

PRESS PACK



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A whole of experiences!

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INTRODUCTION

Science and technology are all around us.
They are involved in our lives, whether we like it or not.

Through interactive exhibitions and activities with facilitators, the Pass strives to awaken curiosity and encourage people to ask questions about themes connected to science and technology, anchored in social issues.

To give everyone, and young people in particular, a taste for science and technology, to offer them the tools to understand the world in all its complexity: these are the missions the Pass has embraced.

The Pass offers visitors of all ages a full day of relaxation and all sorts of discoveries right at the heart of a unique architectural and natural site.



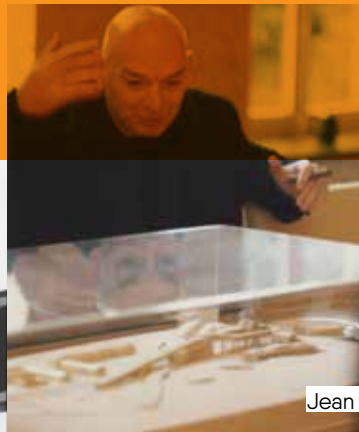
THE PASS, A VENUE, A HISTORY, MULTIPLE MISSIONS

The Pass is based on the listed site of the former Crachet coalmine, in Frameries, near Mons. A link between the past and the future, the Parc d'aventures scientifiques (Scientific Adventure Park) project, which was launched in the 1990s, fits in with the desire to revitalise former industrial sites whose activities once built Wallonia's reputation, to give the region and its inhabitants a vision of the future.

More specifically: to give back to the younger generations a taste for science and technology, and encourage them to pursue careers in these vital fields. The idea behind the Parc d'aventures scientifiques saw the light as part of the European Objective 1 programme, then the Phasing Out of Objective 1, co-funded 50/50 by the Walloon Region and the European Union, in the "promoting scientific and technological culture" category.

It was the architect Jean Nouvel who dreamt up the shape of the Pass, incorporating the old coalmining buildings as well as the mining landscape, in a forward-thinking architectural feat.

The Pass opened its doors in May 2000. It is now run as a "société coopérative à responsabilité limitée et à finalité sociale" (limited cooperative with a social purpose, SCRLFS) and is financially supported, via a management contract, by the Walloon Region and the Wallonia-Brussels Federation, as well as by institutional and private partners.



Jean Nouvel



THE PASS'S TARGET AUDIENCES

As specified in its management contract, the Pass's main mission is to give youngsters a taste for science.

"The Pass offers a range of attractive services and activities designed to stimulate a desire and joy in learning in young people, not only about science and technology, but also about their place in society.



Individual visitors and families

Thanks to the diversity of the different themes covered and the different levels of interpretation offered, the Pass is aimed at all age brackets through its exhibitions.

The parts of the museum aimed at our youngest visitors encourage a dialogue between the generations, whether that is children/parents or children/grandparents, inviting them to discuss the way society evolves through science and technology.

Alongside the exhibitions, a range of activities and workshops run by the activities team provide opportunities to share experiences both with other children the same age, or with the rest of the family.

In order to fit in better with the evolution of society, the Pass has recently decided to highlight the fun aspect of its museographic activities: by focusing on discovery through enjoyment and emotions, as well through the movement of the body, sciences, which are often regarded as serious, have more chance of kindling the interest of the different target audiences.

Groups of young people and groups of adults

For "youth" groups stepping into the Pass during the school holidays or weekends, the focus is even more on this fun aspect. For many of them, it is the first time they have been to the museum...

The challenge is to make this first visit a long series of cultural and scientific discoveries!

Part of the appeal is the fact that the Pass is not a "museum" like any other: you can touch, handle, interact and experience unusual experiments as part of a group.

A number of activities are available for groups of young people, as well as tools to help them explore the exhibitions based on team games. Groups of adults are handled in a more traditional way, with general guided tours, tours focusing on architecture, the site's mining history, or by concentrating on one exhibition in particular.



Schools

The Pass has developed a strategy for welcoming and raising awareness about science and technology for schools from nursing school through to higher education.

This has been designed in accordance with the educational standards upheld by the Wallonia-Brussels Federation.



A hub of questioning, active discovery and experimentation, the Pass is an innovative tool to help teachers and pupils. Whether it's in the exhibitions, thanks to the tools to enhance the visitor experience adapted to each different age bracket, or in the supervised activities offered by the dedicated team, schools can come to the Pass to tackle a wide range of different themes: from the weather to robotics, biodiversity to the digestion system, simple machines to water chemistry, the properties of air and electricity to the scientific dimensions of sport or exploring a TV studio.

From a first introduction to science for the youngest visitors to a more advanced analysis of genetics for example, at the Pass, we believe that you can awaken young people's curiosity at any age and give them the desire to discover science and technology.

To achieve this, different kinds of active, fun activities are available: experiments, technological tests, field trips, "theatre" experiences, research into an exhibition, films, debates and much more.

A comprehensive brochure for schools is published every year, and can be downloaded from the website **pass.be**

A handful activities for school are available in English.



ACTIVITIES

One of the Pass's strengths is its team of facilitators, offering diversity both in terms of the subjects tackled or the kind of activities offered and the age brackets at which they are aimed.

Straightforward support for visitors to offer a few tips to improve understanding and appreciate the exhibitions, activity "capsules" in the exhibition spaces, or longer activities in the workshops (laboratories, TV studio, technical workshops or shows), the team has put together all sorts of activities that can be adapted to different audiences, including families, classes, groups and individuals.

The goal is not to just dole out knowledge, but rather to awaken curiosity and encourage visitors to ask questions in order to take their scientific and technological discoveries even further.



THE EXHIBITIONS

Each exhibition put on at the Pass is totally designed there: over time, the teams have built up renowned expertise in the different work associated with the life of a museum: from creating the content of the exhibitions to setting them up, via the technical and multimedia aspects of the different modules, in collaboration with different external trades, and the made-to-measure activities put together by the activities team. Scientific committees drawing on regional scientific and university resources are put together for each theme, and work to make sure the activities dreamt up are relevant.

Once they have entered the Pass'erelle, visitors can follow the red ball, which has escaped from the Pass's logo! It lives, transforms itself, meets objects and moves from one screen to another, introducing the exhibitions and activities available at the Pass in a fun way.

Mister Machine

A journey immersing you in the different worlds of the Pass. A space in which to awaken scientific curiosity.



Through some fifteen different fun challenges and experiments, the Mister Machine exhibition invites visitors to rediscover their extraordinary abilities and put them in perspective with those boasted by machines, which are constantly evolving.

Sight, hearing and smell; the brain and its ability to remember, learn or communicate; the incredible dexterity of our hands and the coordination of our movements: today, many human or animal faculties are being extended to machines.



The Pass'erelle symbolises the journey travelled by the trolleys between the Recette and the coal-washing area: a stunning sloping metal walkway 210m long. It is through this boldly contemporary building that visitors enter the Pass.



THE PASS'ÂGE OF DISCOVERERS

An area dedicated to exploration, specifically aimed at children aged between 3 and 7! The child is at the centre of the experience in these exhibitions that encourage a dialogue between parents and children. Each area is home to a particular world with specific things to discover.



The corridor of illusions

Entering the Pass'âge of Discoverers is an adventure in itself! Making your way down the stairwell or the lift takes you into another world, one of optical illusions, where you will be guided by funny, mischievous monsters: the Loustics. They will be with you throughout the experience, and their behaviour will suggest different discoveries to be made. Because in the Pass'âge of Discoverers, you don't need to be able to read! The content is presented intuitively so it's easy for really young visitors to understand.





Crapahut'

A journey of psychomotor discovery. An area in which you can get to know yourself better by meeting animals and seeing where they live. In this funny forest, children are invited to tackle a series of psychomotor challenges in which they can pretend to do things like the animals that live there.

Crawl like a mole, hide in the tall grass or balance on a log... This is your chance to compare your size or weight with these animals, follow their tracks to find out where they live and what they eat, and discover how they see the world around them.



Light!

A poetic world made up of shadows, light and reflections. An introduction to science, and more specifically to optics, through games and immersion.

By dancing with the light, creating stories with the shadows, rebuilding a light puzzle, adding or taking away coloured lights and playing with getting images to move, children will discover some of the secrets of optics.

In order to enter the next area, follow the rainbow-coloured tunnel.



In the sides of the Pass'erelle, there are now 2 areas specifically for children: the Pass'âge of Discoverers, with its long tunnel of light, bridging the gap between the different spaces, and the Pass'âge of the Adventurous, on 3 floors connected by an acrobatic course.



The super cool district

An area in which to explore the world around us.
A living space to imagine and build.

Behind the screens an incomplete shack is hidden: a building site in the great outdoors! A workshop offers children the chance to learn to work together, communicate and organise themselves to achieve a shared goal: to build a house with walls and a roof.

The incomplete shack follows on from the construction site that children have loved ever since the Pass was first opened. On this side of the screen is a child-sized town.

A district that they can put together and look at from above to see how it is organised, or from below with its drains and foundations.





THE PASS'ÂGE OF THE ADVENTUROUS

Children aged 6-12 also have their own space at the Pass: an area in which they can find out about science thanks to the movement of their body. Using emotions and feelings helps to arouse the curiosity of young people in the world around them. Over 3 floors, the themes presented offer a fun, active approach, consolidated by Acro'bât! which connects the different levels.



The corridor of inventions

To get to the first part of the Pass'âge of the Adventurous, all along the wall there is a funny introduction in pictures to the world of the famous game, "Où est Charlie?" (Where's Wally) that invites visitors to find out more about a whole host of inventors and scientists, as well as the inventions that made an impact on their generation. A journey through time, following in the footsteps of human creativity.

What should not be invented

An area in which to ask the question: how do you become an inventor? The greatest inventors are those who have pushed their curiosity and their dreams to the limit, who have believed in their most surreal ideas.

The Pass'âge of the Adventurous leads to an exhibition dedicated to the world of inventions and innovations.

Thanks to a number of fun displays, it encourages questions by explaining how some inventions came about.

X-rays, microwaves: can we discover things by chance or by accident? Lotus leaves or termite mounds: how does nature inspire researchers? Jurassic Park or Star Trek: when science is stranger than fiction...

Scientists also explain what is and is not possible in some of mankind's big dreams, like teleportation or changing the weather.

Sport

A workout room to find out about the science behind sport in practice.

Deciphering the keys to sporting performance, asking questions about the links between sport and society, finding out about the science underlying achievements or driving sport forward: the goal of the "Sport" exhibition is to give your muscles and your brain cells a workout!

The sports room is the biggest part of the exhibition, and the one that demands the physical involvement of visitors. There are 4 main areas in it: the warm-up room, the physical fitness room, the athletics track and the ball room.

In the lab, we focus on muscles and joints, on diet, or on the technological developments driving sport forward.

In the press room, you can learn how the media – written press, radio, television and now the Internet – is the natural way of spreading the word about competitions and sporting achievements. The media wall takes you back through the history of the modern Olympic Games: using different themes to explore the evolution of sport as well as that of the media and society as a whole.





Matéri'oh!

An exhibition about experimenting with the different powers of materials. An opportunity to look back at the history of objects and look forward to the future.

All of these objects around us, that we use at home, at school, on the street: where do they come from? What materials are they made of? And why were those materials chosen instead of other ones? In the Matéri'oh! exhibition, children observe, experiment, play and reflect in order to understand these materials that make up their everyday life.

An introduction in the maze of senses to help get a better "feeling" of the exhibition. Different displays will include opportunities to experience some of the well-known properties of materials like conductivity, magnetism and expansion, while others will introduce visitors to super-materials that researchers are looking into to help make our lives easier.

A place to ask the question: what happens to our things when we have finished using them? The exhibition features games about sorting and recycling our everyday and electrical waste.

The wall of things: throughout the exhibition, a huge mural of iconic objects of their time invites visitors to travel through the centuries, even millennia, of human ingenuity to transform materials according to its needs. A fantastic opportunity for a conversation between the generations. A number of games terminals also refer to the giant wall.



Acro'bât!

There is a fantastic feature linking up the 3 exhibition areas of the Pass'âge of the Adventurous: an acrobatic course that runs up the entire height of the building.

Rope bridges, slides, swings, pull-along trolleys, wooden ladders: all designed to be part of the museum, this indoor tree-top adventure park is a first in Belgium.

The active approach to understanding the content is consolidated by this physical engagement by the children, who will pass from one level of the exhibition to the next via this unusual route.



The Story Loft

An invitation to immerse yourself in the significant and trivial stories of the men and women involved in the mine.
An intimate space in which visitors can ask questions about recent history thanks to work tools and everyday objects.



Immigration, work, firedamp explosions, industrial action, leisure. We couldn't build the Pass here, in such a striking location, infused with history, without talking about the people involved in coal mining.

Because their lives are part of our own history. Their work led to technological and economic progress, their struggles resulted in the social structures that have given our society its sense of solidarity.

The arrival of some of these people in Belgium has resulted in the diversity of our culture.

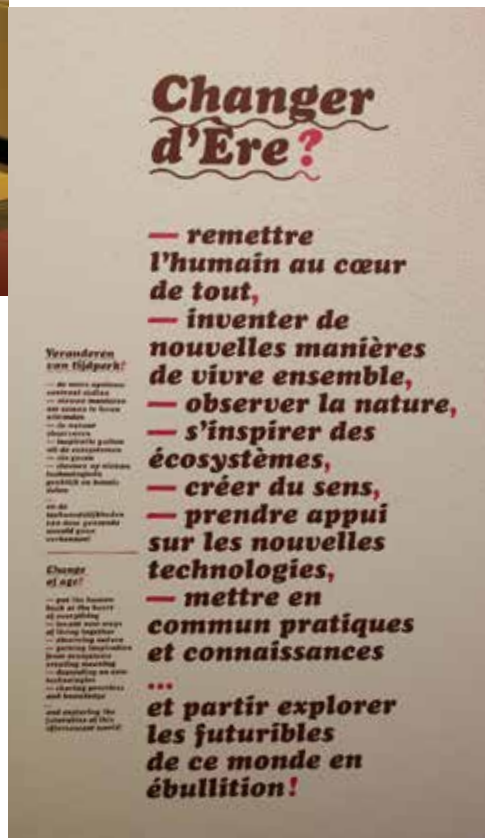
The noise of the lift shaft, the racket of jackhammers, the joyful shouts of children hurtling down the spoil heap, the sound of demonstrators...

The images of life going by: take a journey through the shadowy memories.

The exhibition is structured around three big screens. The 3 films, shown on a loop, can be watched independently of each other, but they do respond to and complement each other: work, leisure, social struggles, everything is connected. Around the screens, objects and documents tell the story of the lives of workers and their families and, in a way, of the history of this region.



Balanced on its concrete legs like a strange millipede, with its metal frame, the Belvédère is a towering 17m tall and boasts some stunning geometry. It is here, in the Recette, that the coal cars were received after being mined. The Pit-Head Frame, built in 1947 and listed since 1989, looks down on the area from above, at a height of 64m.



METAmorphoses

The METAmorphoses exhibition begins as the exhibition dedicated to the history of coal mining ends. It was designed as a transition space to lead visitors from the old Recette to the Machine Room, from the technology of the past that accompanied the mine's activities, to the major technological and scientific challenges of the future.

The Machine Room houses the chemistry and life sciences Lab'expo and a digital area.

Between yesterday and tomorrow: METAmorphoses, an area in which creative ideas live side by side, to help make our society work differently, from sharing knowledge to the growing place given to humans in the development of technology.





The chemistry and life sciences Lab'expo

Housed on the second floor of the former Machine Room, the chemistry and life sciences Lab'expo is a first: it is the result of a public/private partnership between the Pass and essenscia wallonie, the Walloon federation of chemical and pharmaceutical industries, which here pursues the goal of getting youngsters interested in this field.

This multi-faceted space boasts a laboratory and an activity area right at the heart of an exhibition, inviting visitors to explore 4 themes:

- **A whole world of molecules**

Atoms? Molecules? Chemical bonds and reactions? Rediscover the basic notions of chemistry using your senses.

- **Bacteria, microbes and co.**

Our body is teeming with life: 100,000 billion microbes! Good ones and bad ones... These microorganisms also form the basis of beer, yoghurt, cheese and detergents, thanks to their chemical reactions.

- **Looking to the future**

The most surprising and promising innovations that are coming out of laboratories. From a foam that gives sports shoes a boost, biodegradable plastic packaging, traps for mites, paint that removes pollution from rooms... or an airplane that can fly round the world using nothing but energy from the sun: the future is well on its way!

- **Budding chemists**

Expert in clinical studies? Biopharmaceutical researcher? Plastics technicians? Quality manager? A test to find out which job you're made for!



Nature 2.0

When nature inspires innovations for a more sustainable society...
Is protecting the environment compatible with technological innovation?

The hut of knowledge

To get stuck into the subject, this area takes visitors on a 360° tour of the relationship between humans and nature. Sitting comfortable in the large Hut of Knowledge, spectators travel through the 2.8 million years since Homo Habilis in a matter of minutes.

An animated film dreamt up by Anne Viel and Benjamin Gibeaux, two experts in fun and educational animation who have also designed a number of the game terminals in different exhibitions at the Pass, as well as in a number of museums, including the Cité des Sciences in Paris.

The garden of experiences: animals show us the way...

Then there are 3 themed hubs offering the opportunity to rethink the way we consume, live, eat and grow things. By recovering, recycling or reducing CO₂ emissions. Cockroaches and humans have the same diet. Anthills really are miniature towns where it's all about "mobility"!

A large cockroach contains as much protein as a 100g steak.

Snails, with their slime that lets them move along damp surfaces, offer inspiration to researchers trying to develop an all-terrain glue. Permanently under the desert sun, scorpions have developed a UV filter to protect themselves. Is this something we can incorporate into future sun creams? As hermit crabs are overwhelmed by all sorts of plastics, they are using rubbish to their advantage.

The exhibition presents a few examples of waste that can be transformed into resources.

Nature 2.0 is the first exhibition at the Pass where living creatures are used to help us understand how plants and animals can inspire as by observing them!
It has benefited from the expertise of the UMONS (University of Mons).



The Wow Zone and the Pixel Factory

The Pass dedicates a permanent dual space to digital technology. This area has been designed as a mixed space, with one open exhibition section – the Wow Zone – and a laboratory section, in which human interaction is essential – the Pixel Factory.

The Waouh Zone

5 works of art invite visitors to immerse themselves in the digital world using their senses and find out that technology can lead to poetry and creativity!

Take the helm of a virtual ship, whisper to “see” how your voice dances, listen to the machines sing when your hands touch them...

The Pixel Factory

The ground floor of the Machine Room is also home to a new educational workshop entirely dedicated to digital technology. This area helps visitors become more familiar with the concepts involved, and most importantly demystifies digital technology within an environment focusing on discovery, led by a facilitator.

A real 21st century tool box, this activity area offers an opportunity to find out about tools and machines, understand languages, decode the challenges of society, or mess around a bit and let your creativity run wild.



The Machine Room is connected to the Belvédère by a glass walkway. The Machine Room is a stunning “concrete cathedral” that once hosted the machinery needed to mine coal. The exhibits in the digital area showcase this architecture and, in one way or another, evoke the relationship between mankind and machines.



Energy, new dreams

An exhibition to help visitors understand energy in all its forms. An energetic journey combining physical and human sciences to reinvent our future.

Questions associated with energy set the temp of our news: where will we look for it? How will we manage our stocks? At what price? And what are the consequences for the planet? But before looking at these different challenges, let's go back to basics: what is energy?

Whether natural or produced by humans, energy is all around us. It is created, transformed and passed on, and it governs everything we do. The exhibition entitled "Energy, new dreams" is divided into 3 sections through which we can learn about this science.

Experiments to use actions to (re)discover the different forms of energy: electrical, chemical, thermal, mechanical, nuclear and light. Chain reactions, a solar oven or a ball of electrons: the resources used by nature and humans to transform energy are amazing!

Focus on a fantastic energy transformer: the human body! Is energy a social question? Resources, consumption methods, human or environmental, geopolitical or economic challenges: energy is now more than ever before right at the heart of social debate.

The exhibition ends with a "space of possibilities", showing that the world is brimming with ideas about this challenge for society. It contains individual, collective, national and international projects, whether technological or not, all of which have energy at their centre.



The Exhibition Hangar is the only building, alongside the Palace of Images, that did not exist in any form when the site was a coal mine. Jean Nouvel designed it as a huge building inspired by the aviation industry, filled with aluminium, with its long blind wall, fitted with three large doors...



My body, my health

A wooden maze to help visitors appreciate the inside of their bodies and rediscover their organs.

An area in which to ask questions about our relationship with health. The exhibition entitled "My body, my health" takes visitors on a journey. A journey not to the ends of the earth, but through the intimate land that is your body, and the organs of which it is composed. Our body is this "piece of material that we inhabit". Do we really know it that well?

In the maze of organs, the exhibition of course looks at anatomy and the physical aspects of our skin and brain, our heart and kidneys. But thanks to touching witness accounts and some active, fun experiments, it also takes us one step further, teaching us about some of our body's secrets.

The second part "rebuilds" this body: what would happen to these organs if they weren't connected by the really sophisticated networks of the different systems: blood, nerve, endocrine and immune?

Lastly, the third part of the exhibition focuses on the relationship between the body and health: how do we look after our precious bodies? To which expert or what type of medicine do we turn? The highpoint is an interactive journey through some medical imaging techniques.





Genetics, life decoded?

An area dedicated to the infinitely small, where you can find out about the different players that form the foundations of every life.

A laboratory in which we ask questions about the main ethical questions that are in the news. The first part of the exhibition takes us into the heart of the cell, to help us understand the basics of genetics. Store – transmit – use the raw data of life: the amazing things that go on inside a cell! Protein, DNA, chromosomes: a whole little world is toiling away to make each and every one of us totally unique, even though we have the same foundations!

Through giant 3D representations of these microscopic elements, animated films and game terminals that give visitors something to do, the exhibition decodes genetics, the science that often seems really mysterious.

The second part of the exhibition explores the main challenges currently faced by scientists, who hold the keys to this futuristic science. Identify, clone, correct, modify: how far will we go? Is genetic engineering a good or a bad thing?

With, at the heart of the matter, questions that everyone is asking: GMOs on our plates? People condemned to death by their DNA? Cloning as an answer to the issues of sterility? And many more!

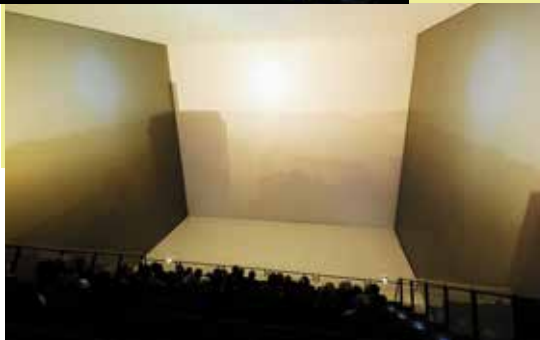


THE FILMS AT THE PALACE OF IMAGES



H₂O! 15 mins., must be at least 8 years old

A total immersion thanks to the technology boasted by the Palace of Images: an immersion into images of course, but also a virtual immersion in an aquatic environment. The worldwide challenges: a striking contrast between the captivating images of the water on Earth and the suffering of those who are currently overwhelmingly deprived of the basic right to this vital element. The figures tell their own story too. To remind us that we are responsible for the resources at our disposal, and that we are at a crossroads, as dependent on water as the fish that guides us through the images.



Together! 20 mins., must be at least 8 years old

The first theme tackled by the Palace of Images when it opened in 2004 was that of sustainable development, with the film entitled “Le future a-t-il un avenir?” (Is there a future in the future?). A decade or so later, when this theme is still one of our society’s major concerns, we felt it was appropriate to provide an update based on how the situation has changed, but more importantly to add a more positive note, and one more firmly based on concrete evidence. Far from being overwhelmingly fatalistic, the film presents a mosaic of creative initiatives, all underscored by this question: which innovations, which projects, which ways of thinking do we need to switch from the old industrial, economic and social model to “something else”, to something more long-lasting and more sustainable for everyone?





The Garden of Adventures

An outside space in which to relax, get some fresh air, have fun... and learn even more about the natural world around us. In 2019, the Garden will be treated to a complete makeover, to include a larger playground.

The Garden of Adventures is also 28 hectares of green space, part of which has been converted into flower-filled meadows to encourage biodiversity, while another part is home to the spoil heap: this mound 70 metres tall is both a witness to the mining past of the site on which the Pass was built, and proof that nature returns to its rightful place and reshapes the landscape after mankind has done its work.

A world packed with history, its stones, its flora and fauna, to clamber up as you please.



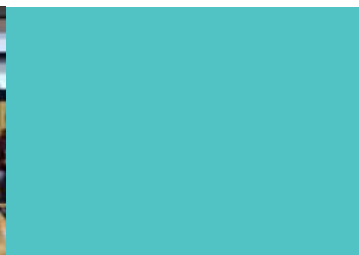
The Pass and Sustainable Development

The Pass is committed to sustainable development in its work to improve energy performance, which includes insulating the listed historic buildings and installing a small wind turbine, visible in the gardens, which also has an educational vocation.

THE PASS AND ITS ENVIRONMENT

The Pass is a museum keen to interact with the region, with a range of partnerships with different stakeholders from cultural, scientific, institutional and economic backgrounds.

- >> Since it was created, it has played an active part in a number of cross-border projects, including the robotics competition and the creation of the ICI, the Itinéraire de Culture Industrielle.
- >> The Robotics competitions are one of the season's major events at the Pass, and contribute to its desire to motivate young people around a practical technology project. On the one hand, Robotix's Junior, which is aimed at youngsters aged between 8 and 18, offers an educational scheme throughout the year attracting lots of schools as well as groups of young people. Then there is Robotix's, aimed at anyone over 18, giving young people from colleges and universities the chance to throw themselves into a training programme in their speciality.
- >> Every year, the Pass takes part in the "Printemps des Sciences" (Spring of Science) event. It is represented both in Louvain-la-Neuve and in Mons as part of the programme of activities dedicated to schools and the general public. Every summer, it also puts on the "Nuit des Étoiles" (Stars at Night), in collaboration with the UMONS astronomy society.
- >> The Pass regularly draws on the expertise of nearby universities and colleges.
- >> The Pass also plays a very active role in raising awareness of digital technology in schools and among the general public. It is a partner of the Wallcode project, within the context of the regional Digital Wallonia policy. In 2018, the activities team launched a project entitled "Aventures numériques à l'école" (Digital adventures at school), offering activity days dedicated to digital technology to schools.
- >> The Pass also works with other partners to offer training for teachers.



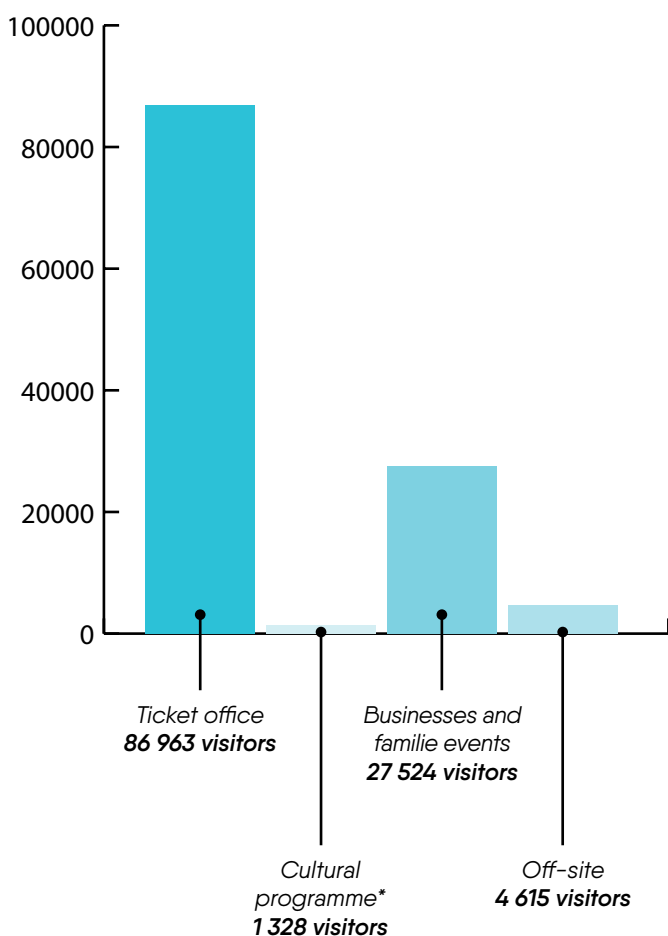
KEY FIGURES

Photograph of visitors for 2017

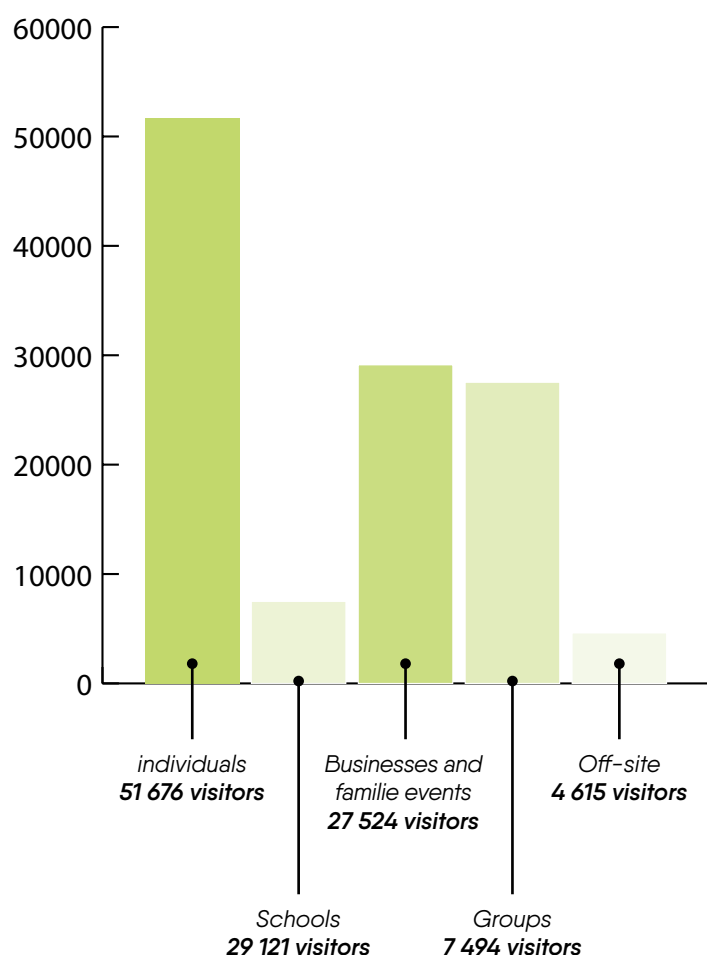
Total number of visitors

120 430

Broken down by type of visit (2017)

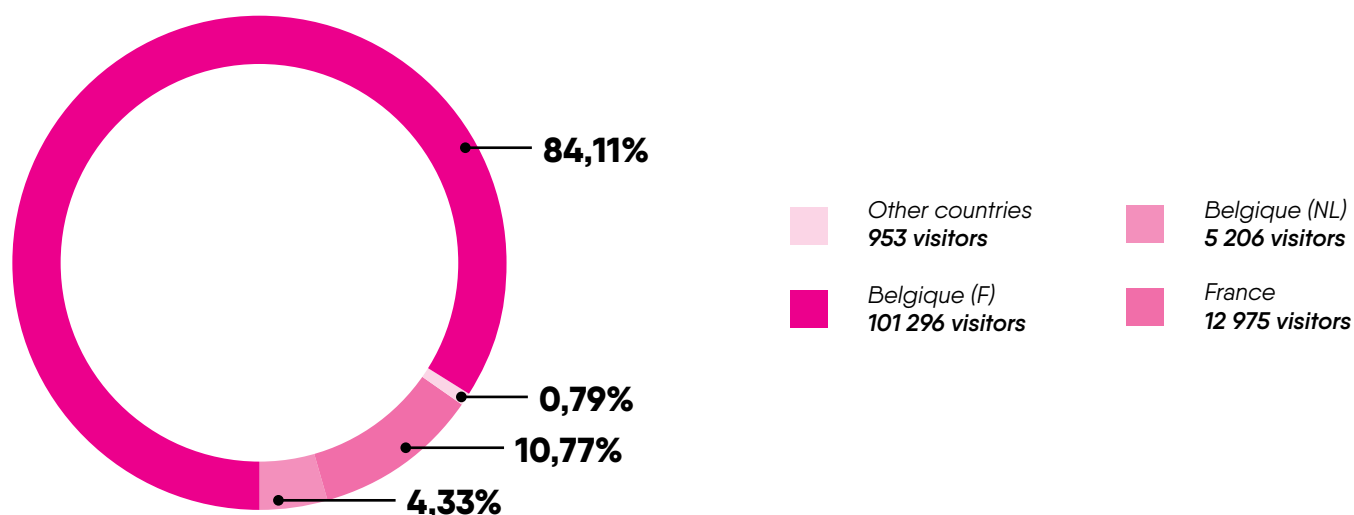


Broken down by type of visitor (2017)



* Special events: "La nuit des étoiles" (Stars at Night) evening event

Broken down by where they came from



THE PASS AND EVENTS

Alongside the actual museum areas, the Pass has also always incorporated events hosting as part of its overall mission. The Silo District is a clever mix of old and new, giving private or corporate events real character. The rooms can be adapted to any kind of event, from drinks receptions and seminars to product demonstrations, conferences and family parties.

The Silo

Saved by the architect, it has been preserved and is now an extraordinary event venue. The images created by the glass floor, the bay windows looking out on to the park, and the low angles in the structure of the building give this venue a unique character. Over two floors and nearly 450m², the industrial architecture lends itself perfectly to a wide range of atmospheres. A versatile space and carefully thought out logistics make it easier to organise your events.

The Trémies

A vast “troglodyte” vessel nestled down in the ground, it was in the concrete “trémies” (literally, hoppers) that the sorted, calibrated coal would arrive, ready to sell. This space was rediscovered almost by accident. Lost in the undergrowth after years of dereliction, buried in rubble, it had quite simply disappeared. This room covering 600m² has the fascinating feel of an industrial cathedral. A totally unique space for drinks receptions or talks.

Le Garage

In the former locomotive garage, the architect came up with the idea of a box that has quite naturally become intertwined with the restored remains. The old bricks have been covered in a translucent new skin of polycarbonate and wood. Two rooms for meetings or seminars.

The Palace of Images

Like all great science museums, the Pass boasts facilities dedicated to large-scale entertainment.

The Palace of Images is equipped with a unique system that can project a film on to 5 sides of the inside of a giant cube, with each screen covering 100m².

Exhibitions and activities

Of course, the exhibitions and activities available at the Pass can form the basis for a corporate family day, a team-building event, or just a guided tour during events.



PRACTICAL INFORMATION

The Pass is close to the R5 and the Paris-Brussels motorway (E19), 6km from Mons, 32km from Flanders, 56km from Brussels, 64km from Lille.

Address

Pass: 3 rue de Mons, B-7080 Frameries - Belgique

Info and booking: 00 32 (0)65 61 21 60 - **pass.be** - pass@pass.be

Opening hours

During term-time (in Belgium): during the week from 9am until 4pm, closed on Wednesdays.

Open on the last weekend of the month, from 1pm until 6pm.

During Belgian school holidays: every day, from 10am until 6pm.

Annual closures: see dates on **pass.be**

Getting there

Motorway: E19 Paris-Brussels, exit 24, follow R5 to Frameries.

Free parking.

By train: Mons station (6km from the Pass) then regular TEC bus route.

"B-excursions" passes including entrance to the Pass and SNCB tickets at a reduced price (more information available at Belgian stations).

Prices

Adult Pass ticket: 15 euros

Child Pass ticket (6-14 years): 10 euros

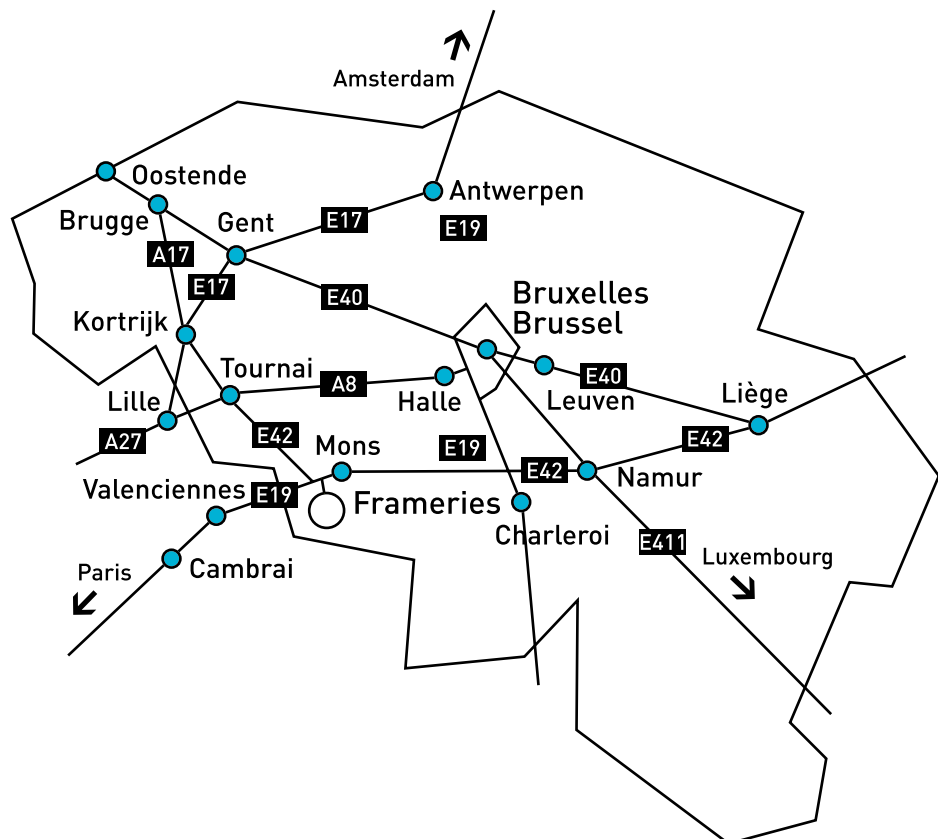
Free for children under 6.

Price for schools groups: 7.5 euros per child.

Season tickets

Adult: 25 euros / Child: 15 euros / Family: 90 euros

Valid for one year.



THE PASS, THE STORY OF AN EXTRAORDINARY REDEPLOYMENT...

Architecture as heritage

In the 1990s, driven by local and regional authorities and thanks to support from the European Community, the former Crachet coal mine in Frameries was chosen as the site to host Belgium's first science and technology venue.

The 1950s industrial architecture, with its certitude and its rules, gave the site some spectacular buildings, which were listed in 1989. After a European call for tenders, the task of redesigning the site and coming up with the architectural concept was entrusted to internationally renowned French architect Jean Nouvel.



Jean Nouvel: architecture to recreate the future

The man behind prestigious cultural venues around the world – including the Musée du Quai Branly and the Institut du Monde Arabe in Paris and the Torre Agbar in Barcelona – Jean Nouvel is also passionate about industrial architecture. He is committed to respecting the history of sites, and introducing a modernity that continues to bear witness to their function and their time.

This approach resulted in a remarkable outcome in the creation of the Pass. And Jean Nouvel managed to embrace this project so appropriately in the way he strove to “review the recent past, finding it essential to respect the legacy of history, while at the same time taking into account contemporary factors”. At the dawn of the 21st century, the renovation of the Crachet site “is designed to inject new genes into an old body to create a mutant capable of facing up to the future”. For the architect, “many buildings were built with a purely economic approach connected to the techniques available at a given time. These techniques evolve, and certain sites and buildings are abandoned, as their function has disappeared. They therefore bear witness to a chapter that is over, with more or less strength depending on the quality of their expression and their meaning in relation to the lifetimes of those who used them”.

His understated, stripped back architecture is expressive and functional, dynamic and poetic, taking on the buildings' raw materials: profiled metal cladding, polished concrete and arched wooden beams...to help make the link with the location. Jean Nouvel saved several buildings from demolition (like those in the Silo District, at the entrance to the site), and took inspiration from how the coal mine worked to give the venue back its original dimensions by creating a site combining 12,000m² of interactive exhibitions and shows and a garden spanning 28 hectares.

Throughout the project, it was a whole team of architects from Jean Nouvel's firm based in Paris that worked on the renovation of the site: Jean Nouvel, Hubert Tonka, Marie-Hélène Baldran and Laurent Niget. While Jean Nouvel defined the basic layout of the redeployment of the Crachet site, as well as the guiding themes of the architecture and founding buildings (the Pass'erelle, the Belvédère, the Machine Room), Laurent Niget was responsible for finalising the architectural project (the Silo District, the Exhibition Hangar, the Palace of Images).

From the programme to the project: constantly evolving in situ

The aim was to make visitors immediately aware of a site that is not a collection of buildings, but rather a living, evolving space, where complementary activities interact and combine, a major venue in terms of its scale, its landscape and its diversity.

The architectural project

Visitors come to the Pass from two different directions, each one revealing one of the main features of the site. The urban approach, from the town of Frameries, shows them an imposing piece of land behind a masonry wall which, thanks to the slope, reveals itself as a huge construction: 150m long and 7m tall in its last section.

From Mons, visitors approach the site in the shadow of the massive spoil heap, with the silhouette of the pit-head frame acting like an invitation. A brutal gash in the foot of the spoil heap, the access ramp leads to the upper level in the middle of a purely mineral area marking out the car park. On the edge of this car park rises up the "Silo", a strange surviving monolith of a megastructure that has now disappeared. This building on brick and concrete piles is surrounded by three other buildings: the "Garage", where locomotives used to be kept, the "Workshops", where miners once worked and took their showers, and the "Hoppers", a huge troglodyte mineral vessel nestled into the massive surrounding wall, also once used to store coal with its fifteen thick hoppers.

A magical intervention and a fantastic idea of Jean Nouvel's, the Pass'erelle is the symbolic bridge between all the different parts of the site, tracing the journey of the coal to a coal-washing area which is no longer there. It is an impressive 210m long, and takes visitors along moving walkway to the Belvédère, 17m up in the air. An introduction and a welcome, it leads visitors to all the different exhibition spaces: the Belvédère, the Machine Room, the Pass'age of the Adventurous and of Discoverers and the Exhibition Hangar. Under the sloped walkway, the Children's Pass'age is made up of several different independent and surprising areas.

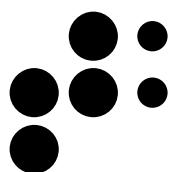
A stunning setting thanks to its horizontal frames looking out at the landscape, its flow system running across two floors, the Belvédère (1,000m²) is naturally home to the Story Loft, which can be found on top of shaft no. 11 (-1,026m) and underneath the pit-head frame. These 2 buildings are listed, along with the Machine Room, to which they are connected via a glass walkway.

Like the huge buildings designed for the aviation industry, the Exhibition Hangar is a long, blind space, filled with aluminium, and equipped with three large doors. In its 900m² it houses the Pass's main themed exhibitions. Overlooking this space, the workshops (a total of 320m²), have been set up upstairs and take their light from the rear of the building, looking out over the meadows, a looped image of the duality of this landscape, combining industry and agriculture.

The Exhibition Hangar's sister building, the Palace of Images, is the most recent addition to the site (June 2004). In an identical shell to that of the Hangar, in an extension to its path, is a strange beast, half Moby Dick, half Zeppelin, which will host film screenings projected on to the 5 sides of the inside of a cube. The rest of the space is filled with an exhibition area and a cafeteria, most of which is open to the rest of the site.

Thus Crachet has become the Pass, a new kind of museum where questions are asked about how the world lives and changes as science and technology evolve.





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A whole of experiendes!

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