

Every theme park throughout the world is itself a hyper-reality, because they bring “the fantastic”, “the imagined”, “the oversized” and “the exotic” to life, into actual reality. Hyper-reality has been defined as “a copy without an original” –meaning something that is created, that supersedes in aesthetics and cultural perception, from the thing it is based on. For example, our local Disneyland’s *Main Street U.S.A.* is a recreational area inside its theme park based on “the small Midwest town’s main thoroughfare”, but it is heavily romanticized with little authenticity –and yet, guests often have a much more emotional attachment to this illusionary, fabricated place, then to the real world.

In this postmodern reality, artifice is what is true and celebrated –where architecture defies boring boxes with gridded windows, and instead transforms buildings into structures that take the shape of ducks and hats. Here, these hyper-real environments tell stories and have character. **Hyper Reality** animates inanimate objects. It allows the impossible to be possible. It cleans up history by simplifying it to make it more palatable, which then in turn, creates nostalgia. And it is often a nostalgia for a time or place that never really existed.

A question pondered in recent decades has been: Can we *Make America Great Again*, if it never was in the first place? Have we been living in a Hyper Reality all along?

In *Fauxtopia*, **Hyper Reality** is concentrated for you to explore. Different from the other lands in the park, **Hyper Reality** has concentrated areas, such as *ETOCS* (the acronym for the *Ethnic Tapestry of Cultural Stereotypes*) on *Lake Cliché* –an eclectic series of international restaurants and cafes; *Kitsch Gardens*, G.E. McAtnoff’s personal collection of oversized objects that are both works of art and crass advertising; and *Ye Olde Colonial Civil Renaissance Re-enactment Festival Faire*, where guests can see Confederate soldiers joust Genghis Khan –because that was “*There and Then, not Here and Now*”, and “*History is so easy to mix up*”.



ETOCS

- 1 Entrance Arch
- 2 Mama Tomato’s Pizzeria
- 3 McLeprechaun O’Banshee’s
- 4 The Swan Butcher
- 5 Der Weite Busen Biergarten (The Ample Bosom Beer Garden)
- 6 Le Caniche Gourmand (The Gourmet Poodle)
- 7 The Alpine Fondue Chalet
- 8 Gardens of Olympus
- 9 Tatemae The Oriental Noodle Company
- 10 Tiki Oasis
- 11 Walkabout’s Steakhouse
- 12 The Hyper Reality Plot Line Station
- 13 The Queen’s Cod & The King’s Codpiece
- 14 Casa de Taco

KITSCH GARDENS

- 15 The Giant Muffler Man
- 16 Mount Oldenburg
- 17 The Brown Derby
- 18 The Big Whale Stage
- 19 Big Food!
- 20 Big Shops!
- 21 FiestaWare Fiesta!

POSTMODERN MOUNTAIN

- 22 The Outdoor Experience
- 23 The Humanizer
- 24 The Revolving Restaurant
- 25 The Retro Diner
- 26 The Wild West That Wasn’t
- 27 The Farmyard Jamboree

YE OLDE COLONIAL CIVIL RENAISSANCE RE-ENACTMENT FESTIVAL FAIRE

- 28 Ye Olde Towne featuring Turkey Leg Carts and Starbucks
- 29 The Empress’s Hedge Maze
- 30 The History Twister
- 31 The Queen’s Jousting Grounds and General’s Battlefield
- 32 The Gettysburg Encampment
- 33 Fauxlljah

“Less is a Bore.”

Robert Venturi
American Architect

Complexity and Contradiction in Architecture
1966