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New Cyprus Museum

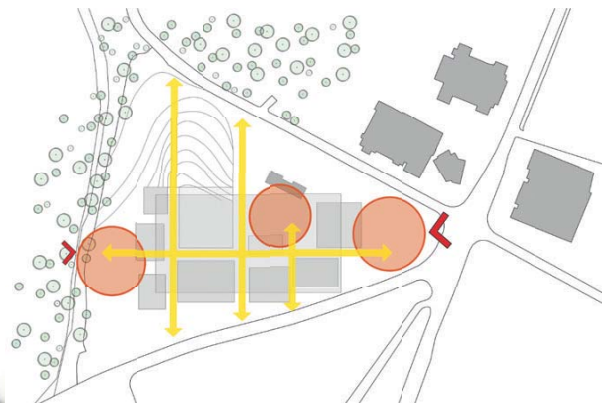
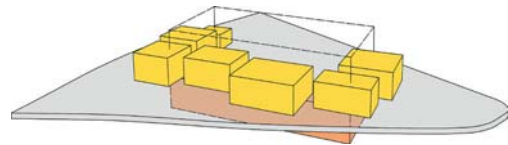
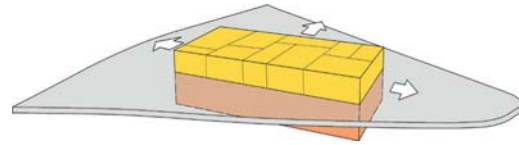
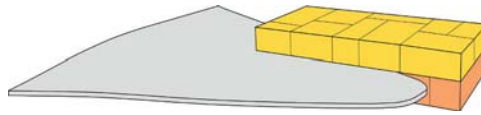
Urban Context

The study area is situated between two major public green areas of Nicosia, the Pedieos River to the west and the Municipal Garden to the north.

The extensive natural vegetation of protected zone of Pedieos River and the designed vegetation of Municipal Garden, inserts from the west and north into the public space of the New Museum and even into the building itself.

The public space intersects building's volume in a way squares and passes are being created. Main exhibition areas and store rooms placed underneath while at the same time the rest museum functions shape open public spaces.

The building itself embodies the public space and is being transformed into a **hybrid**.



Design Concept

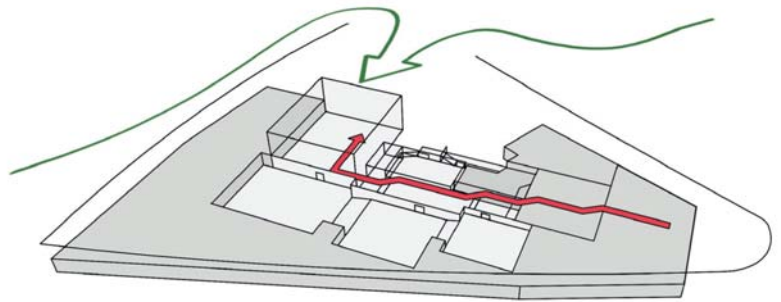
The design concept is to create a spatial experience simulating the discovery of antiquities into their natural terrain. A gradual descent within the ground corresponds to an ongoing archaeological excavation.

Also, the building is organized on the basis of a synthetic grid similar to the one that is used on the archaeological excavations.

The New Museum's goal is to host and conserve a large number of antiquities of which only a small part can be exhibited. We propose exhibition halls as an essential extension of the storage areas that surround them, making each exhibition "flesh from flesh" of the museum's depository.

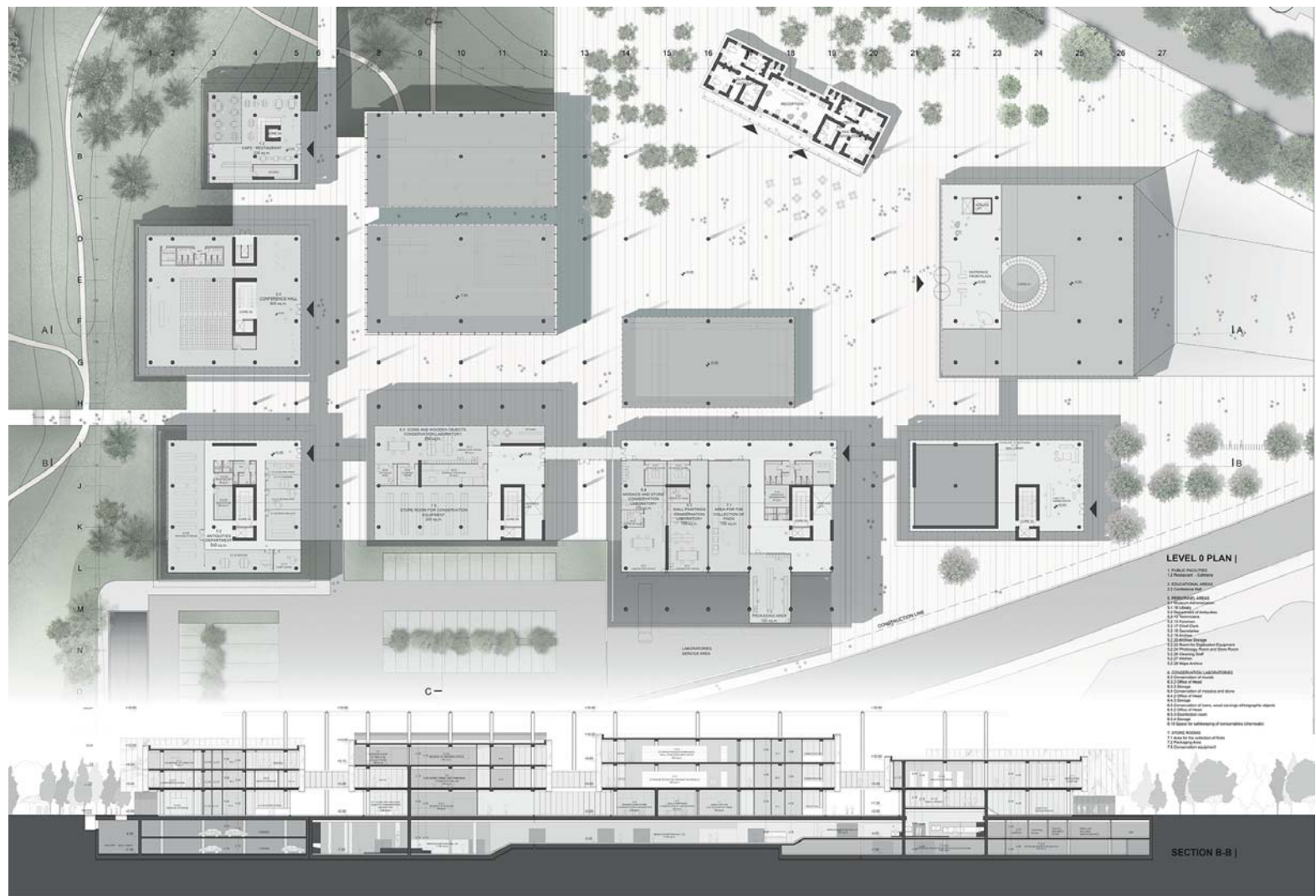


The Main Entrance of the New Cyprus Museum is placed on the eastern side of the plot, at the end of a slightly sloping public square. At the first volume, lays the ticket office and the information desk. In order to enter the main exhibition, a gradually descent route leads to three separate exhibition halls where the main exhibition unfolds. Both routes lead to the discovery of a large exhibition hall, the "Garden of Statues", bathed in natural northern light where the surrounding nature intrudes indoor. Continuing, the visitor is moving upwards to the last exhibition hall and finally through the gift shop and a small cafeteria to the entrance hall.



The ground floor is landscaped; creating a large public space mixed with the museum areas. At the ground floor, entrances to the building's other uses are placed. The museum's administration offices, the department of antiquities, the library, the conference hall, the restaurant and the educational areas, have private entrances that allow them to operate separately. As well a linear private route, at the first level, accessible only by museum's personnel, is connecting the Main Entrance with these museum's spaces. This linear path is crossed by vertical service lifts that connect all the levels of the museum.

All entrances are placed around a main public square accessible from the surrounding areas with views to the inside of the exhibition. Most part of these public areas is covered by a permeability canopy, which protects from the direct sunlight creating a microclimate.





MUSEOLOGICAL PRINCIPLES

The design of permanent exhibition halls consists of two differentiated experiences. The first one is four rooms immersing into the ground, creating a “cave like” experience. Among them a large natural lighted volume in which the surrounding nature penetrates, creating an inner “Garden of Statues”.

The museum’s visitor can move around the exhibition halls on two different crossing routes. A slow, passing through the whole of the exhibition, and a second one direct passage which creates detours, allowing the selective viewing of specific exhibition areas. Moving cyclically, both paths starts and ends at the same location of the internal route.

Starting points of Museological Design

- Respect the identity of a national museum and reflect on how a national archaeological museum can assist in the branding of a creative, inspiring and open to the world nation. Use tested and effective museum exhibition practices together with breaking down conventional modes of museum exhibiting;
- Approach the museum as a space of and for human encounters, encouraged through connections with significant objects of past societies and social processes related to them;
- Approach visitors as individuals with many different entry narratives and needs;
- Imagine the museum in a new “mining-way”: introduce design modes that promote critical thinking, creativity and practice sense to thus provide engaging storytelling for diverse museum audiences.

Main objective

Focus on sense making about the past and personalised experiences that connect it to self-reflective identity meaning making in the present. Create a museum space that is not only a repository of knowledge about the past but a kaleidoscope of emotional resonance and human connectivity across time. Re-brand the New Cyprus Museum as an island of connectivity with the world, the same way Cyprus has been an island of connectivity since early times.

The main exhibition is organised through a chronological, topographic and thematic approach. Through visitor’s main experience, three special thematic units refer to the key elements of Cyprus identity. Five more units constitute interactive spaces to discover parts of the history. Across the main exhibition hall, visitor can follow a distinct itinerary concerning the Human civilization, unfolding throughout the history. Exhibition extends to the outdoor areas integrating visitor’s museologist experience.

By re-branding the New Cyprus Museum as an island of connectivity with the world, multiple layers and facets of the island’s past and its unique archaeological collections will be purposefully presented through:

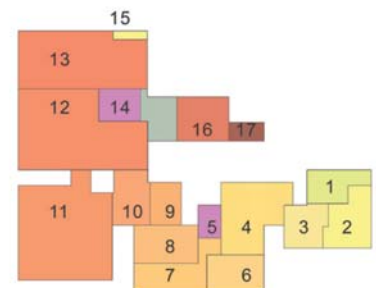
1. Timeline Zone that consists the summary of the total exhibition entity.



2. Cultural clusters arranged in chronological, topographic and thematic contextual settings (according to the exhibition brief). Museum collections will be displayed in a semi-linear but flexible flow. Optimal use of space is a priority, thus creative design ideas of open storage will be implemented where ongoing expansion of museum collections demand such design solutions;

-360 objects

-Highlight objects



3. Three (3) ‘Islands’ of unique character and value, presenting key elements that defined Cyprus brand in the past: i.e. copper resources and technology, special ceramic production, Aphrodite: the Cypriot Goddess par excellence;

01. Copper Power
02. Clay Power
03. Aphrodite

4. Five (5) discovery ‘islands’ and interactive spaces that encourage experiential learning and personalized connection with all major cultural phases of the island’s archaeological past (Aceramic/Neolithic, Chalcolithic/Bronze Age, Cypro-Achaic/Classical, Hellenistic/Roman) and its management in the present (connected with the thematic section “The past in the present... Looted, looked after, loved”)

01: An island to discover proto-urban life in Prehistory

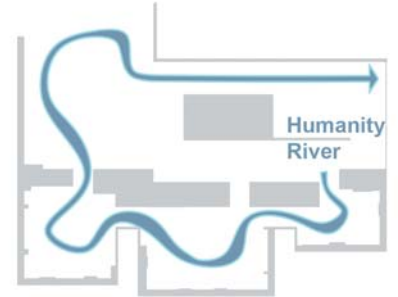
02: An island to discover ancient copper metallurgy

03: An island to discover living and dying in ancient city kingdoms

04: An island to discover early globalisation imposed by ancient empires

05: An island of many pasts to safeguard in the present

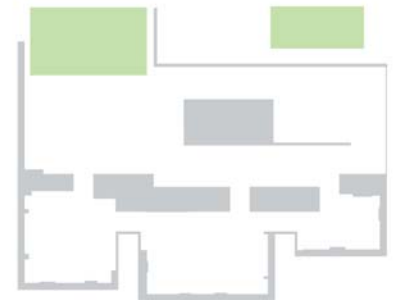
5. Humanity ‘River’, a distinct anthro-centric itinerary, unfolding throughout the galleries from Early Prehistory to Early Christian Times, to create humanity bridges with the present by encouraging personalised dialogues between human figure displays (focusing on non-divine or eponymous ones) and museum visitors.



6. Outdoor Spaces

Outdoor areas with an inspiring connection to the indoor displays and galleries – the main idea: how did Cyprus and Cypriot antiquities inspire poets, writers, painters, etc.

A visitor’s centre focusing on “therapy experiences” connecting the past of the site’s use (memories and stories from the Hospital) with the present use as a museum hub (focusing on archaeological conservation)

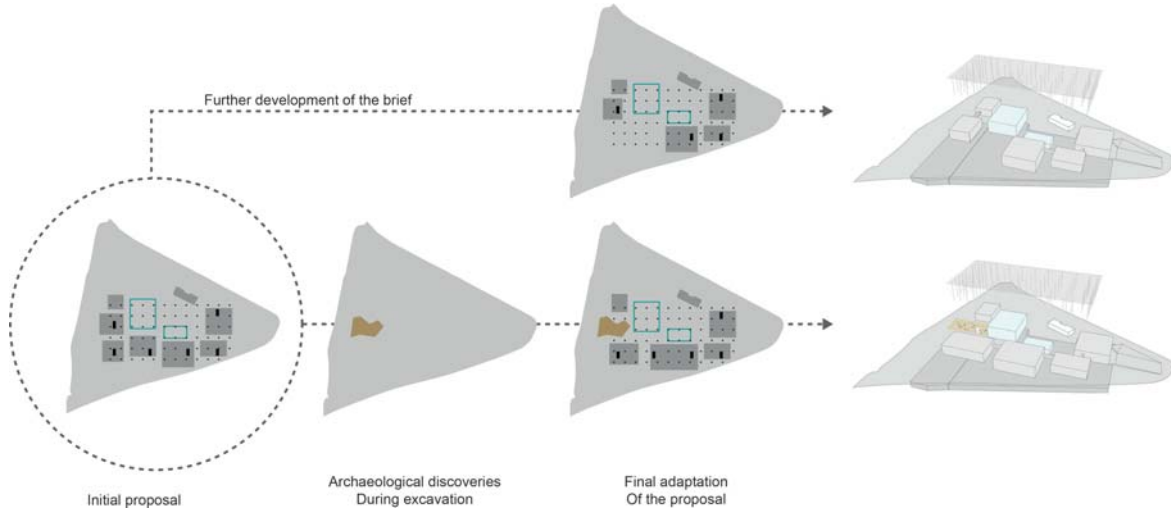


DESIGN PRINCIPLES

FLEXIBILITY DURING DESIGN PROCESS / CONSTRUCTION

The aim of the proposal - further than designing a single building - is to design a "system", that can produce a number of variations.

Alternative designs can be adjusted to the further development of the brief or unpredicted factors, such as the discovery of archaeological pieces during the excavation, without altering the Design Concept.



FLEXIBILITY UPON COMPLETION

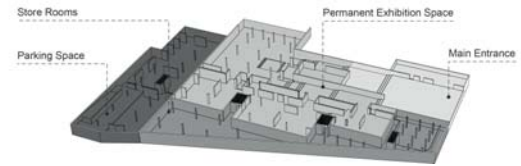
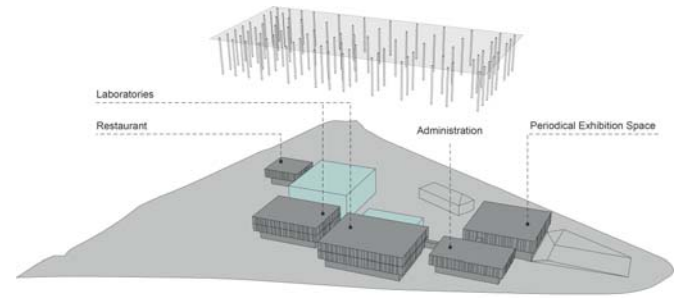
The structural system of the building with the use of light partition walls, allows the easy alteration of the volumes interior space according potential needs



PHASE A

In Phase A, five volumes are constructed above ground level. Each one accommodates a single use, providing functional autonomy. The volumes accommodate the Main Entrance, the Periodical Exhibition space, the Administration, the Laboratories and the Restaurant.

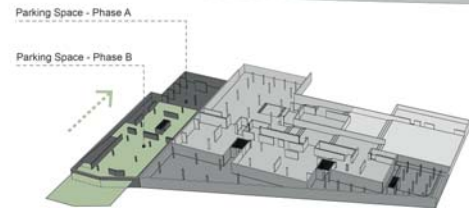
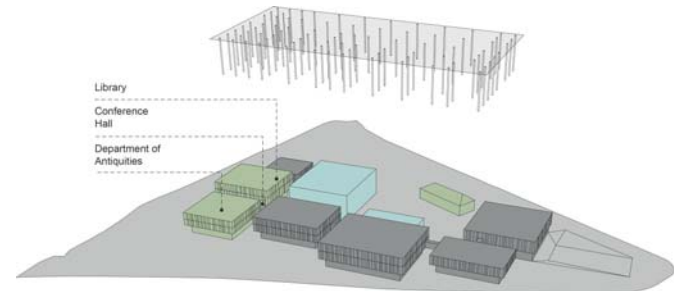
Additionally two transparent volumes connect visually public space with the underground Exhibition. Below ground level, the Permanent Exhibition spaces, the Store Rooms and a double height underground parking for 150 vehicles are constructed.



PHASE B

In Phase B, above ground level two volumes with potential autonomous use are constructed. Both of them lay on top of the underground Parking space and are constructed with a steel structure, assuring the appropriate conditions of function of the rest of the Museum. Below ground level, inside the double height Parking Space, a mezzanine is constructed by steel framing as well.

Consequently there is no need for additional excavation, construction of concrete parts and landscaping during Phase B, which can assure the continuous unobstructed operation of the Museum Complex. The preservation of the existing historical building can be part of Phase B hosting an additional to the program autonomous use as well as be part of a future extension.

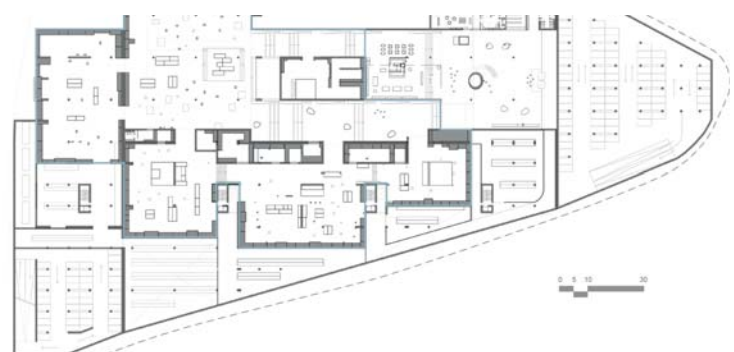
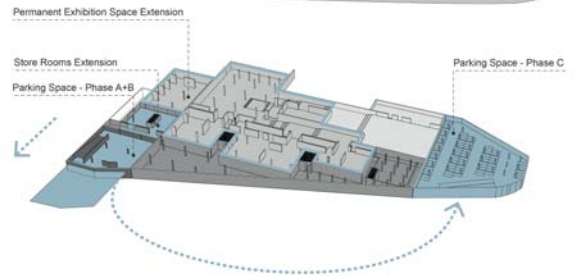
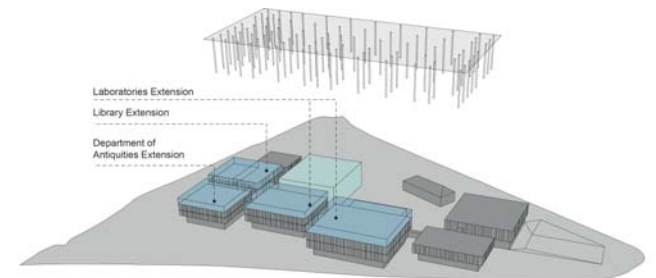


PHASE C - EXPANDABILITY

The architectural as well as the structural design of the project allows its easy expandability. In a hypothetical proposed Phase C, part of the metal framed mezzanine of the underground parking is being removed, providing additional space for exhibition and / or storage spaces. In this way up to 4100 m² of 7,5m height space is provided which - in the designed example - creates 1400 m² of 7,5 m height, exhibition area and 900 m² of 3,5m height storage areas.

The proximity of the configured spaces to the existing ones, allows the direct use of the new spaces by creating new openings to the walls among them, providing a direct use upon completion. In order to provide the necessary parking area, a new underground Parking space will be built below the entrance square. During the construction of the new underground parking the entrance of the museum would be only on Level 0 and the Main Plaza.

Moreover, additional floors can be constructed above the volumes of the Laboratories and the Department of Antiquities providing an up to 3900m² sum of spaces. A mezzanine can be constructed in the interior of the Library.

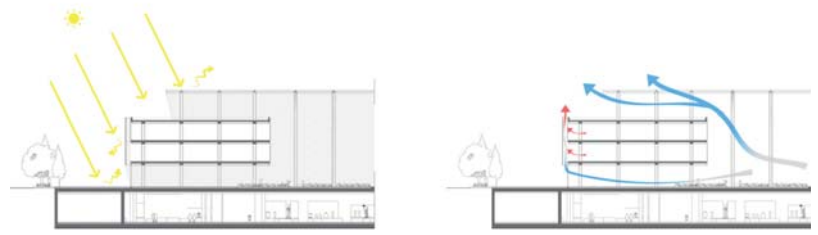


CONSTRUCTION PRINCIPLES

SUSTAINABILITY

The proposal responds to the climatic conditions of Cyprus.

- The canopy protects from direct sunlight, shading the volumes, as well as the Permanent Exhibition Halls.
 - Double skin facade shades the South part of the Complex and allows natural ventilation.
 - Light color surfaces reflect sunlight
 - Porous surfaces reduce dazzling
- Consequently micro climate is created both in the Plaza and the Buildings.



ENVIRONMENTAL APPROACH

Flooding Protection

The location of the New Archaeologic museum is in an area with high risk of flooding according the Cyprus authorities. Measurements for buildings protection have been received in the Architectural Concept Design .

- At the level of Pediaios River, a riparian buffer zone is created.
- West part Landscaping ends up at a barrier hill
- Use of sluices to protect the building from the potential storm water overflow of the Pediaios River

Structural

The canopy will be constructed by steel members in nine different pieces. Each piece will be laid on a single volume underneath. All structural designs will be done using Euronorms and Cyprus National Annexes.

The big glass facades will be constructed using specific fins for their stiffness. Special UVA UVB layers will filter natural light.

The bearing structures of buildings are frames constructed from concrete and/or steel members. Frames will provide the possibility for extensions needed on Phase B to be done with the least disturbance.

Ground floor slab is sufficient to provide the capability of alternative bearing systems for the superstructure.

The basement will be constructed with water-proof concrete totally protected against underground water. Due to the big dimensions of the basement will be constructed with separated buildings using full structural joints.

According the provided geotechnical data it seems that soil conditions are not good enough but the total loads of the buildings can be received by a raft foundation based on a rock fill layer. During the excavations the amount of water is expected to be manageable by superficial drainage pits. Special care will be taken for works around the existing building.

