

Roots of Eternity

An Immersive Journey into the Garden of Meketre

Presented at The Cube, Moss Arts Center, Virginia Tech • May 2025

Designed & Curated by

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Exhibition Overview

Roots of Eternity invites visitors on an immersive journey that reimagines the 4,000-year-old garden model from the Tomb of Meketre. Today, Meketre's wooden models are dispersed between the Egyptian Museum in Cairo and the Metropolitan Museum of Art in New York. Through generative AI, animated murals, and multisensory design, the exhibition breathes life into scenes of daily ritual, digitally reuniting fragmented artifacts across space and time.

Premiered at The Cube at Virginia Tech's Moss Arts Center, a state-of-the-art immersive theater equipped with projection mapping and spatial audio technologies and later adapted for public display in art centers and gallery spaces, this installation combines real-time 3D environments, spatial sound, and evocative scents to tell a story of continuity of land, labor, and memory. The experience reclaims presence and voice for the individuals behind museum objects, offering a digitally restored heritage and a powerful, human connection to Egypt's agricultural legacy.









Curating the Spatial Experience

Structured in three acts, *Roots of Eternity* blends archaeology and innovation to explore how immersive storytelling can address the colonial-era dispersal of artifacts, celebrate cultural resilience, and open new pathways for interpreting the past. At its core is a meditation on continuity, tracing the rhythm of labor, care, and devotion through the hands that once cultivated beauty beneath the same sun and those that continue to do so today.



Act I: Immersive Garden Symphony

In this multisensory experience, a reimagined garden transitions from day to night, enveloping visitors in shifting light, spatial sound, and scent. An ecologically accurate soundscape composed of native Egyptian birds, insects, and ambient textures grounds the scene in time and place.



Act II: Murals in Motion

Scenes of New Kingdom agricultural life are brought to life through generative AI, layered sound effects, and poetic narration. Each gesture is reanimated, transforming the murals into a living tapestry of labor, ritual, and memory.





Act III: Echoes of the Present

In this concluding act, visitors are immersed in AI-generated video scenes of contemporary Egyptian agricultural life. Cotton fields, jasmine groves, and dovecotes unfold across the walls, highlighting the continuity of labor, land, and ritual. The layered visuals and ambient soundscape invite reflection on the resilience of tradition in a changing world.

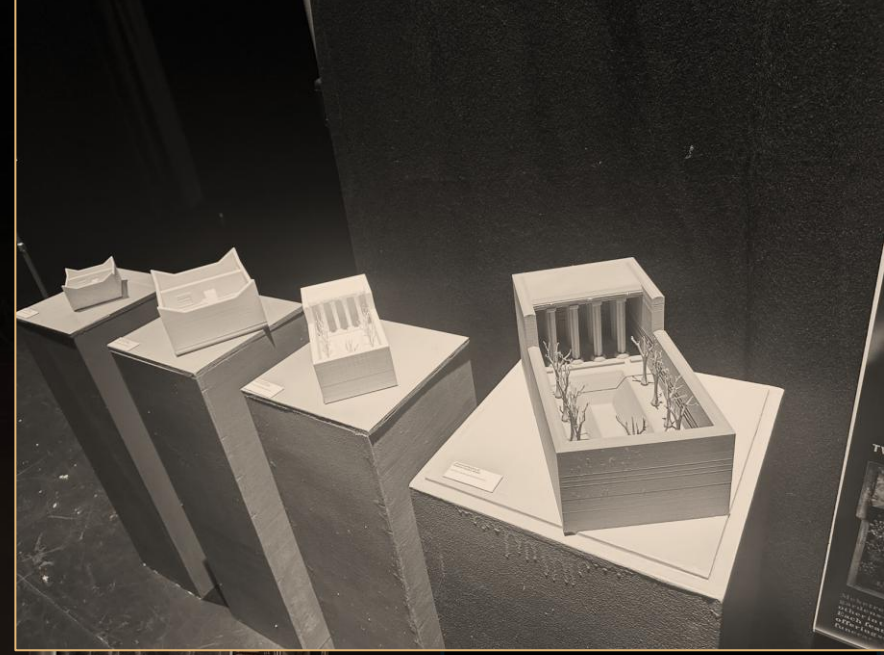


Blending Digital and Physical Realities

After exiting the Cube, visitors encounter a curated display of authentic agricultural samples from Egypt including cotton, grains, and herbs. This integration of physical materials with the virtual narrative deepens the sensory journey and reinforces the continuity between ancient lifeways and living traditions.







Touching the Past

To deepen sensory engagement, **3D-printed replicas of Meketre's** original models were created and displayed alongside the immersive visuals. These physical reconstructions invite the sense of touch—offering visitors a tangible connection to the ancient artisanship and spatial imagination of Middle Kingdom Egypt.





“I felt immersed in poetry—the poetry of the landscape.”
— Exhibition Guest

A Sensory Journey Through Time

By fusing cutting-edge technology with cultural heritage, this project aims to transform ancient artifacts into living experiences. Through generative AI, immersive visuals, spatial sound, and atmospheric scents.



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