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Time travel diagram of a section through time, where the guests are invited for a travel back to the ice age, the forests and the time of flooding.

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Creating the archipelago by the large flooding of melting water from the glacial ice.

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Before the flooding of the forest, picture 1

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**Overall view of the plan 3D**

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**Plan level – 1 basement level exhibition**

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**Plan level +1 exhibition**

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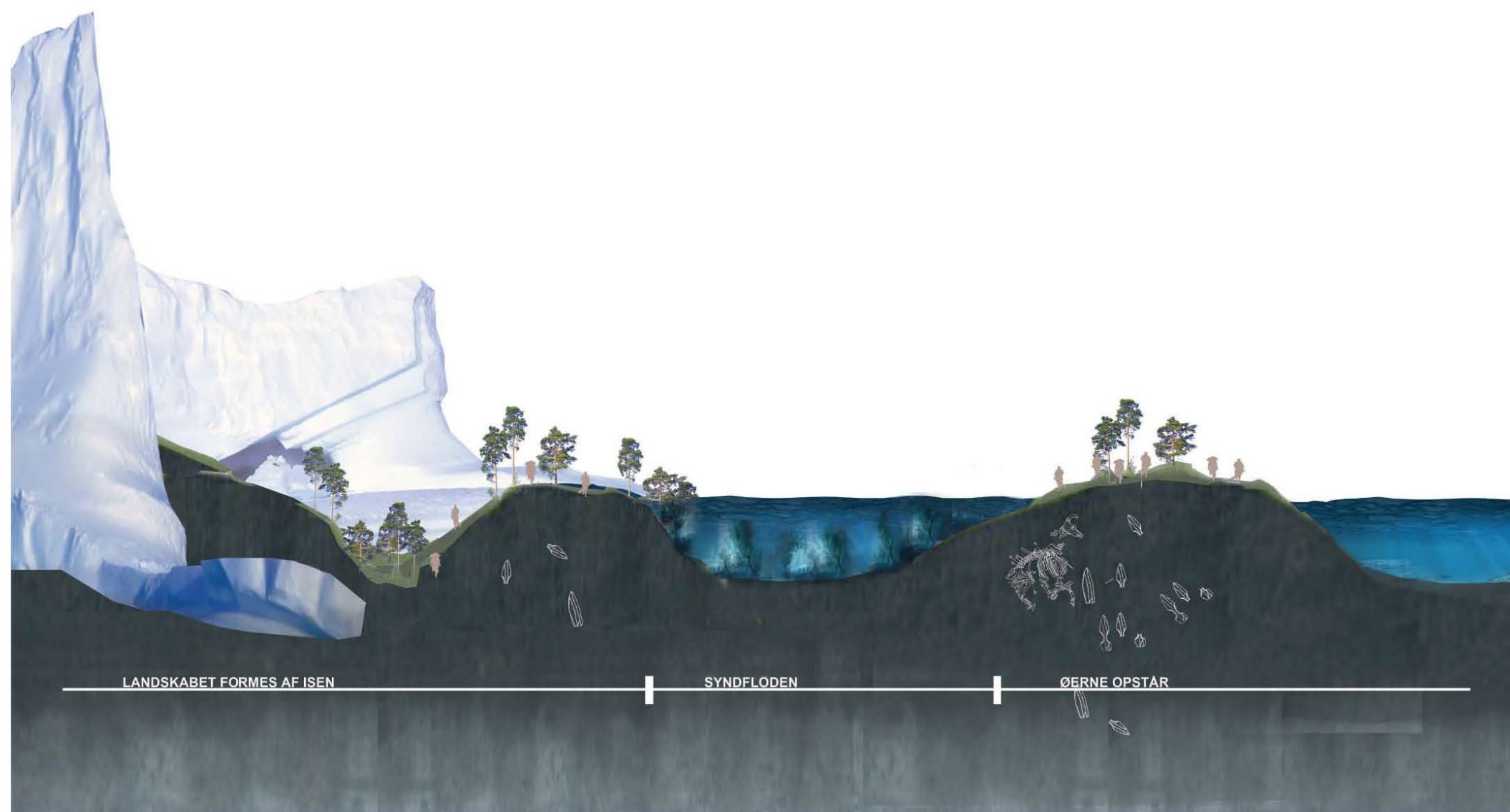
**Plan +2 café, library and roof**

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**Section showing the principle of the existing building structure and the new building created as a landscape and view towards the islands and the hills**

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**Site plan, with the proposed location by the former train station**



**The time travel: The museum invites the guests to experience a time travel, beginning by meeting the glazier ice and then travel through the tundra and the forest. - Continuing with the experience of being flooded by the raising melting water from the ice, thus creating the islands we know today in the archipelago, where we human beings have changed the landscape through settlement and use.**



**The guests experience the archipelago on this illustration of the flooding by a map of the area. This also functions as an introduction to the time travel back in time, to meet the people of the forest before the flooding.**



**The guests experience the forests that connected the present Germany, Sweden and Denmark into one area.  
In this forest, the hunters lived for 2000 years in small communities by the lakes.**



**The flooding of the lowest part of the forests where the lakes and the hunting huts were situated all took place in a very short and dramatic time, with a time span of 60 years. This because of an earth dam toward the east had created a barrier for the melting water of the glazier ice.**

**This earth dam collapsed and hereby created a dramatic flooding of the lowest parts of the forest**



**The guests are experiencing the forest before the first flooding and how the water raised through the next 500 –1000 years as a consequence of continuous melting of the glazier ice.**



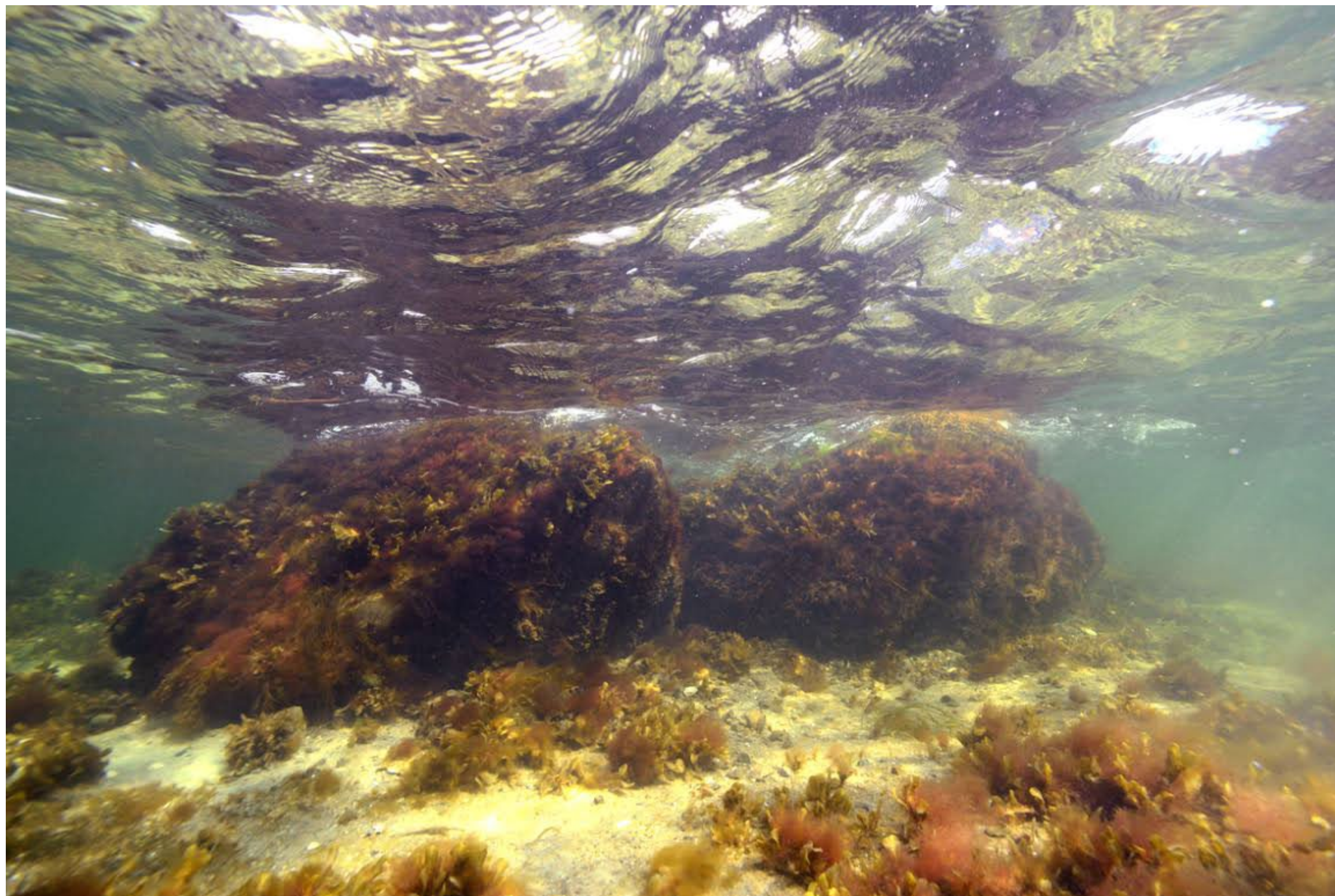
**Barrows, a Neolithic tomb situated as landmarks in the landscape**



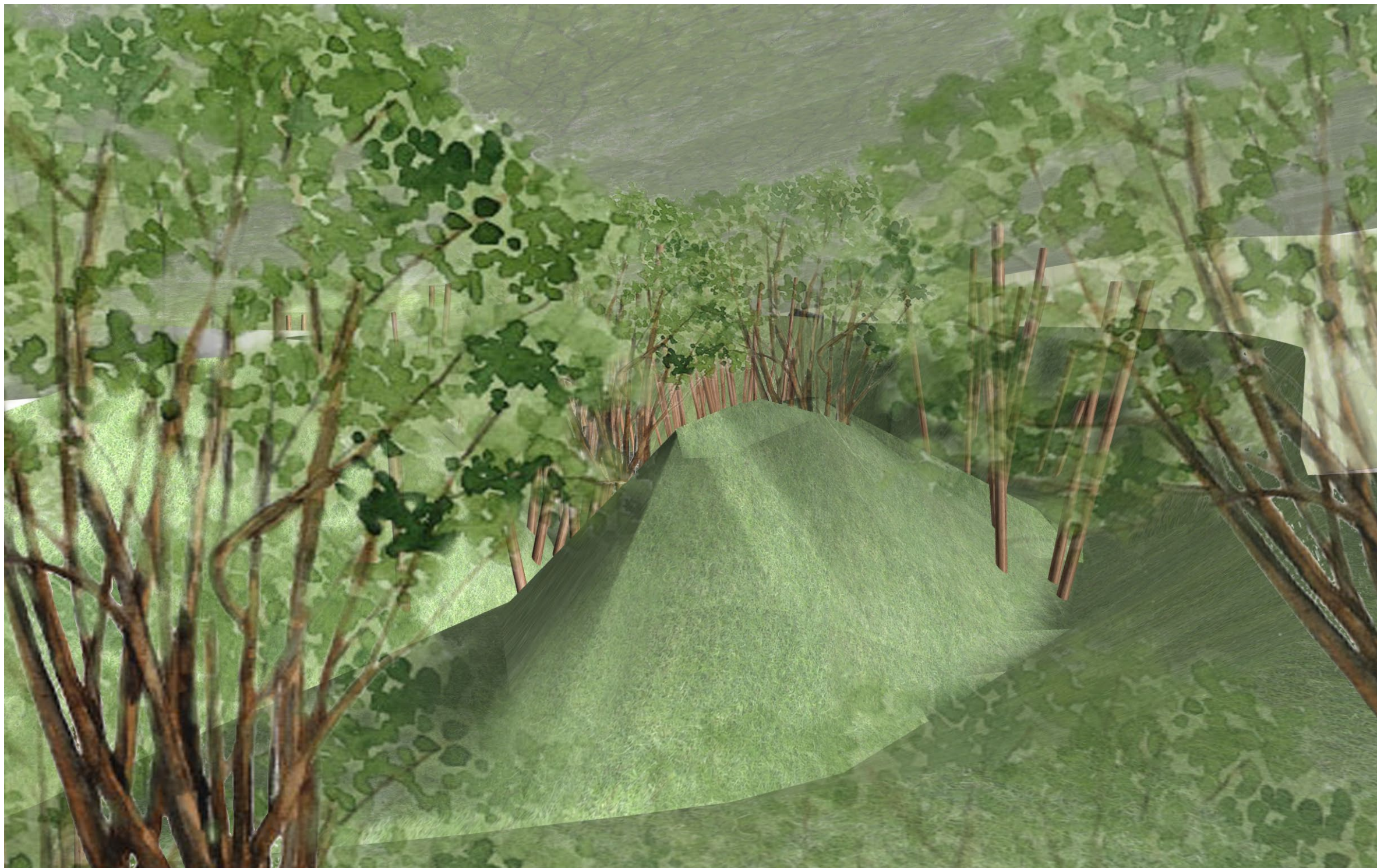
The melting water from the glazier ice makes the drama of the flooding of the landmarks



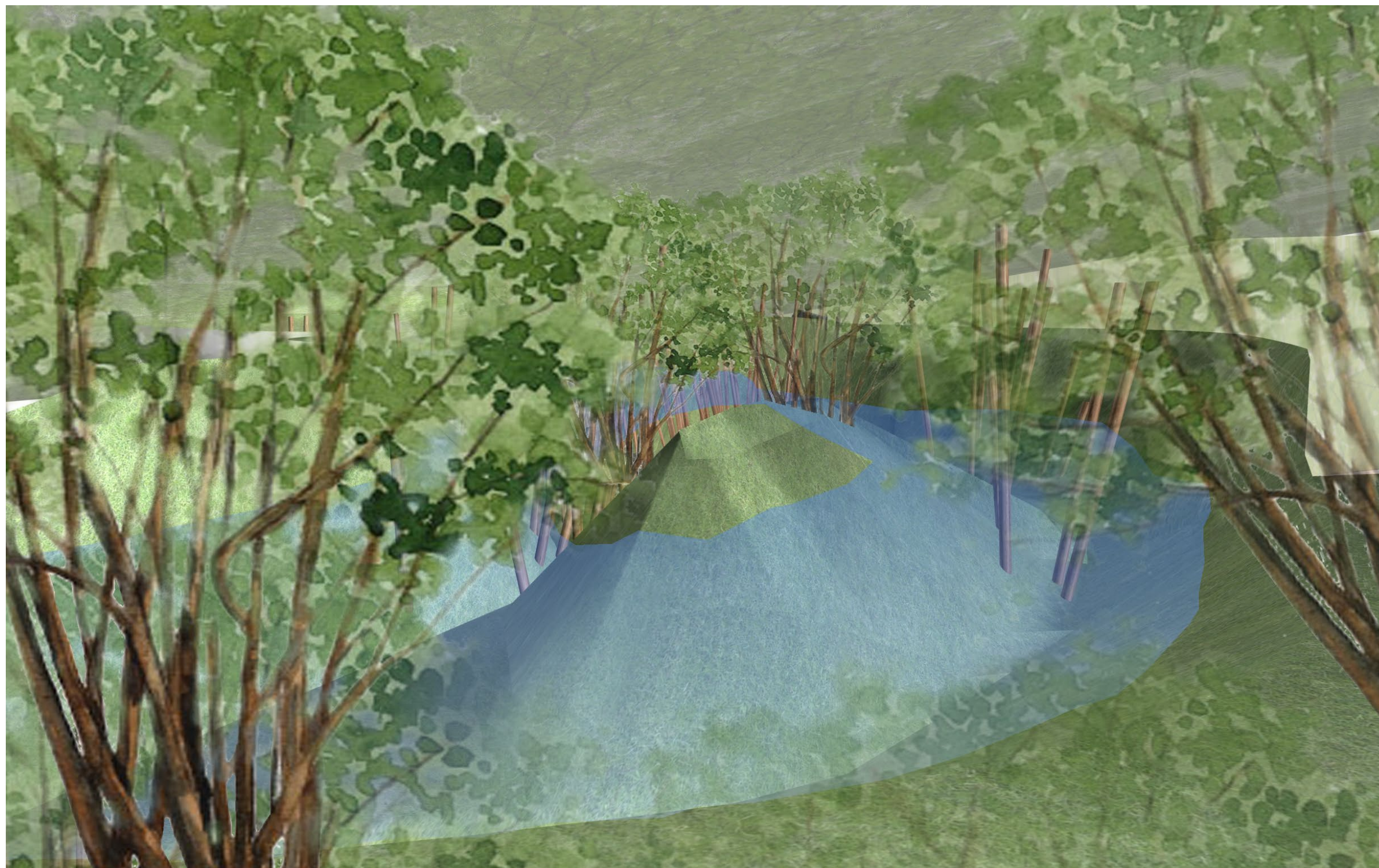
**The guests will experience the drama of the slowly flooding of the barrow, and is hereby introduced to the drama of the flooding of the archipelago and the Danish Atlantis with the structures we today find under water**



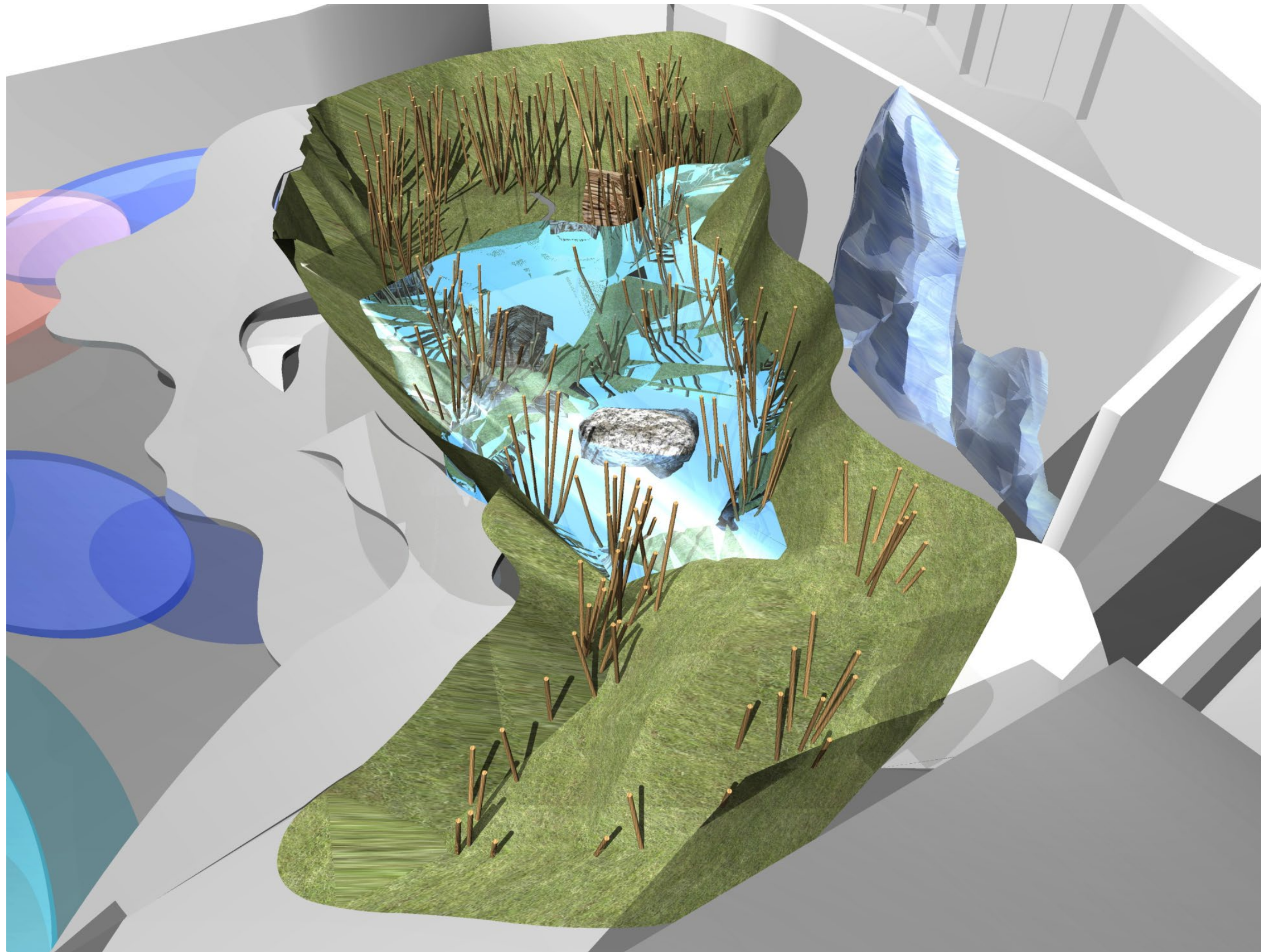
**The Danish Atlantis with the flooded barrows as a part of the adventure under sea**



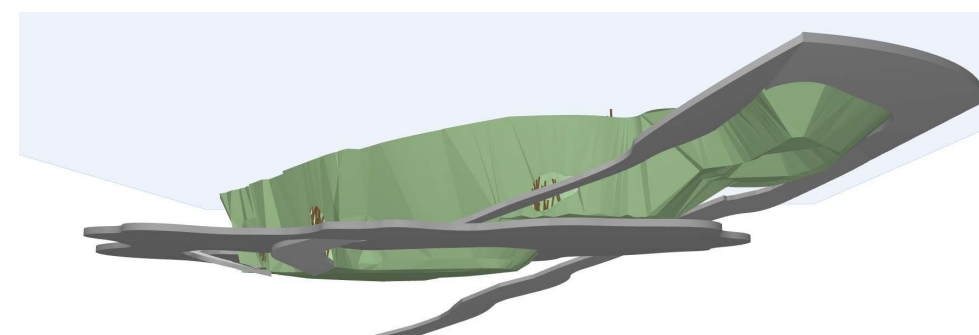
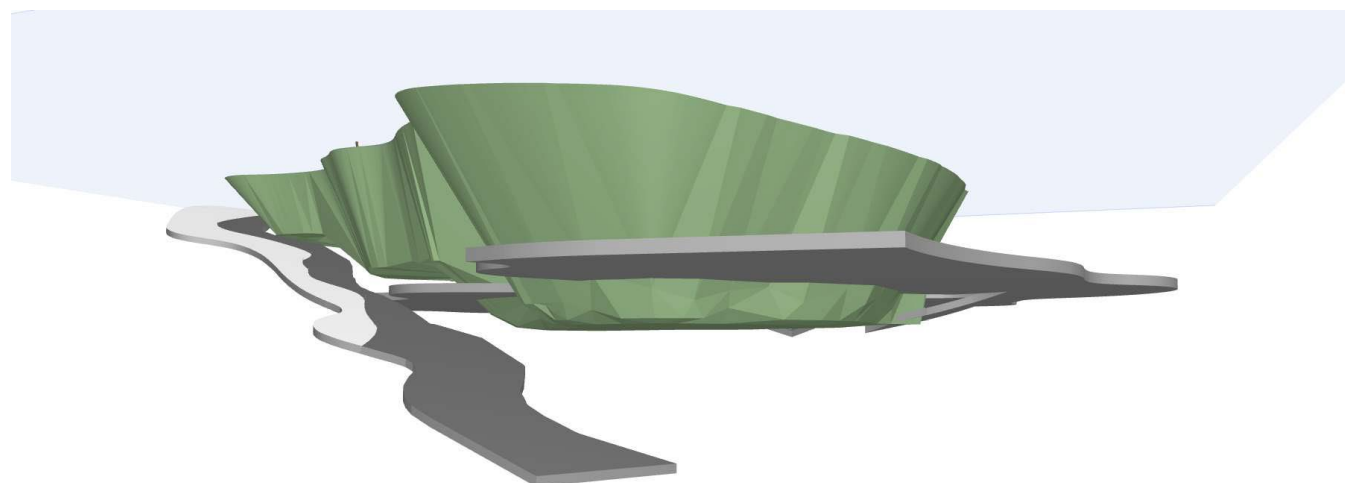
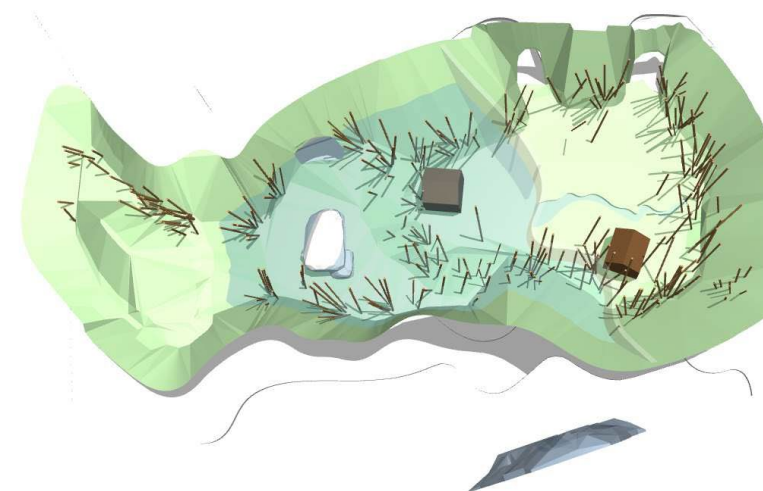
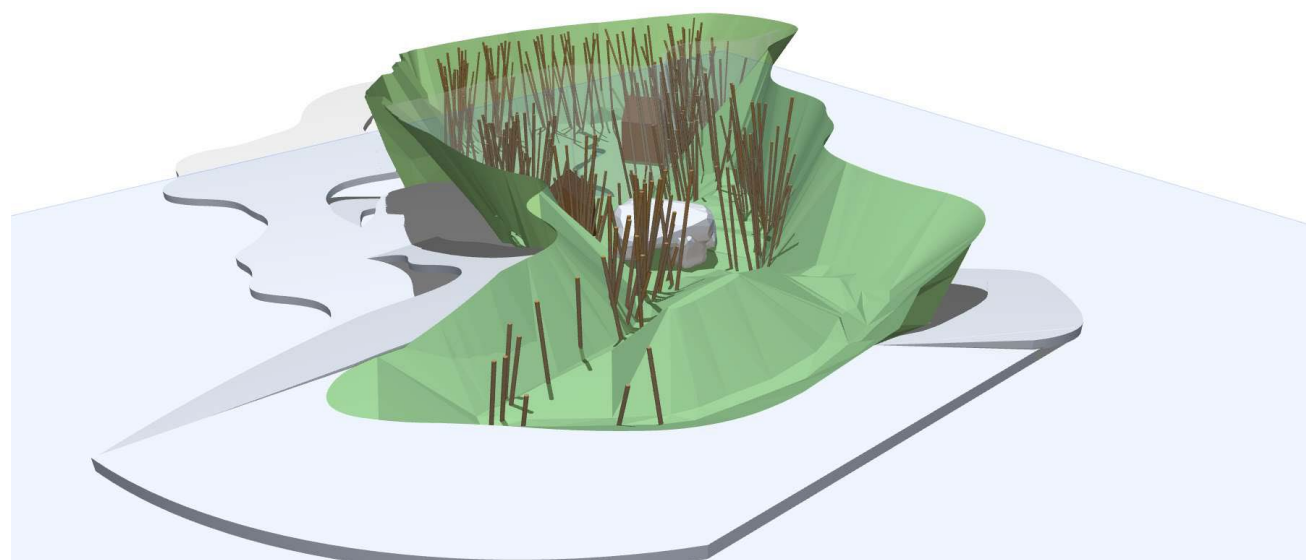
**The landscape before the flooding was a vast forest, and valleys and lakes gave the people of that time a basis for hunting trails**



**After the flooding, a large part of the forests and valleys was covered with water and the hunting trails were under water. This dramatic event then gave rise to the archipelago we know today**



**This 3D view illustrates the main space of telling the story of the forest, the flooding, the barrow, the island, the travel back in time to the glacial ice, the tundra and the melting water from the ice**



**4 illustrations of the main area in the exhibition with ramps connecting the entrance area with level 0, level -1 and level 1.**

**On level 0 the journey begins with knowledge about the forest, the hunter culture, and the flooding.**

**From level 0 the guests move via ramps towards the barrow and to the islands on level 1.**

**From the islands level 1 the journey proceeds via ramps back to the level -1 and the glacier, which creates the setting for the tundra and the melting water.**

