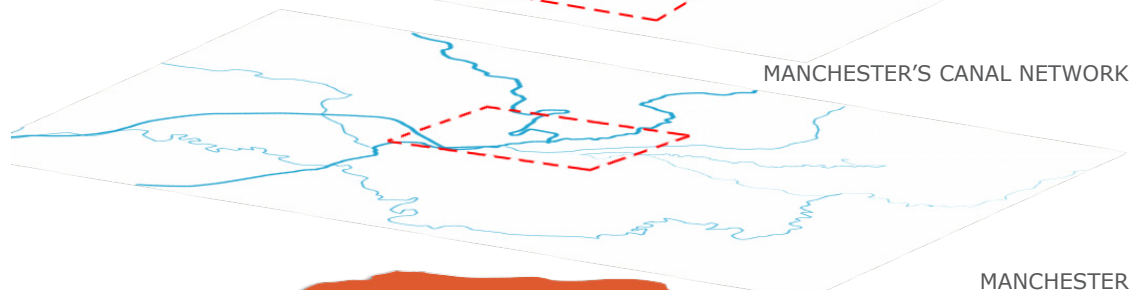
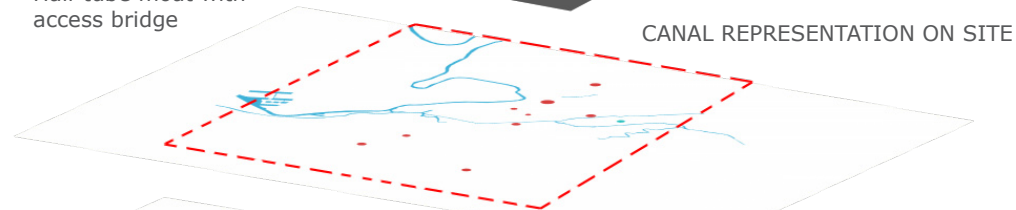
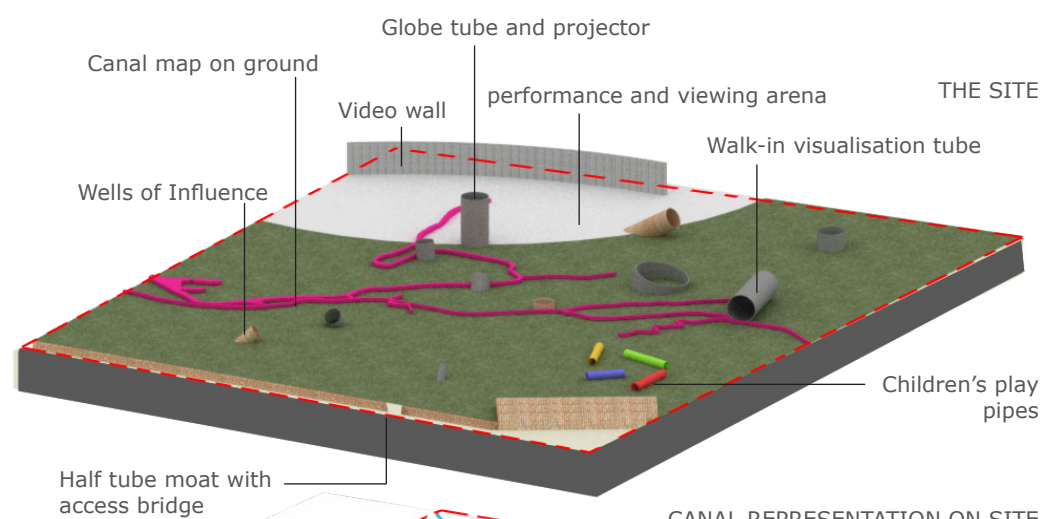
These 'Wells' are tools for learning, playing and communicating. To support this programme, the site also incorporates walk-in visualisation tubes for 3D simulations, play pipes and the Video wall next to the performance space.

### Facilities

The performance space will be used by schools, youth arts organizations (such as Contact Theatre), musicians and others to create and perform collaborative work with others around the world.

A large projected video wall will act as a backdrop, which will reflect the connections and creative collaborations from the site, but also provide a visually interesting and engaging focal point for local residents.

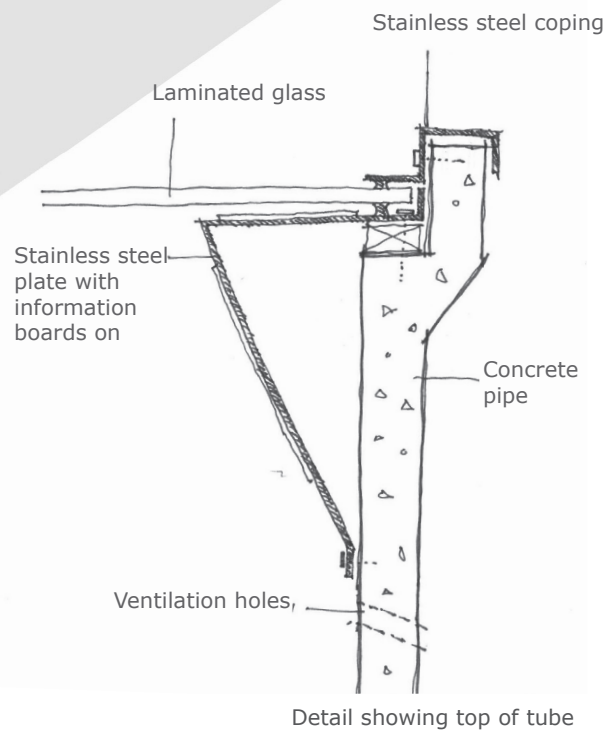
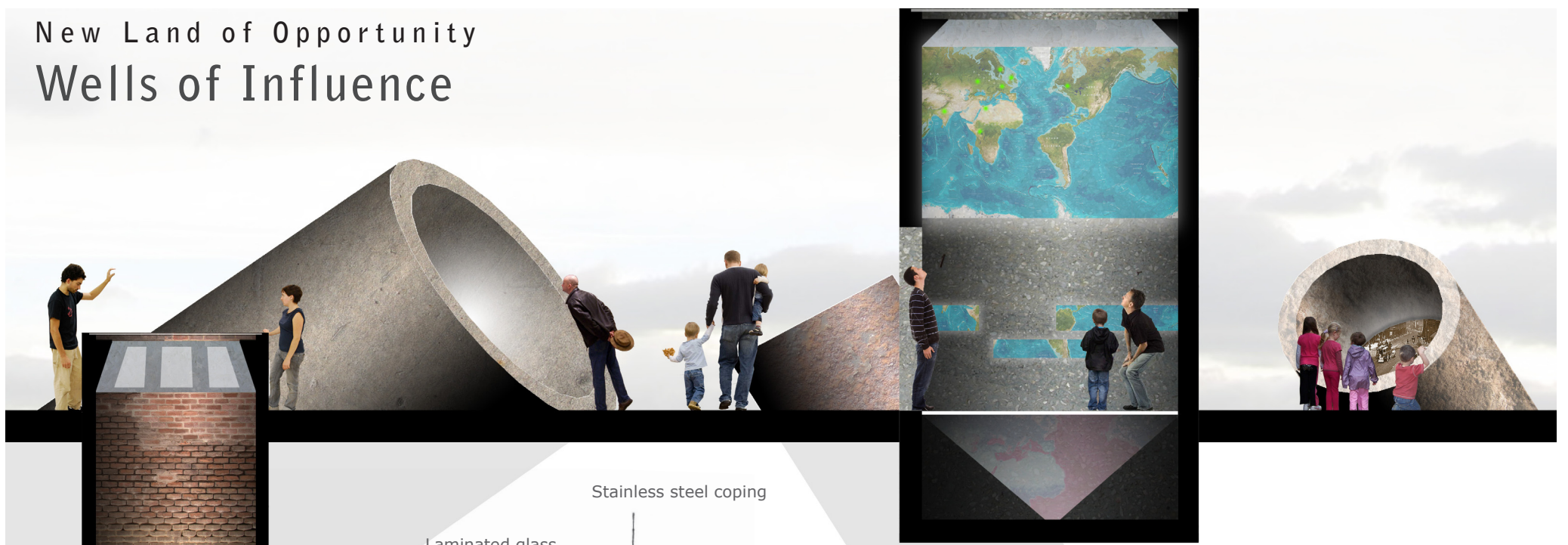
The video wall will provide a variety of content, such as: Collage of moving images from the various holes; Live feed from the various holes showing images of the connected global locations; Rolling multi-media content relating to Manchester and the other countries down the holes; A display of creative work made possible by collaborations between people on the site and around the world; and Sponsored advertising for generating income – that relates to the wider cultural life of Manchester.



Visualisation showing site being used in the day



# New Land of Opportunity Wells of Influence



Detail showing top of tube

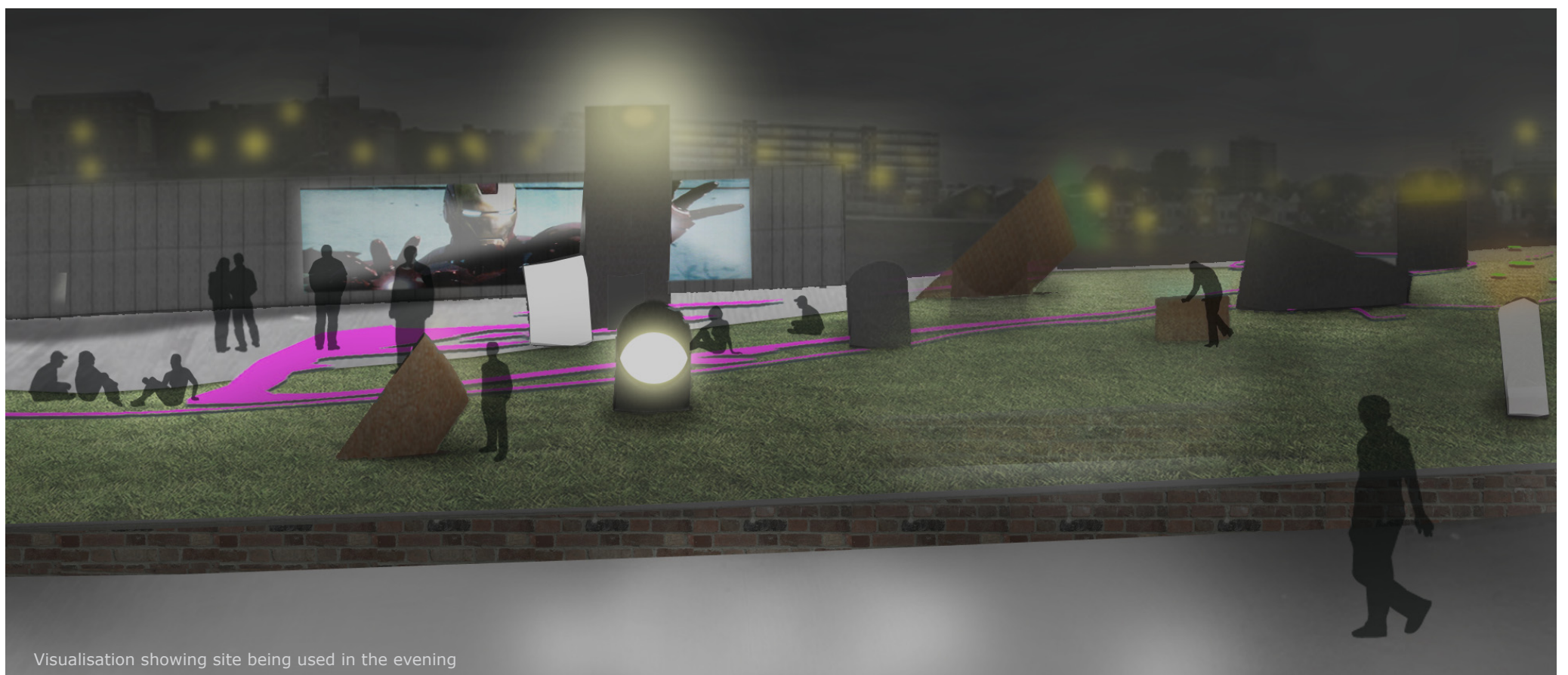
## Constructing the 'Wells'

Some holes will be constructed out of pipes that are embedded in the ground at a variety of angles and heights (to make reference to the locations they are virtually pointing to) – and also to give an impression of a site 'in flux'. There will also be 'real' holes flush with the ground surface, covered in glass, which link real-time via live video to a related location. Visitors could walk/lie on this to look in, peer over the edge etc. Again, content viewed through these holes will relate in some way to their location on the Manchester map.

One pipe will provide an immersive environment – with options for users to experience one of the different locations they have seen through the other pipes/holes. Multi projection systems will provide contextual imagery across all surfaces within the pipe, as well as related audio.



Illustrative images showing view up a 'well', as seen from the other side of the World



Visualisation showing site being used in the evening