



ORI•GEN Experience Exhibit Overview

Rotunda	This tranquil entrance to the Origen Experience is the central hub for the building where visitors can access the Big Springs Theater and three museum galleries. This space is dedicated to recognizing the generous donors, private and public, who made the Springs Preserve possible with kinetic granite sculptures that float on water, and sculptured cattails, all etched with donor names. An artistic representation of a spring flows beneath the visitors' feet and can be viewed through both perforated steel and glass flooring.
Big Springs Theater	This one hundred fifty-six seat theater features the "Miracle in the Mojave", a film that introduces visitors to the Springs Preserve. This Martin Sheen narrated film explores the natural history of the region, explaining the location of Las Vegas, and takes an in-depth look at the importance of water.
Big Springs Theater Gallery	This innovative gallery space is dedicated to showcasing the work of local artists, and exhibitions that have context to the Springs Preserve's Mission Statement. The exhibits are changed four times per year.
Natural Mojave Gallery	This Gallery houses exhibits which explore the geological and biological history of the Mojave Desert including the formation of the Las Vegas Valley, the Springs and the Living Collection.
Natural Mojave Introduction	A textured concrete wall marked with animal tracks leads to a water source while visitors hear an ambient sound track and view a kinetic light display.
Spring Mound – Island of Life	The reconstructed spring mound, complete with patches of vegetation and animal replicas, provides a background for many of the gallery's exhibits.
Las Vegas is Changing	Set in a geologist's field station, an animated 3-D visualization allows visitors to move forward and backward within the geologic history of the Las Vegas valley.
Building and Destroying	Visitors uncover important geologic features of the Las Vegas Valley on an interactive touch screen map and display monitor.
Shifting Earth	This topographic map of the Las Vegas Valley demonstrates important tectonic concepts using mechanical interactive elements that illustrate specific fault movements.

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<p>Erosion and Deposition</p>	<p>Visitors explore the phenomena of erosion in the Las Vegas Valley through the use of an erosion table. Visitors release water onto a bed of sand and the resulting erosion features look something like the landforms seen in the Mojave Desert.</p>
<p>What Makes a Spring?</p>	<p>Visitors walk over nine monitors that are set into the floor. These monitors show a looped video representation of a bubbling cauldron spring. There is an audio track of bubbling water and support graphics.</p>
<p>Permeability</p>	<p>An animated video introduces visitors to the basic concepts of a water cycle and how water makes its way from the clouds into an aquifer. Two small "hourglass" interactive elements illustrate the relationship between solid particle size and permeability.</p>
<p>Spring Mound Excavation</p>	<p>The exhibit displays an excavation site on the side of the spring mound, with artifacts set into the wall showing what's inside a typical spring mound and how archeologists interpret what they find.</p>
<p>Spring Mound Theater</p>	<p>Entering a theater space inside the recreated spring mound, visitors experience an audiovisual presentation about the spring mound and how we can learn from the past by examining what has been left behind, in this case, artifacts in the spring mound.</p>
<p>Adaptation Tales</p>	<p>An interactive exhibit showcasing the evolution of the local environment and the different species that have lived here at various times. A paleontological dig site contains cast fossil fragments for visitors to uncover. Each fragment is related to a video narrative about when and how the creature it belonged to lived, morphing the fossil into its place in a larger skeleton and then into a live animal and zooming out into the surrounding environment.</p>
<p>Desert Survival Walk Trailhead</p>	<p>A series of graphic panels with images and headlines pose the question, "What does it take to survive in the desert?" and welcome visitors to the Desert Survival Walk. Each panel presents flora and fauna and their unique adaptations to desert living.</p>

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Flash Flood Exhibit	The theater space contains a sculpted canyon with a multi-screen video, lighting and sound effects which culminate in a 5,500 gallon flash flood that crashes around the visitors who are safely out of reach.
Night Life	In this exhibit, visitors are invited to explore the desert at night through an interactive audio visual viewer. With a ranger as a guide, visitors will learn more about "timing" as a desert survival strategy. Narration and instructions enable visitors to witness the nighttime behavior of nocturnal plants and animals in action.
Waiting Game/Pollination	Taking on the role of a pollinator, visitors work against the clock gathering and spreading pollen, using three computer game stations set against a dramatic photomural of a desert landscape in full bloom.
Seed Dispersal	Seeds and images of plants found in the Mojave desert are showcased within a circular revolving tray.
Soil Microflora and Fauna	An audio visual interactive viewer is moved along a cross section of desert soil and offers information about different microscopic life forms crucial to desert survival.
Getting Around	Visitors learn about unusual methods of locomotion as a survival strategy for desert animals. Two interactives, a series of graphic panels, video and live animals demonstrate a variety of ways that animals move in the desert and allow visitors a chance to see if they can out jump a bighorn sheep.
Storing, Saving and Retaining	This exhibit comprises three different animal enclosures, multiple plant species and a summarizing field table. Graphics give ten different clues that lead the visitor to animals and plants with unusual water storing, saving and retaining mechanisms that help them survive in the desert.

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<p>Water Cooling</p>	<p>This exhibit is comprised of two interactives. A water mister allows the visitor to experience evaporative cooling, and graphics introduce techniques that desert creatures use to limit their water loss or cool off. The cottontail rabbit exhibit has both an exterior enclosure and a child-sized rabbit burrow which provides multiple viewing windows and interpretive graphics.</p>
<p>Joshua Tree</p>	<p>This sculpted tree sits on a block of magnified soil, partially cut away to reveal the root system and includes a number of animals associated with the tree. Visitors can walk around the tree to four different hands-on exhibits and learn about animals living on and around a Joshua tree.</p>
<p>Lighter and Cooler</p>	<p>Visitors touch, climb on and measure the temperature of two oversized lizards; one light in color and one dark in color. On a hot, sunny day, they will find that the dark colored lizard is much warmer than the light colored lizard. Supporting graphics compare the light and dark variations of a number of species.</p>
<p>Lizard Habitat</p>	<p>A scattered collection of rocks and boulders houses several large lizard pens and supporting graphics and video.</p>
<p>Gray Fox</p>	<p>The exhibit includes an exterior animal enclosure and a burrow. The burrow, where the nocturnal fox stays during daylight hours, can be viewed through a small window in a darkened rockwork cave. The exterior enclosure, where the fox roams after sundown, contains native plants and rockwork.</p>

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Pallid Bats	Visitors enter a cave and discover multiple cases with mounted pallid bats displayed for close inspection. Venturing deeper into the cave, live bats in their roosts are visible through a viewing window. A monitor with push button interface provides the visitors with detailed information.
Pocket Gopher	An excavated trench exposes the network of burrows the Botta's pocket gopher has created. A desert tarantula and scorpion are also displayed.
Harvester Ants	Three interconnected terraria house a harvester ant colony. The largest terrarium is a foraging chamber. The two smaller terraria are the living chambers. The terraria are tucked into rockwork to look as if carefully excavated by shovel. A monitor is used to display footage of harvester ants in their nest.
Gila Monster	Visitors explore a grotto of large boulders to view Gila Monsters in their burrows at eye level. Visitors open a sculpted Gila monster to see the fatty deposits in its tail that help it survive for long periods without eating.
People of the Springs Gallery	The 30+ exhibits in this gallery focus on the cultural history of the Springs Preserve and water's pivotal role in the development of Las Vegas.
People of the Springs Introduction	A concrete wall marked with footprints leads to a water source. The tracks represent different groups of people who came to the springs at various times. Visitors listen to an ambient sound track.
Cultures Map	A large animated map of North America displays major cultural influences in the settling of the Las Vegas area, including prehistoric peoples of the Southwest, Euro-Americans and Mormons.
Setting the Stage	Signage introduces a dig at the Puebloan settlement. Six sites in the dig hold clues to who the Puebloans were and how they survived in the desert.

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Archaeologist's Tent	Visitors physically and digitally examine artifacts in detail and try to draw conclusions. Visitors look at four artifacts – a piece of fibrous cloth, projectile point, a pot sherd, and turquoise beads - then using a touch screen, visitors retrieve data about the artifacts.
Hearth	Visitors learn about how archeologists study burned artifacts and what they reveal about the people who left them behind in a recreated hearth.
Dwelling	A reconstructed Puebloan dwelling room with audio tour displays elements of everyday life.
Store Room	A reconstructed and partially excavated store room with two interactives for learning about food and food storage.
Mano and Metate	This exhibit encourages visitors to learn hands-on how Native Americans ground seeds and grains into flours and meals. An instructional storyboard along the wall illustrates a grinding technique.
Windows on the Past	Interactive visual viewers show a Pueblo dwelling as it might have been circa 1100 A.D.
Cultures Timeline	A series of graphic panels create a timeline spanning approximately 10,000 years—the period of human occupation in the region. Color-coded graphics show the relative decline of Native American cultural groups and the growing influence of Euro-Americans.
Encounter Native	The first of three scenes along an audio-visual timeline representing key moments. From behind the reeds, via a video screen, a Paiute woman (ca. 1650) tells her story of living in the Las Vegas Valley.
Encounter Explorers	In the second of three vignettes, a Spanish scout reads from his journal, describing his first impression of a place that was to become a stopping point on the Old Spanish Trail.
Encounter Pioneers	In the final milestone on the timeline, a signpost on the Old Spanish Trail, with wagon wheel ruts leading into the distance, pioneers approach on their way to Las Vegas Springs via a video screen.

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Pit House	A researcher's notebook gives background on the artifacts, cultural history and building methods inside a Mohave dwelling, furnished with replicated pots, baskets and tools. Portraits of historic Mohave people stand off the walls.
Patayan Garden	This garden plot represents the horticultural crops and practices of the Patayans.
Southern Paiute Hamlet	A group of wikiups, Paiute dwellings, form a small hamlet. A Researcher's notebooks provide background information throughout the Hamlet.
Paiute Garden	Garden plot representing horticultural crops and practices of the Pauites.
Paiute Demo	A ramada provides a space for docent led activities.
Stories of Ranching	A graphic panel introduces a recreated ranch house as an archeological site. An interactive archeologist's notebook allows visitors to follow an archeologist's process of determining how ranchers survived in the valley based on a few remaining artifacts left in the ruins.
Land Auction	This multimedia recreation of Las Vegas' 1905 land auction includes a three dimensional stage, sculpted people and environmental graphics. Visitors make their way through the crowd to the auction stage, as audio effects emanate from each of the sculpted figures detailing what it was like to be there, who was there and why.
City of Destiny	A timeline of civic development from 1905 to 1930. A series of graphic panels show Fremont Street becoming increasingly dense. Supporting materials include maps, photographs, newspaper clippings and advertisements touting Las Vegas as a "city of destiny" with an "inexhaustible supply" of water.
Ranch Garden	Garden plot demonstrating agricultural, cultivation and irrigation practices during the ranching period.
Setting the Stage 1905	A trilon (triple-faced graphic) shows a historic photograph of a steam engine approaching in the distance. With each succeeding view, the engine looms closer.
Arrival of the Railroad	A recreated period SP, LA & SL railroad car houses an audio-visual show that includes seated figures telling stories about the early days of the railroad, focusing on water issues. In the freight section, visitors view goods bound for Las Vegas.



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Water for the Railroad	A water tower establishes the connection between the water and the railroad. The significance of water and how it was used in Las Vegas is highlighted through interactive graphics.
Build A City	This scaled-down replica of Fremont Street allows kids to embellish building facades with doors, windows and signs. The street scene includes props such as signposts, barrels, street lamps and a water pump.
Derrick	Visitors interact with a scale replica of a derrick with drill rig and graphics.
Best Town by a Dam Site	A group of three kiosks with graphics, headphones and photo albums teach visitors about the many people who worked at the Hoover Dam site and at supporting industries in Las Vegas.
Building Hoover Dam	A scaled recreation of the Hoover Dam houses a video projection where visitors stand on a suspended platform over the Colorado River as the dam is constructed.
The New Las Vegas	A series of graphics, each corresponding to a decade, describe the influx of population and how it affected the demand for water.
101 Ways to Waste Water	A photographic mural wraps around the circular room, showing water streaming from showerheads and sprinklers, dripping from faucets, lapping at the edge of swimming pools. Water sounds fill the room. Graphics pose trivia questions about water consumption.
New Frontier Gallery	Designed with children and youth in mind, this globally connected arcade contains games and activities that celebrate the cultural highlights of Las Vegas and allow visitors to engage with the principles of sustainability in a fun, hands-on way.
Breaking News	Players are News Reporters who fly a helicopter over the city and try to complete their "mission" by collecting five "late-breaking" stories before flying back to the studio in time for LVSP's 6 o'clock Local Evening News.
Sustainables	The player is a member of the Sustainables, a team of superheroes whose mission is to locate and destroy the evil little gremlin McSquanderers who are wasting household energy resources.

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Lawn Gobbler	The object of the game is to race through Las Vegas gobbling up as many green lawns as you can, replacing them with drought tolerant landscaping. As lawns disappear, icons such as cacti, colored sand and rocks take their place. Trouble lurks close behind as the evil Miles McSod and his family try to stop your good work.
Super Sustain-O	Super Sustain-O is a series of brief computer games in which the player is challenged to perform a quick, hand-eye-coordinated task. All Super Sustain-O games deal with sustainable practices ranging from sorting recycled materials to finding water leaks.
Riddle Me This	Players answer fun riddles and explore activities that make up the social and cultural fabric of Las Vegas.
The Real Deal	The Real Deal is a true-false trivia game in which commonly held misconceptions about the city of Las Vegas are exposed.
You Don't Know Dewey	With a playfully irreverent attitude, You Don't Know Dewey is a trivia game that explores the many different facets of water -- from its scientific properties, to its presence in nature and its role in the global economy.
The Newly Fled Game	In this twist on the game show classic, you'll play alongside the city itself as your host, Bob Dewbanks, ask a series of questions.
Giant Slots	Giant Slots is a large slot machine, offering fun, sustainable messages as payouts.
Waste Busters	This tabletop game pits players against each other as they try to reach the middle of the table by selecting a path of lowest water usage.
Message Lab	Visitors interact with one of these four touch screen kiosks. A welcome message invites the visitor to explore current "hot topics" on sustainability and then give their opinion on the topic. In turn, the visitors can e-mail themselves about what they have done.



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Every Drop Counts	<p>This outdoor plaza has a shade canopy where visitors can gather and children can play. Textured concrete and native stone convey the beauty of the desert landscape. An exploration path for children winds between boulders and beside a large mesquite tree. A large granite disc that floats on a thin film of water at the center of the plaza is both a sculpture and a bench. Rockwork at the back of the plaza presents differing textures for small amounts of water to trickle over, accentuating the presence of water in this dry environment.</p>