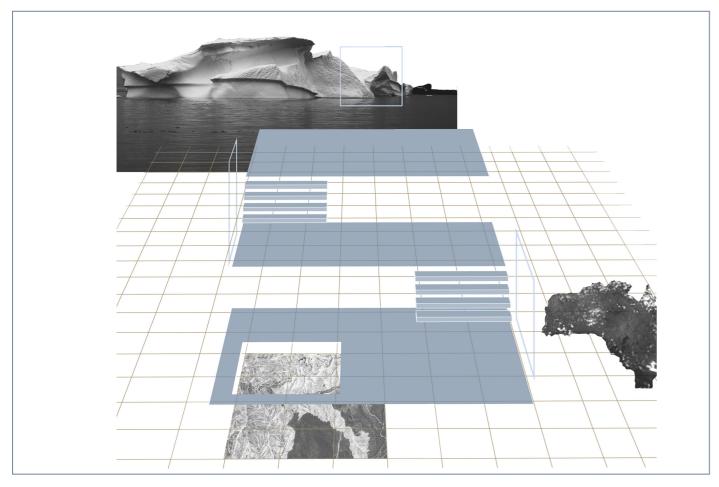
Contents Page

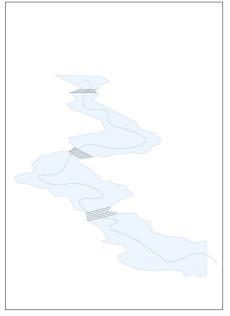
ı	Design Manifesto	4
2	Design Brief	10
3	Individual Research Book	18
4	Design Journal	42
5	Schematic Design	60
6	Process documentation	68
7	Final Design	78
8	Final Reflection	150

Design Manifesto

Design Manifesto

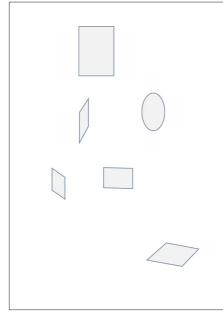
Initial Design





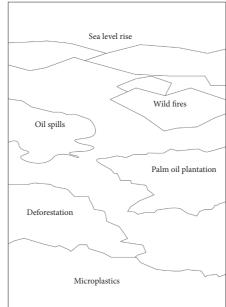


The path represents the trajectory of the visitor through the museum, although previously designed each visitor is free to explore the pieces they wish thus forming their own path.



Frame

The frames stand for the artoworks which highlight or capture different issues relating to the environment. Art is used this way to draw attention to certain important issues or subjects.

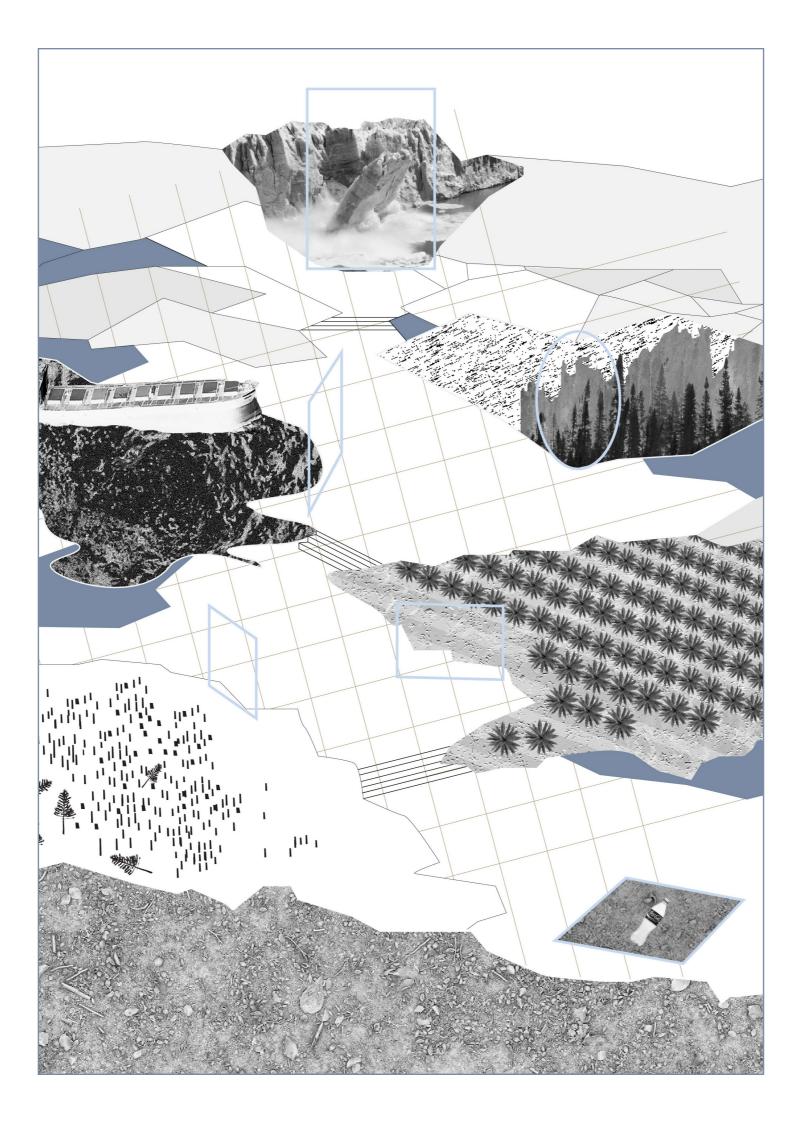


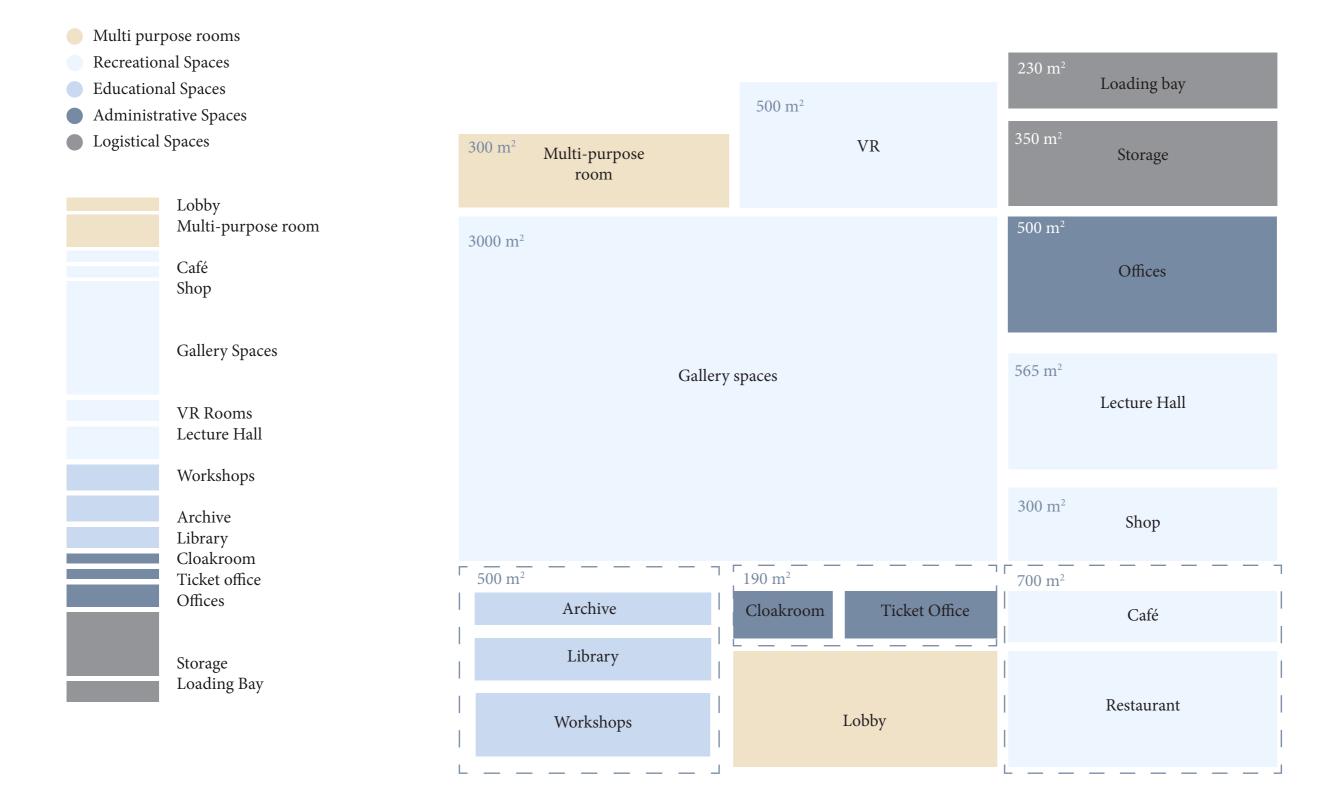
Fragements of nature

The different fragments juxtaposed show some of the relevant environmental issues to be displayed in the museum. Overall the three elements create a kind of landscape of current events in the anthropocene.

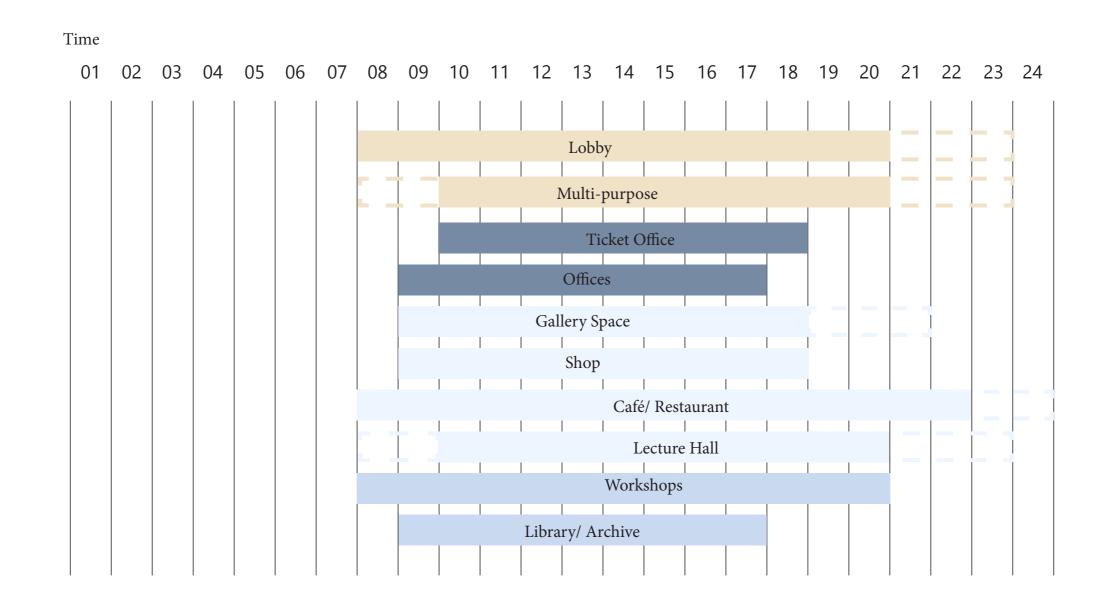
- A museum should be a platform for environmental activism, this must to be reflected in its program
- The collection must showcase art that directly deals with the environment
- Architectural decisions in the building should be an example of environmental awareness.

Design Manifesto





Daily Overview



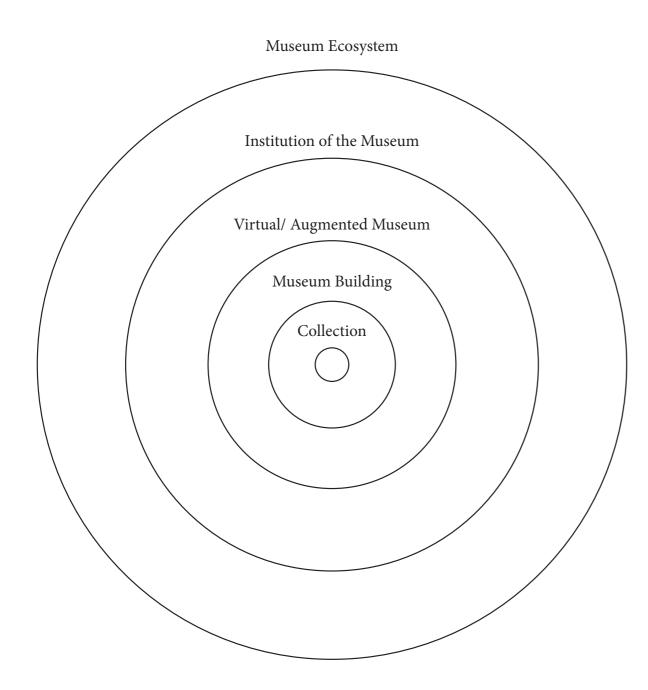
Program Breakdown

Net j	percentage		Net area m²	Gross area m²	percentage	Public/ Private	Open/ Enclosed
Multi purpose rooms	12	Lobby Multi-purpose room	250 600		8%	Public Public	Open Closed
Recreational Spaces	56	Café Shop Restaurant Gallery Spaces	100 100 200 1500 1500 500		33%	Public Public Public Private	Open Open Open Enclosed
Educational Spaces	14	Lecture Hall Workshops	500 300		8%	Public Public	Enclosed Enclosed
Administrative Spaces		Archive Library	100 100			Semi-private Public	Enclosed Open
Logistical Spaces	10	Cloakroom Ticket office Offices	100 100 500		6%	Semi-Private Semi-Private Private	Enclosed Enclosed Enclosed
Circulation	8	Storage Loading Bay	300 250		4%	Private Private	Enclosed Enclosed
	-	Unassigned areas		5000	41%	Public	Open
Total:			7000 m ²				
Total Building Area:				12000 m ²			

Individual Research Book

Individual Research

Museum ecosystem





Map of neighnouring museums and cultural venues

Individual Research

Museum visitor profile



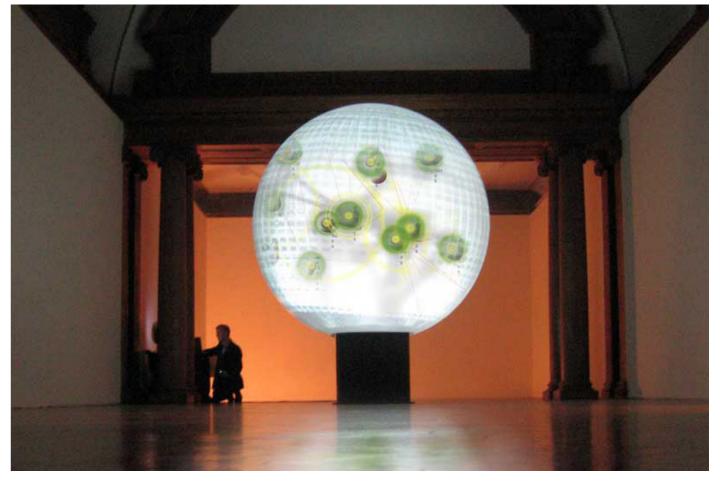


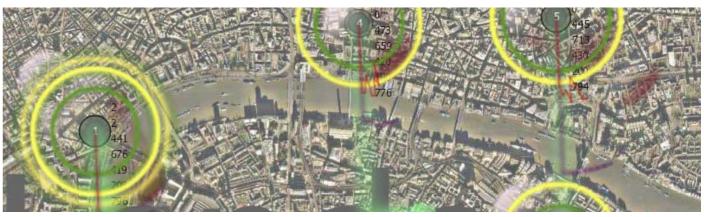
Immersive installations

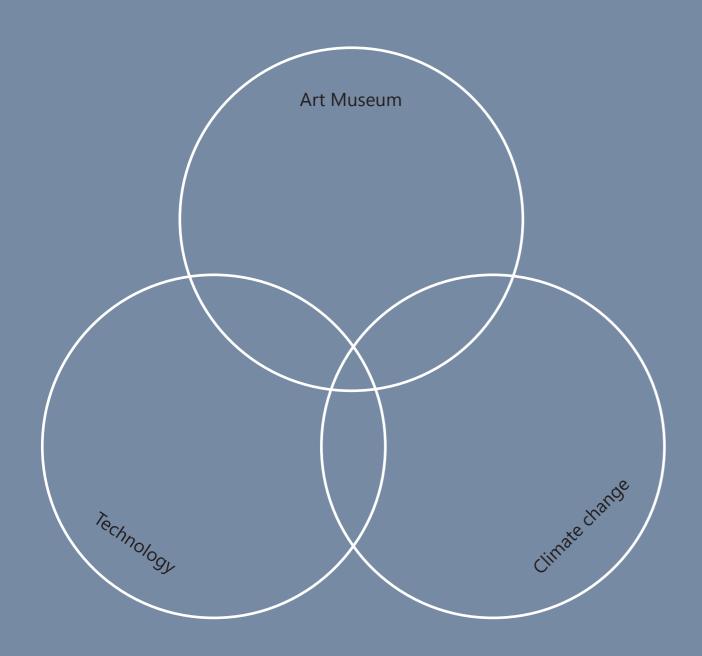
Immaterials: light painting wifi

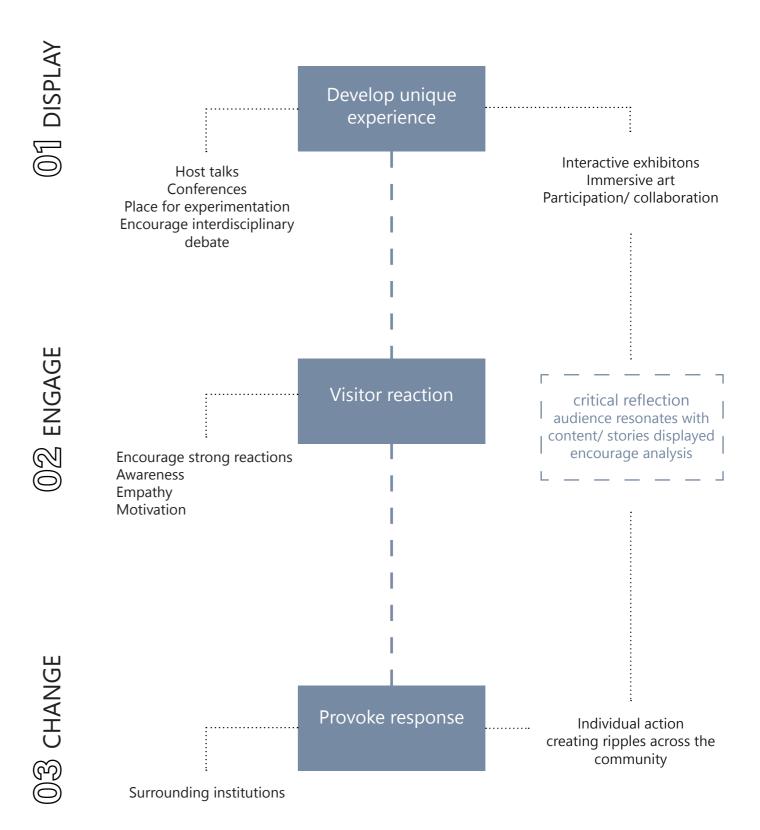


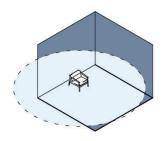




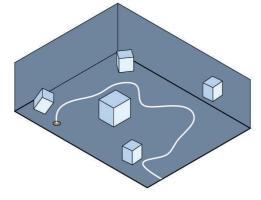




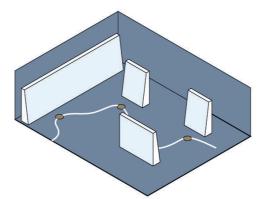




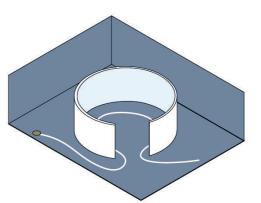
Virtual Reality Seating



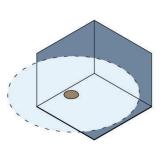
Augmented Reality Moving looking at a phone



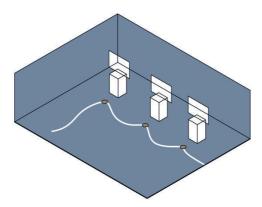
Screens Independent modules



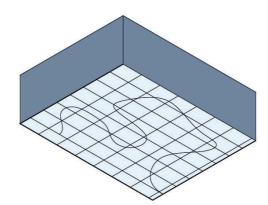
Screens LED volume



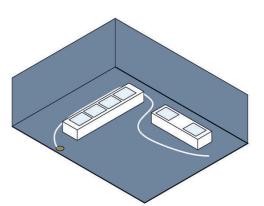
Virtual Reality Standing



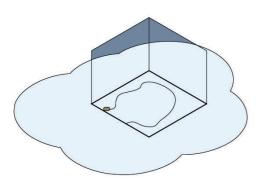
Augmented Reality
Pointing tablet at artwork



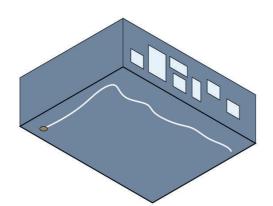
Screens Floor surface



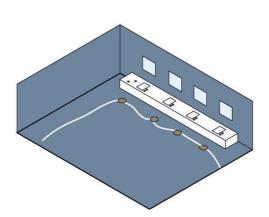
Screens Tables



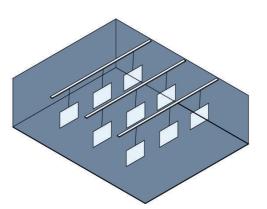
Virtual Reality Walking



Screens Attached to walls



Screens Interactive buttons



Screens Free-floating

Graduation Report
Individual Research
Individual Research

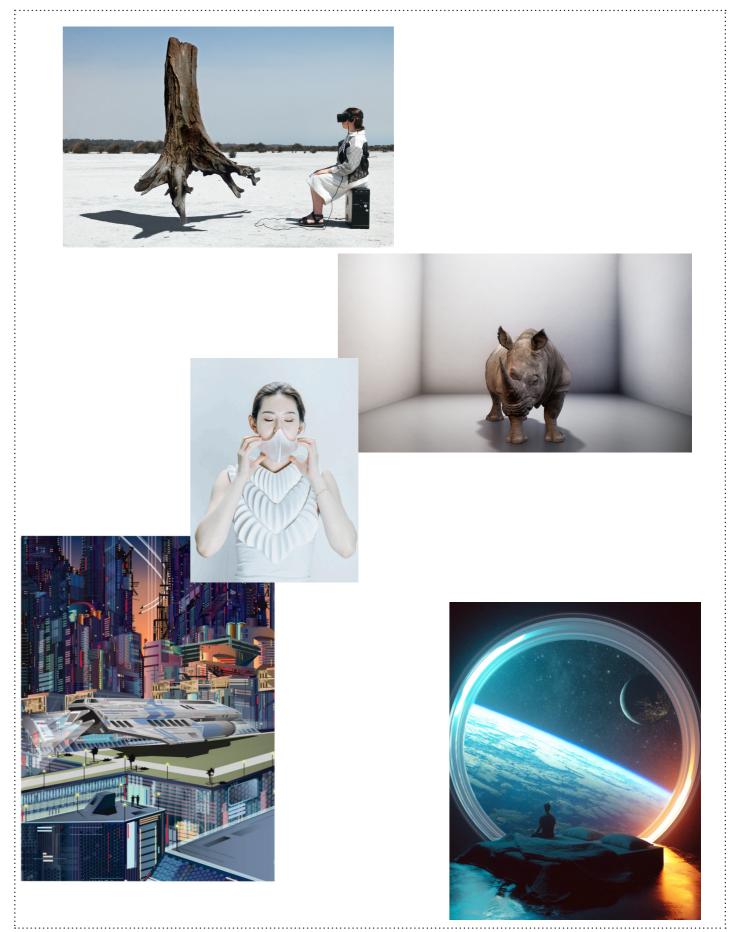
Environmental Art



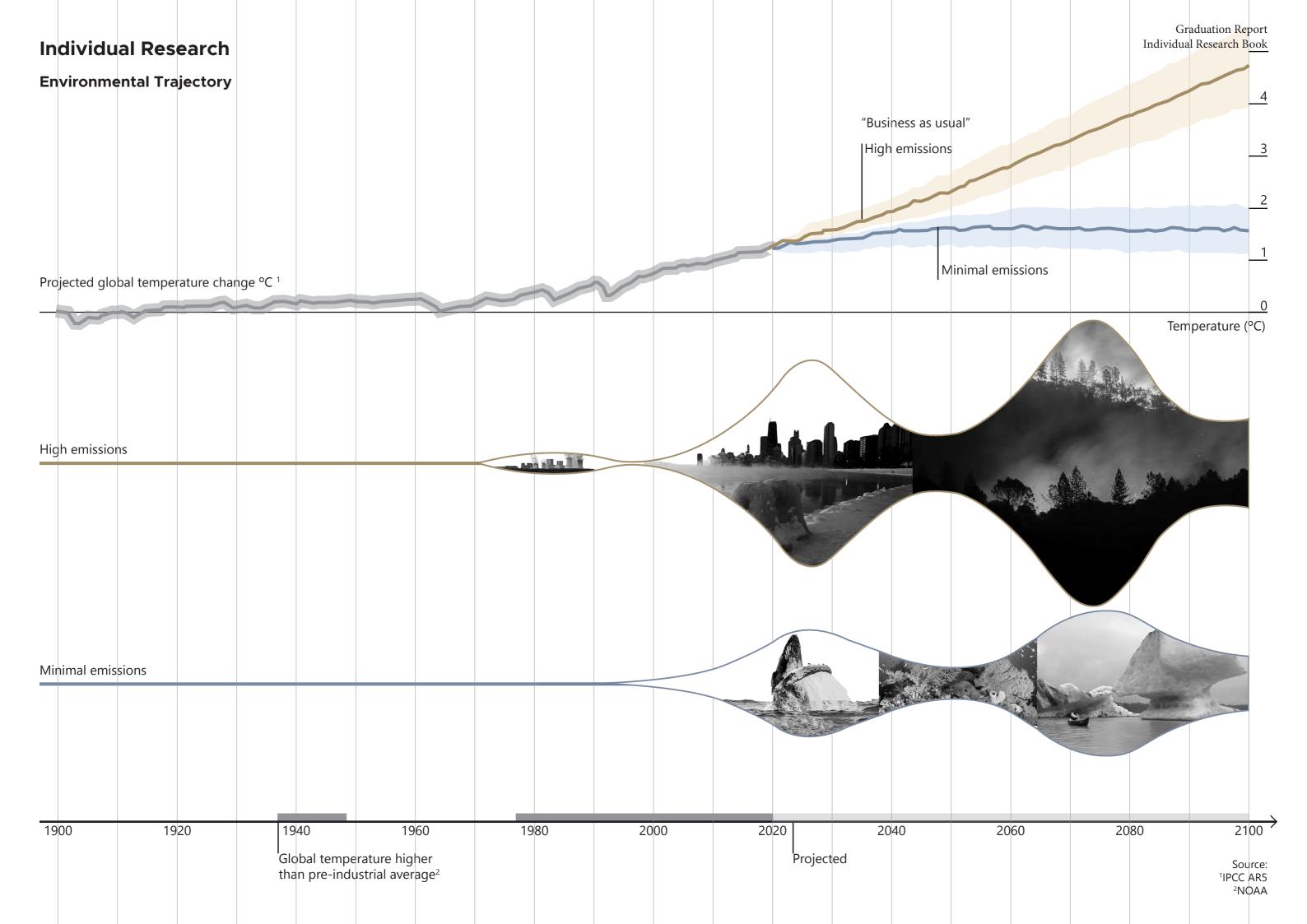






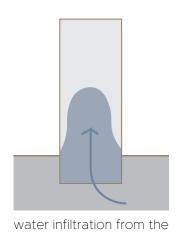


Future Visions

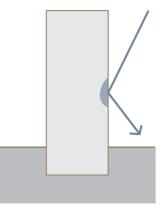


Erosion Research

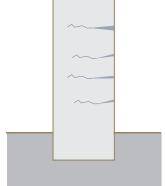
Durability of Earthen Structures



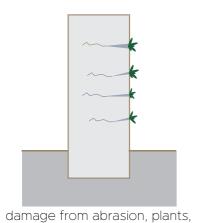
ground



surface erosion from rainfall/ rain splash







insects

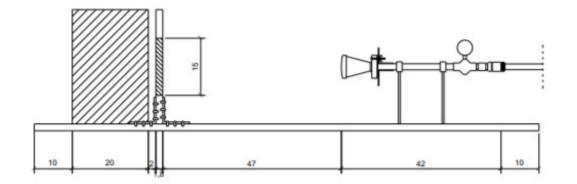


Fig. 6. The scheme of the constructed research stand

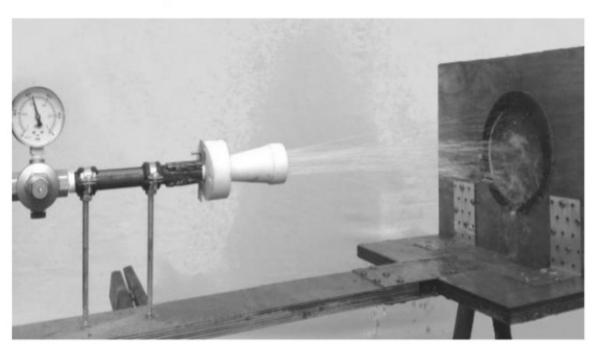
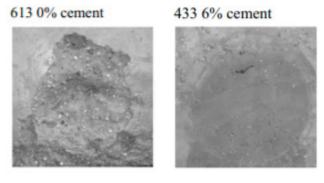
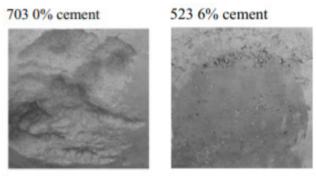
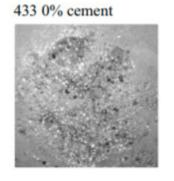
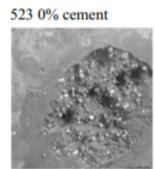


Fig.7. Sample testing





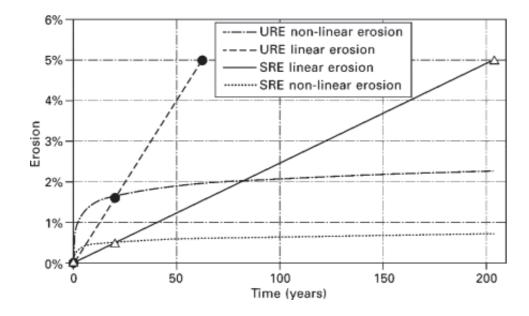




Erosion Research

Long term performance rammed earth

Because erosion with time is not linear, the lifetime of these walls may be much longer than 63 and 204 years, respectively, for unstabilised and stabilised rammed earth walls.





rammed earth wall section

aesthetic preference 5%

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Test 2
20 year durability test - Grenoble, France

Average annual rainfall aprox. 1000 m 815 m
mean wind speed 2.75 m/s 3.5 m/s



Stabilized rammed earth wall

stabilised with 5% hydraulic lime



mean erosion depth - 2mm (0.5% wall thickness)

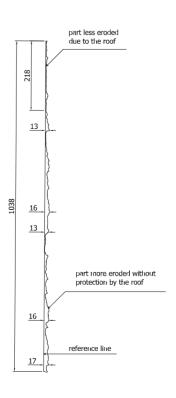
Life expectancy > 200 years

Unstabilized rammed earth wall



mean erosion depth - 6.4mm (1.6% wall thickness)

Life expectancy > 60 years



Erosion Research

Erodable structure

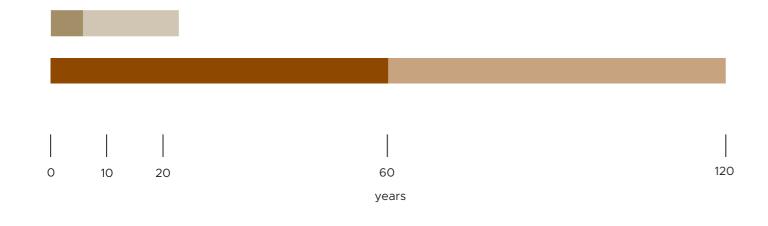
- increase **water** presence to speed up erosion
- opt for **unstabilized structures** recyclable and more prone to erosion
- **cracks** present after initial drying will expand and promote scaling and erosion
- erosion is **not linear**, structure will erode faster at the start due to formwork removal
- **increase sand** proportion in areas meant to erode by precipitation
- **increase clay** in areas meant to widen cracks

Permanent structure

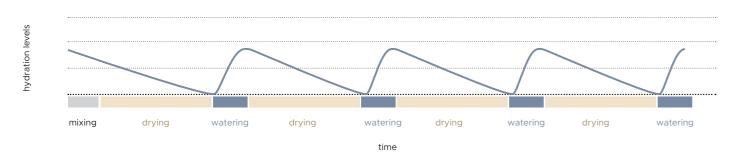
- traditional construction techniques of earthen architecture are **durable** and long lasting
- extra protection can be provided by sheltering from rain and water infiltration
- **erosion checks** help regulate moisture and control erosion

Material combination Ratio 1:1 2:1 1:2 Sand + Plaster Sand 1:1 2:1 1:2 Plaster + Clay Plaster 1:2:2 1:2:2 Sand + Plaster + Clay **Fibers** Sand + Plaster + Fibers

Life span



Test layout











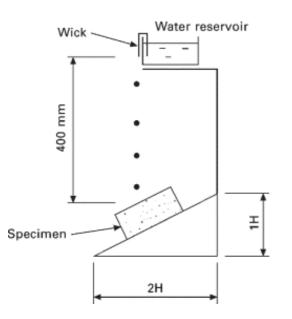


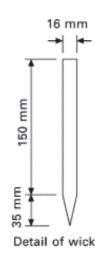
Physical test

Point irrigation system









The drip test setup was selected as it is commonly by builders to used to simulate the action of raindrops

Close up texture

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+ Sand --------------------+ Plaste













after

Erodability index (E_I)	Depth of pitting d (mm)	Note
1	0	Non-erosive
2	0 < d < 5	Slightly erosive
3	5 < d < 10	Erosive
4	d > 10	Very erosive

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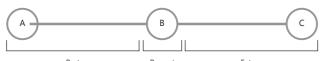
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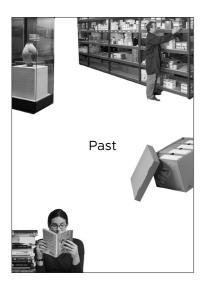
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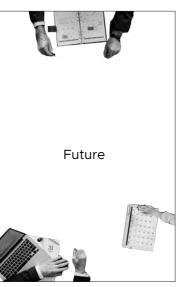
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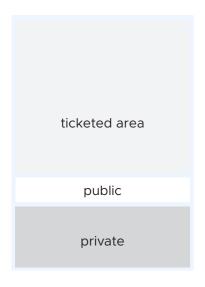
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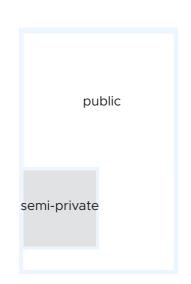


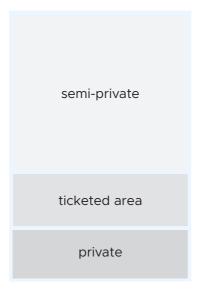






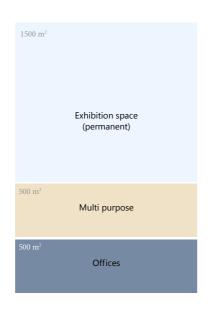




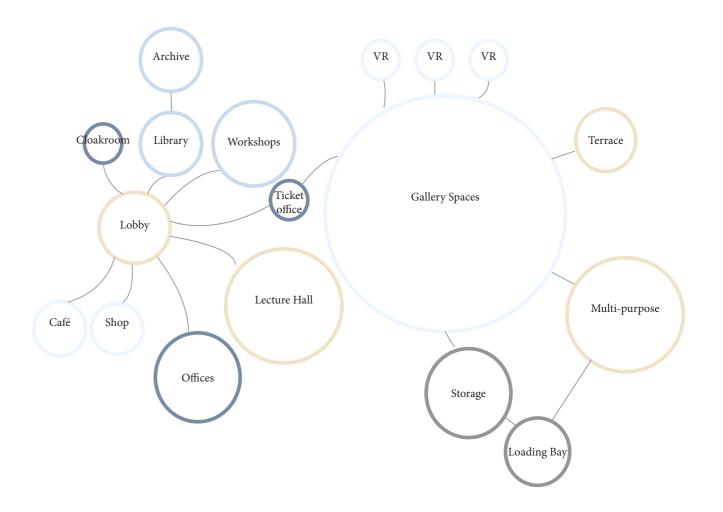








Adjacency Diagram



Internal Sequence

Туре

Circulation

Organization

Experience

Application

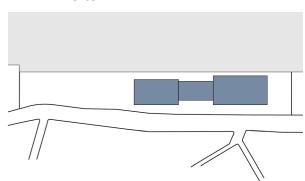
Site

LINEAR

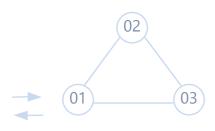
→ (01)—(02)—(03) **→**

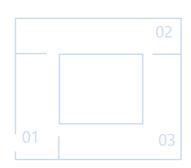
01 02 03

Narrative Didactic All inclusive Entrance/ Exit Lecture Hall Offices Shop Multi-purpose

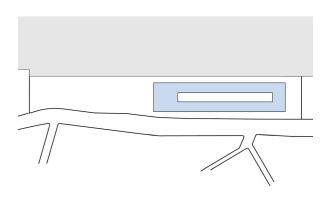


CIRCULAR

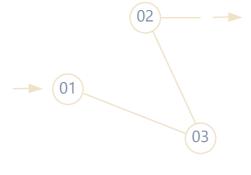


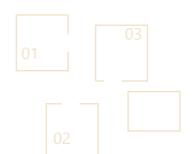


Traditional Central Connection Library Gallery space VR room Workshops Café

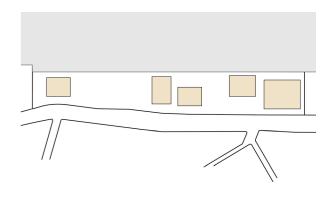


EXPLORATORY

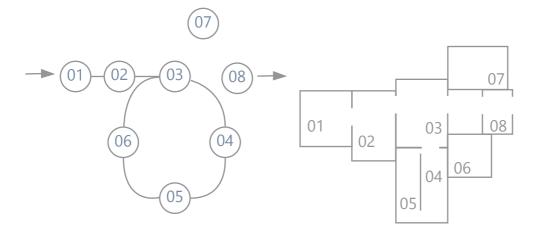




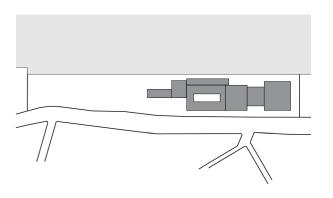
Dynamic Discovery Autonomous Personalized Selective Gallery space



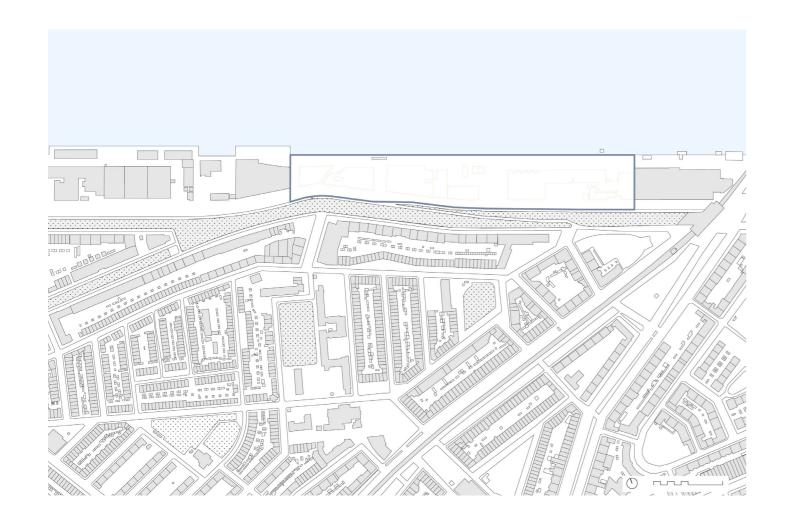
HYBRID

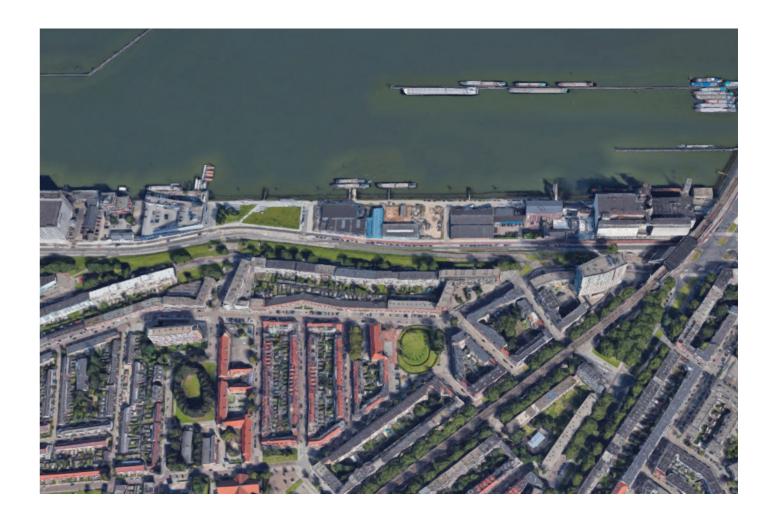


Complex Versatile Adaptable Gallery space

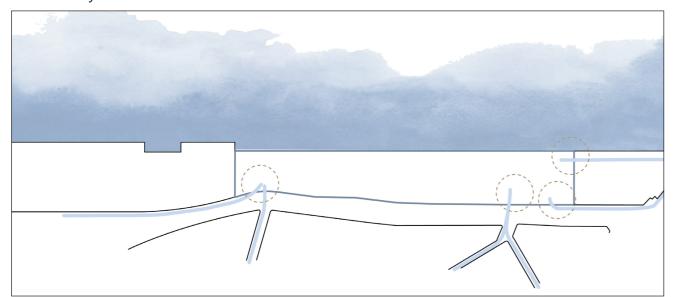


Site

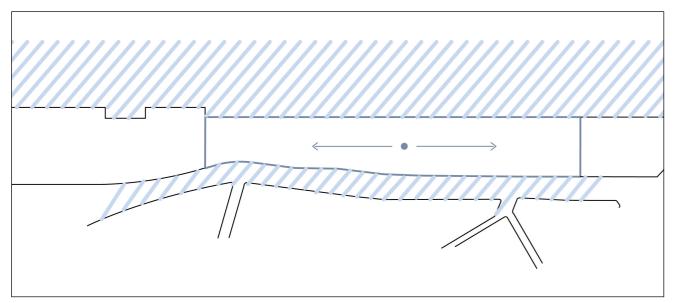




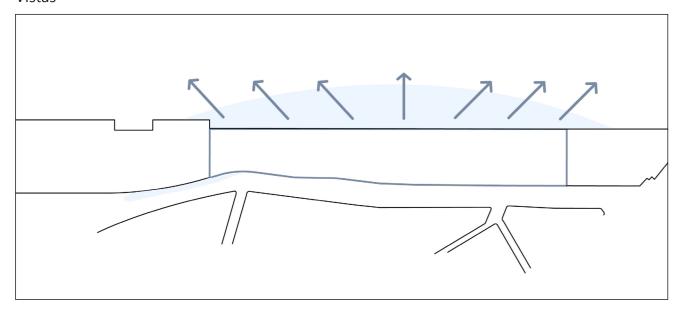
Accessibility



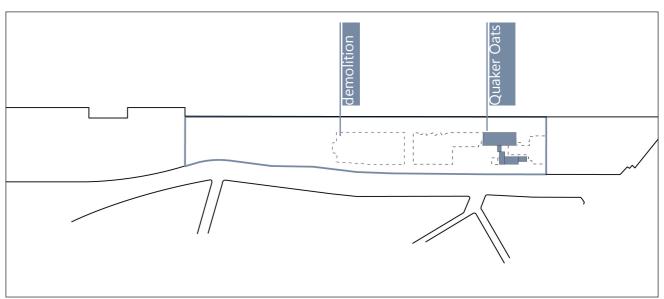
Barriers



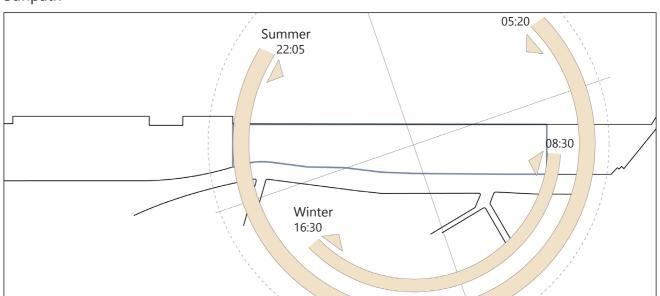
Vistas



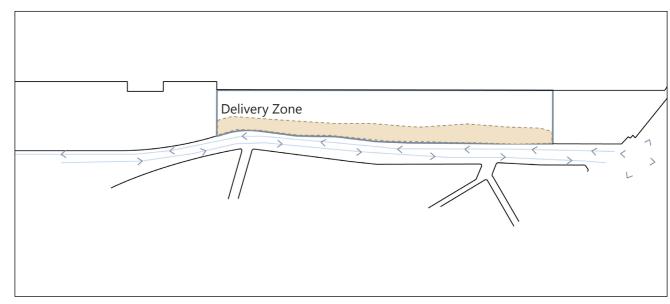
Landmark



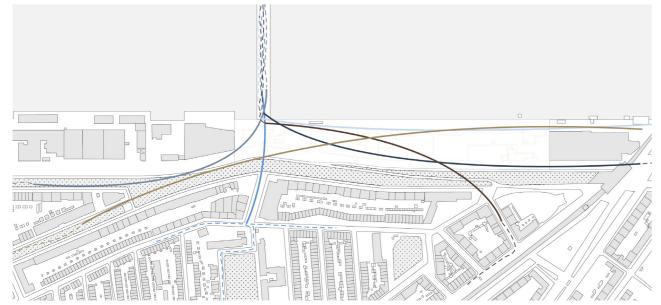
Sunpath



Traffic Flow



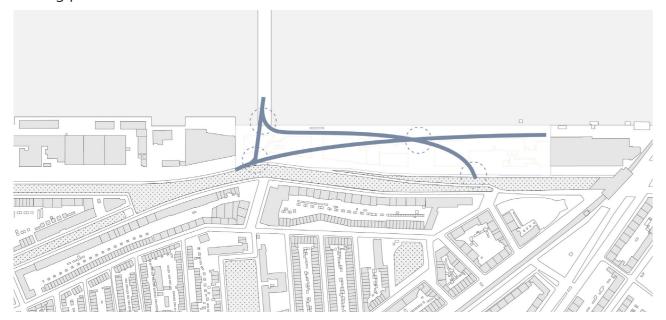
Natural approaches



Converge paths



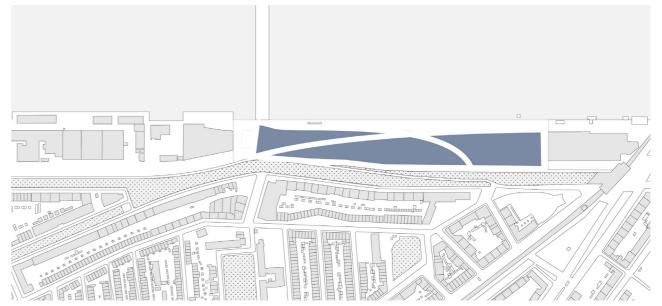
Meeting points



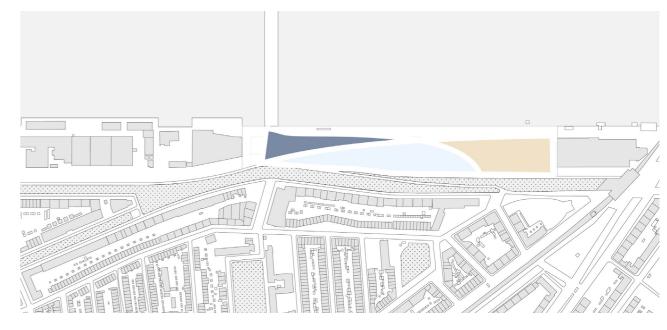
Links



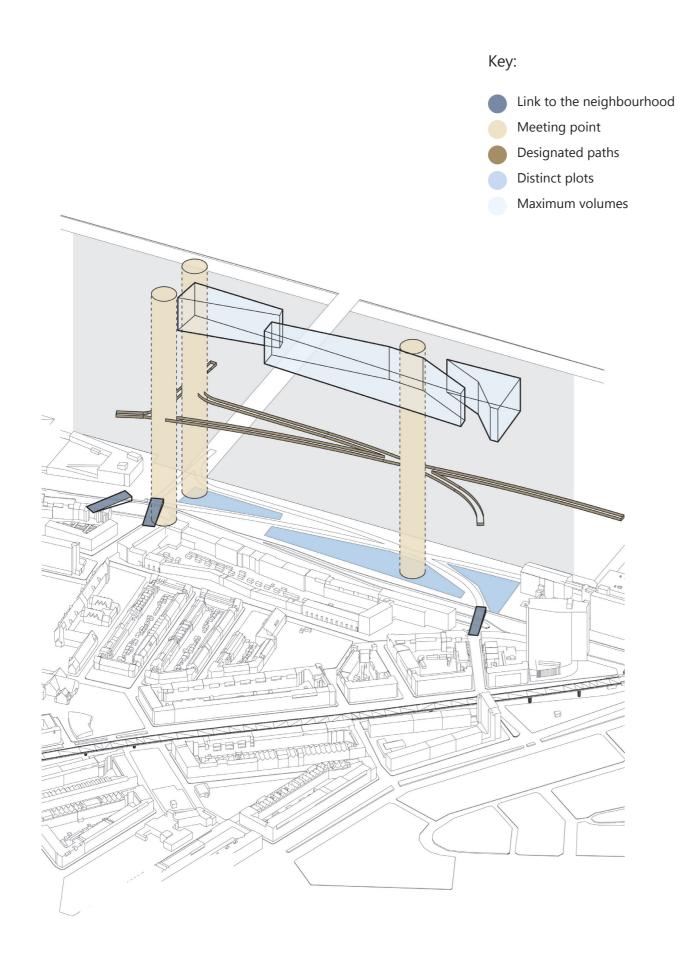
Buildable area



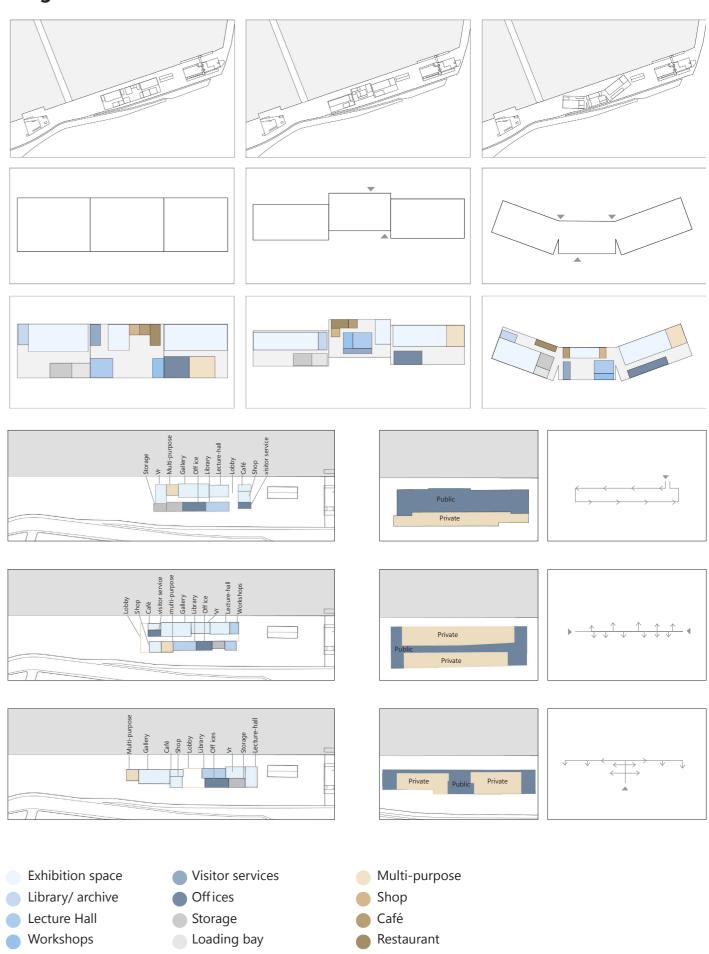
Zone division

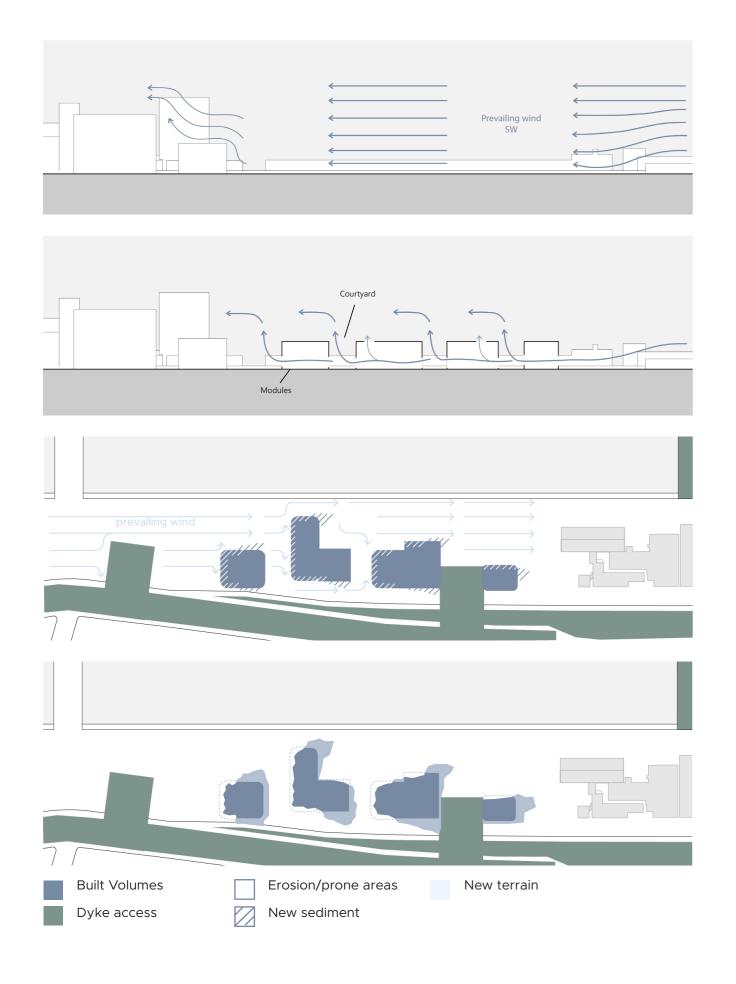


Site Strategy



Program Iterations

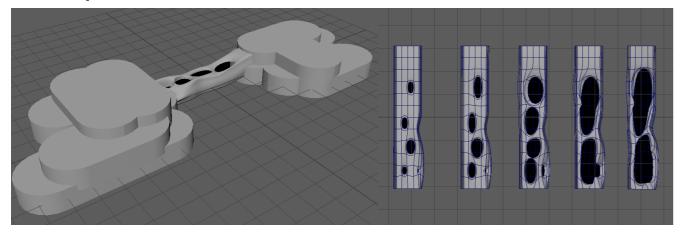


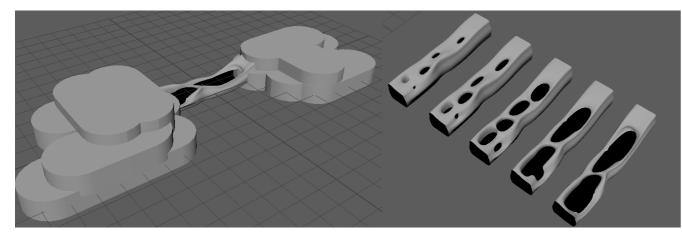


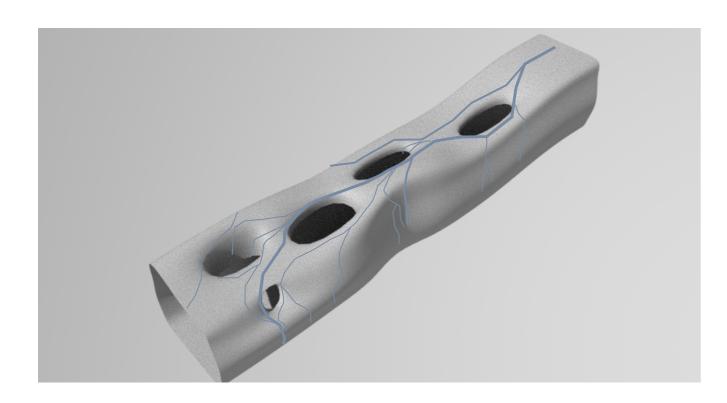


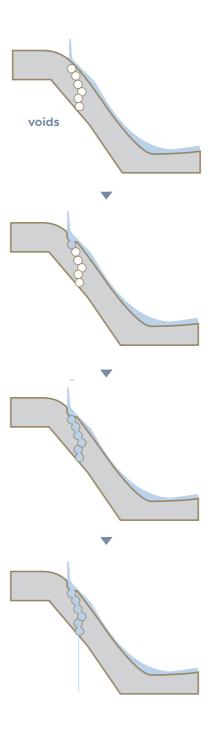
wind rose

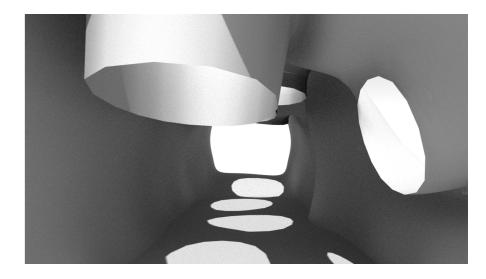
Erosion pattern simulation

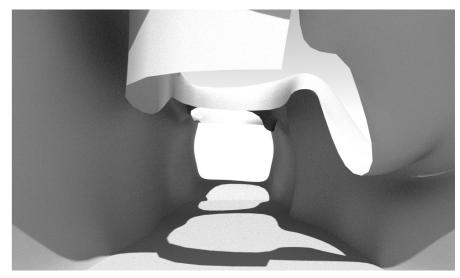


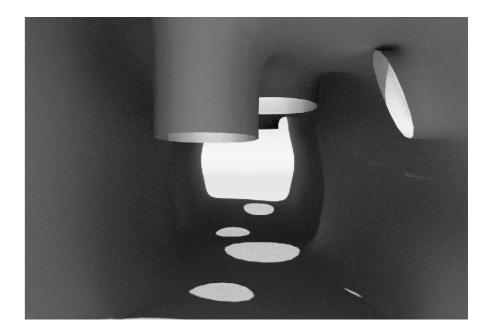




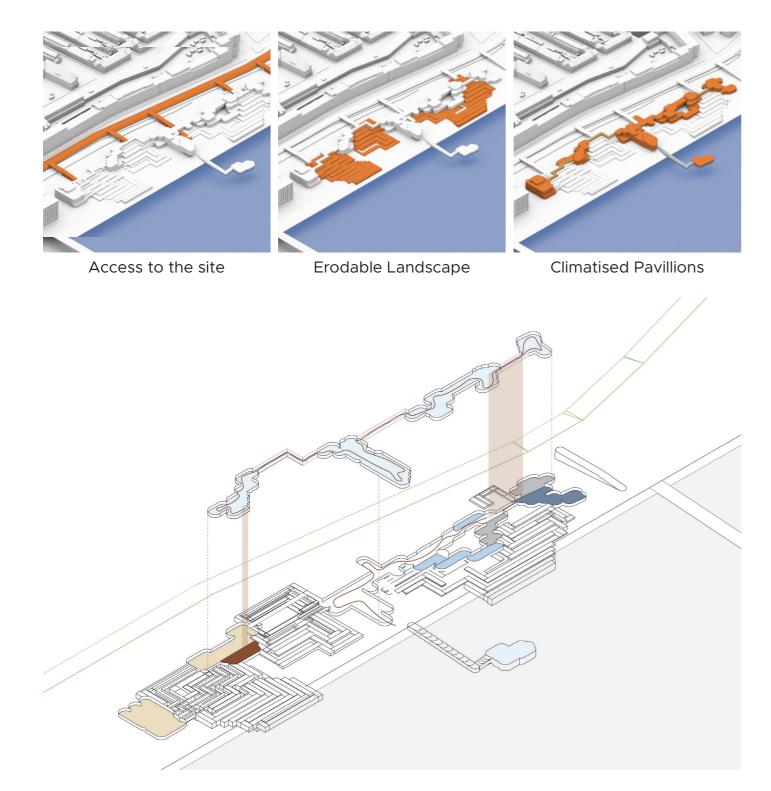






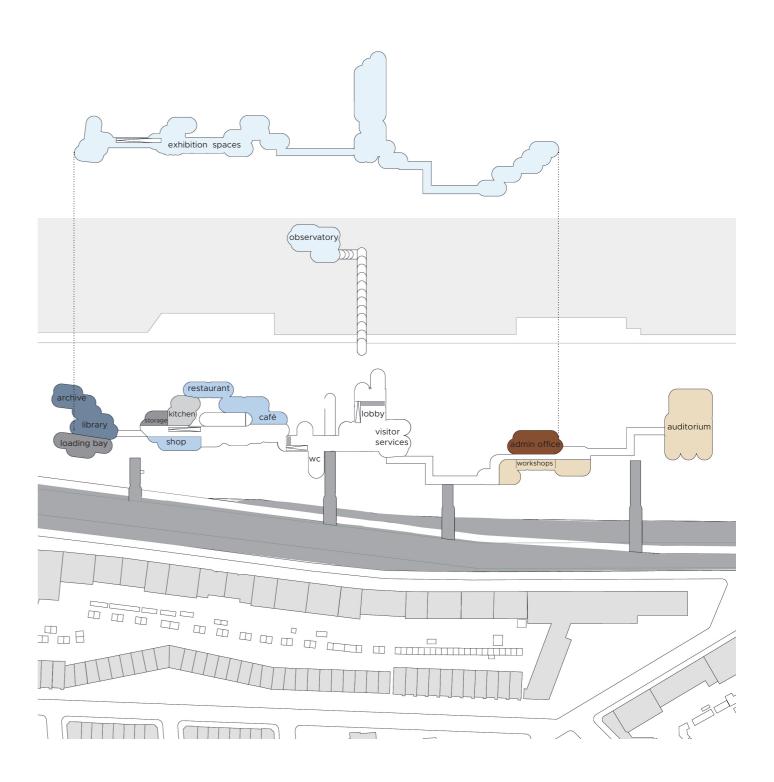


Site Strategy

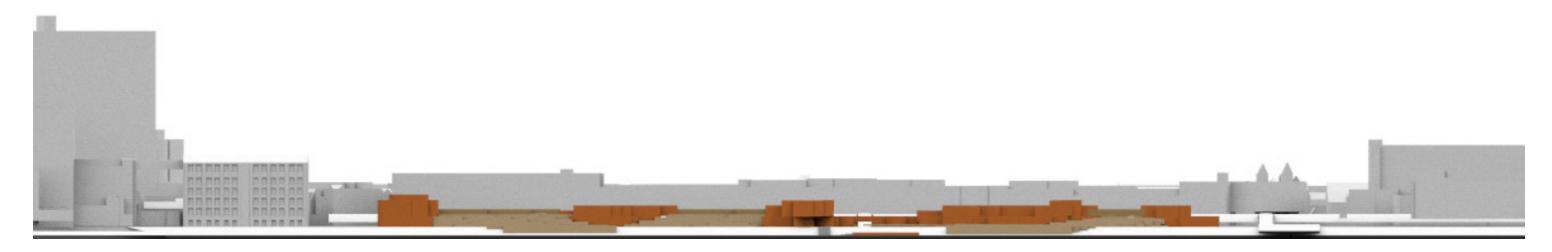


- Multi purpose rooms
- Recreational Spaces
- Commercial spaces
- Educational Spaces
- Administrative Spaces
- Logistical Spaces

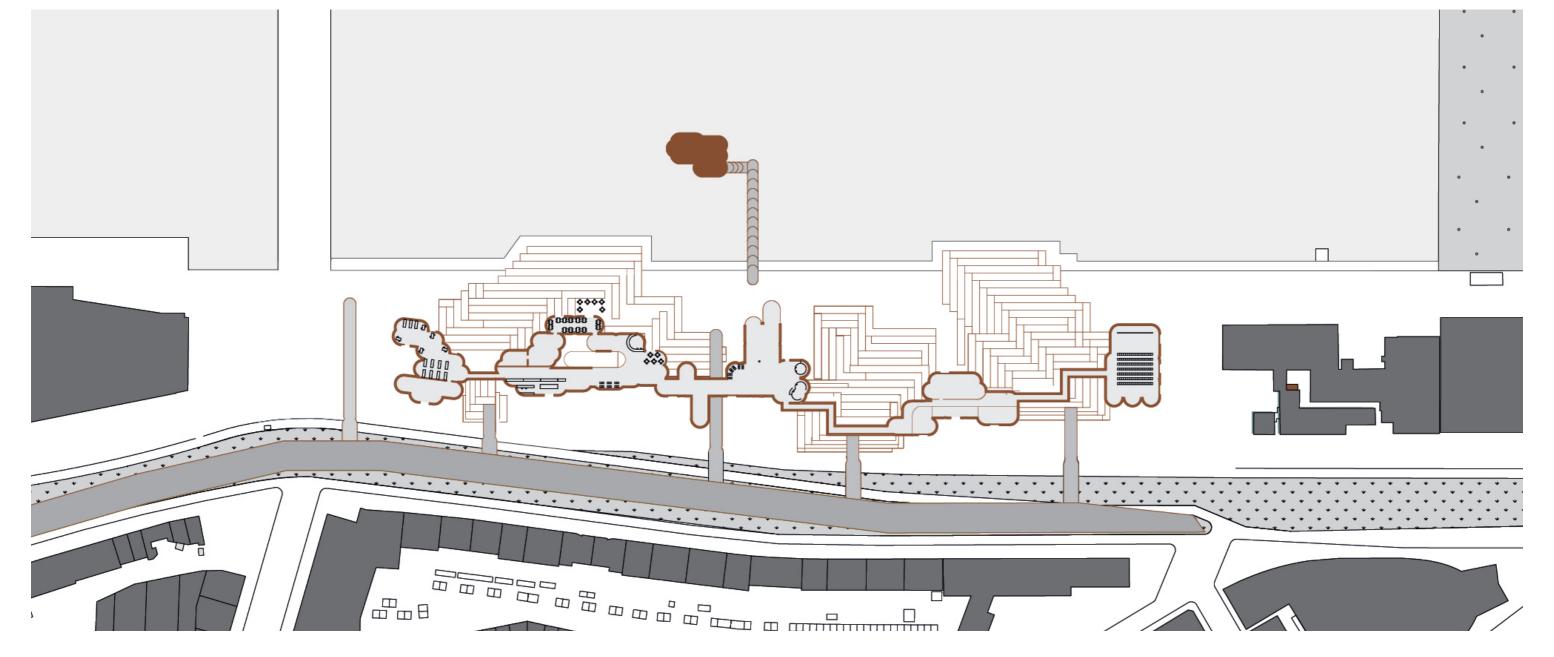
Program

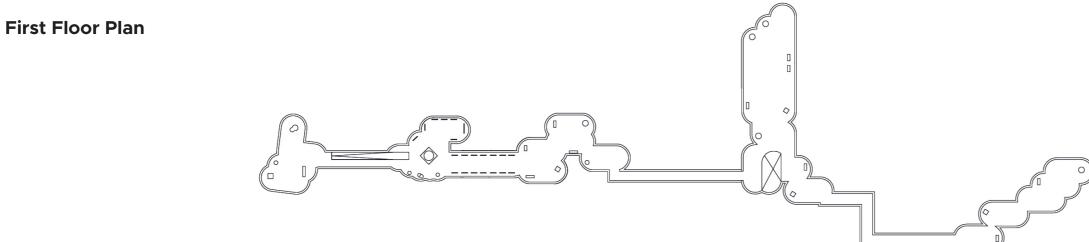


Site Elevation

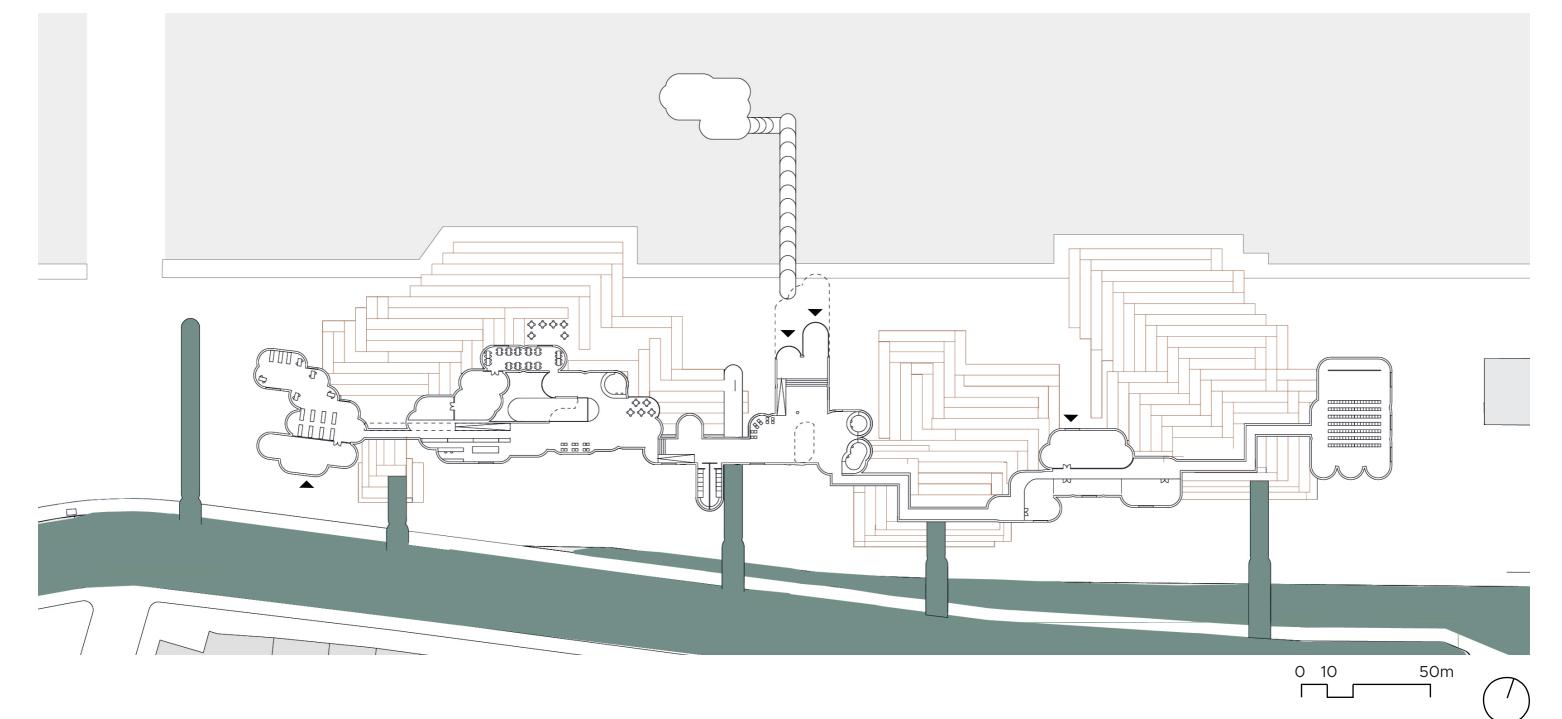


Site plan



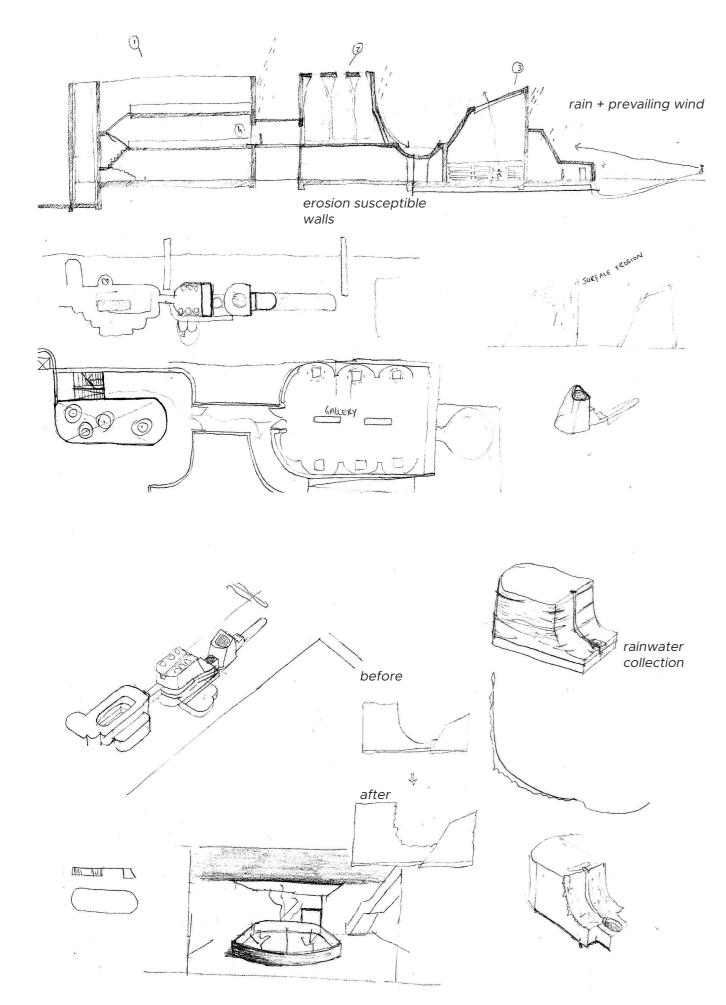


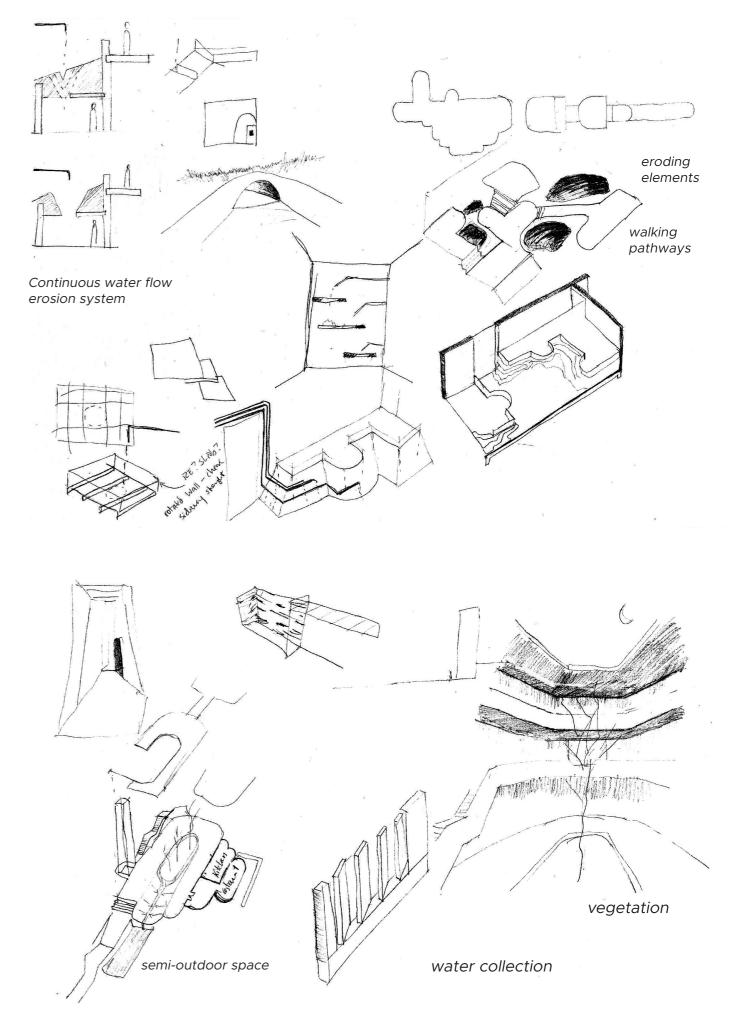
Ground Floor Plan



Process Documentation

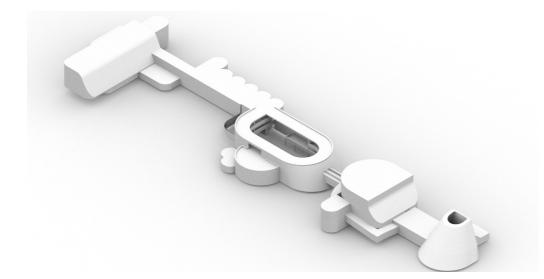
External erosion



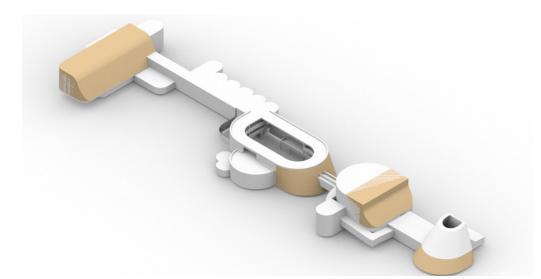


Graduation Report Process Documentation

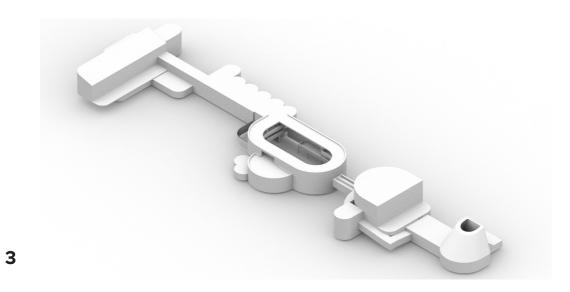
Erodable Volumes

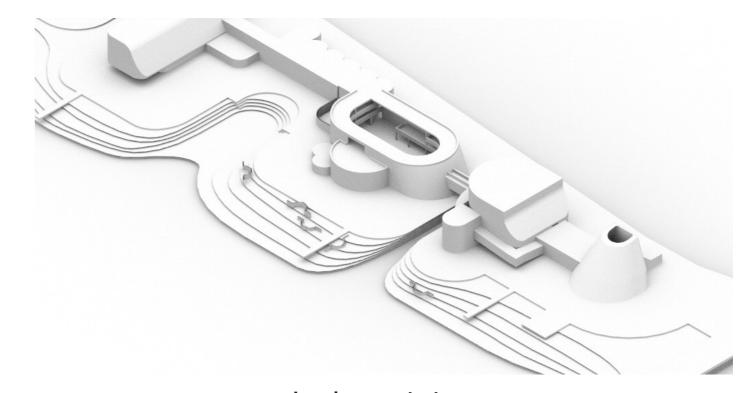






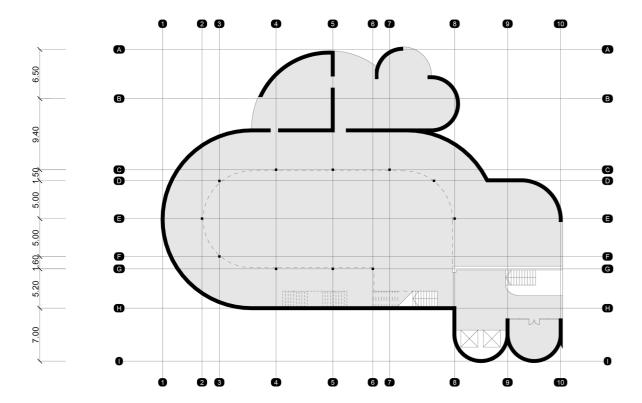


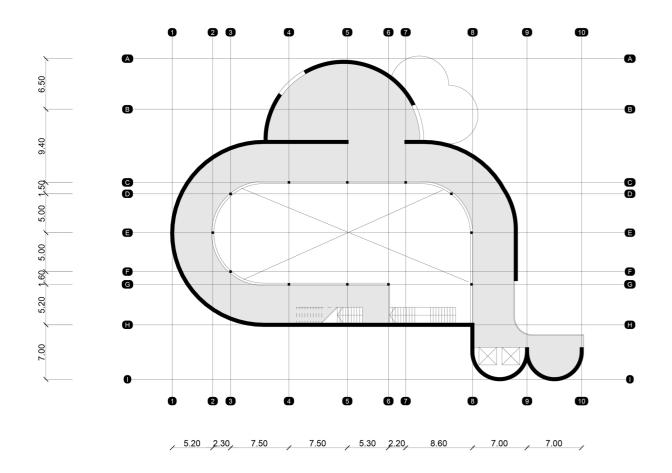




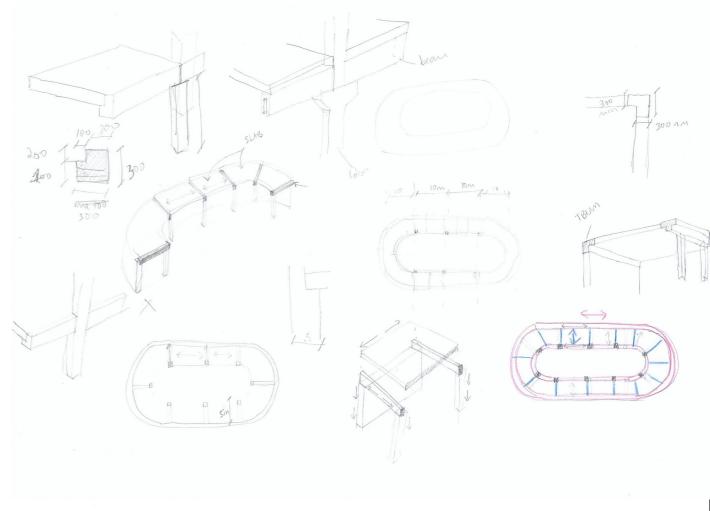
Landscape strategy

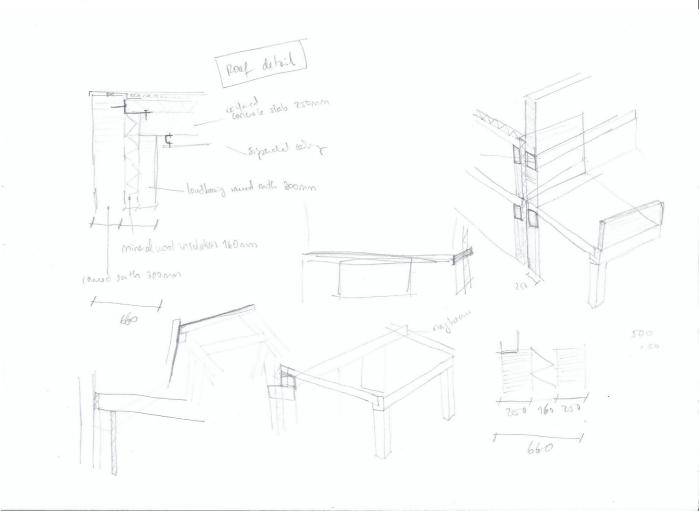
Structure



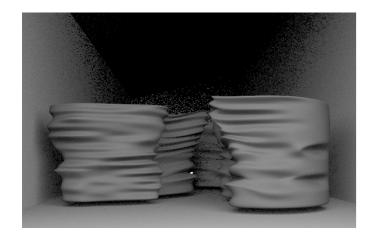


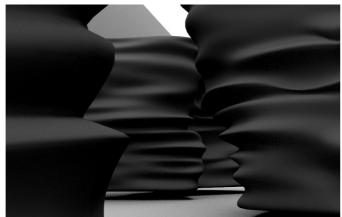
Graduation Report Process Documentation





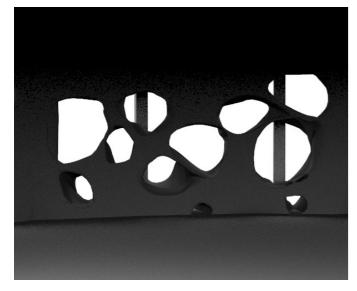
Interior concept

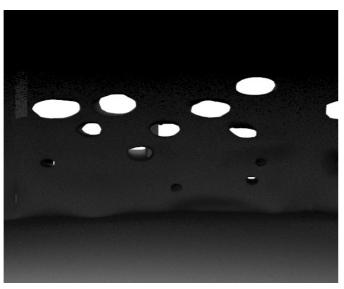


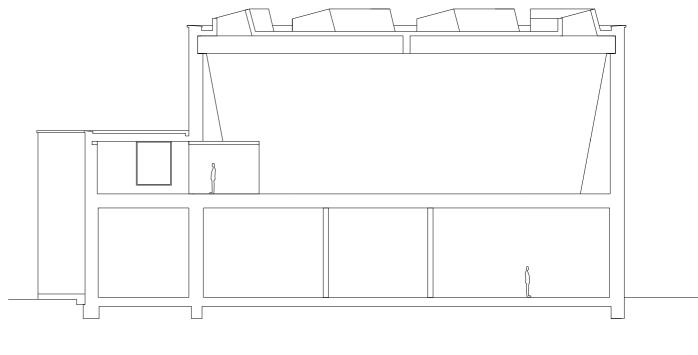


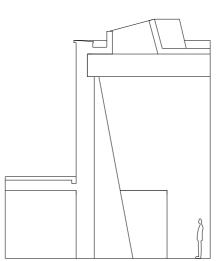


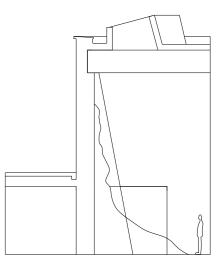




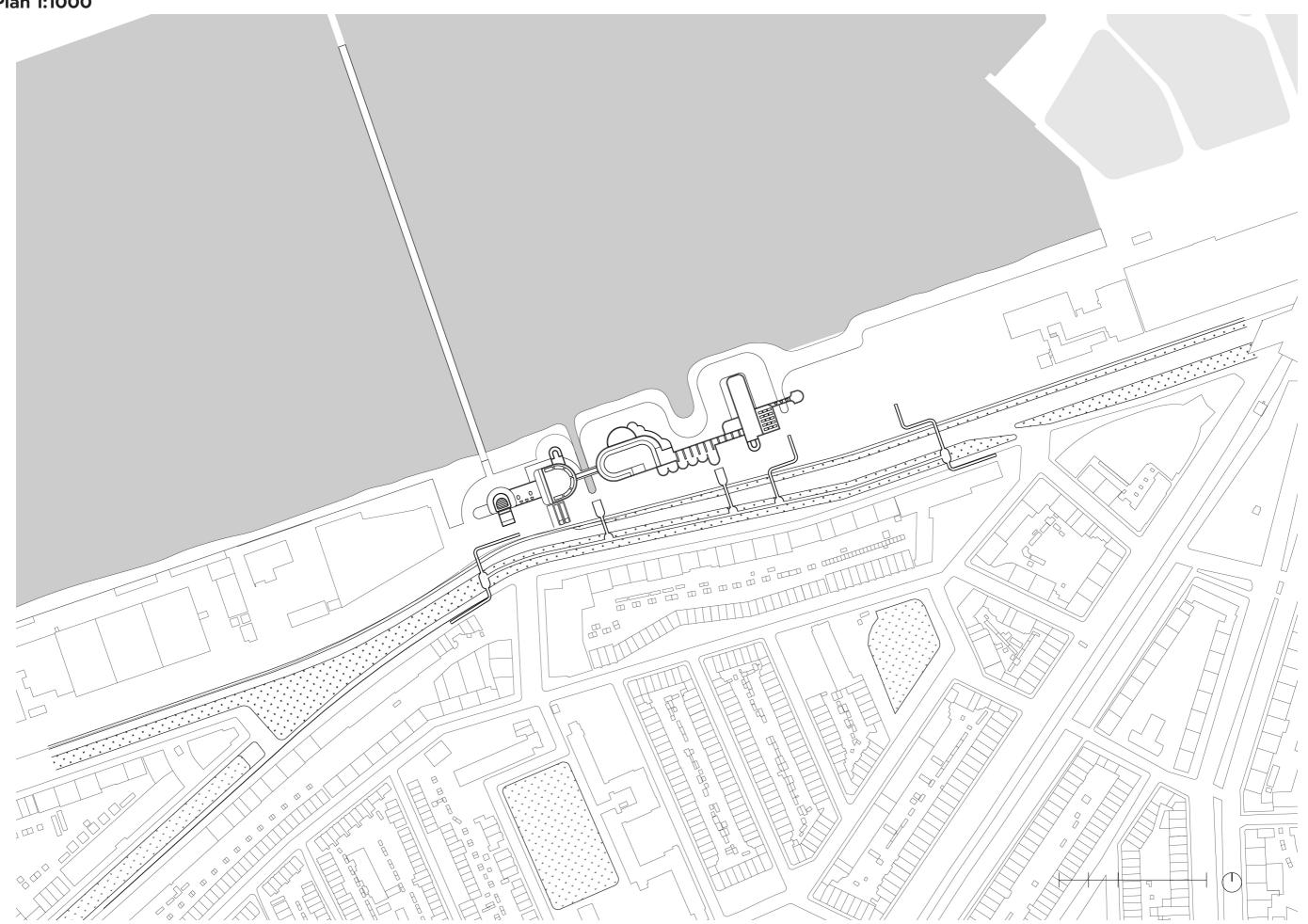




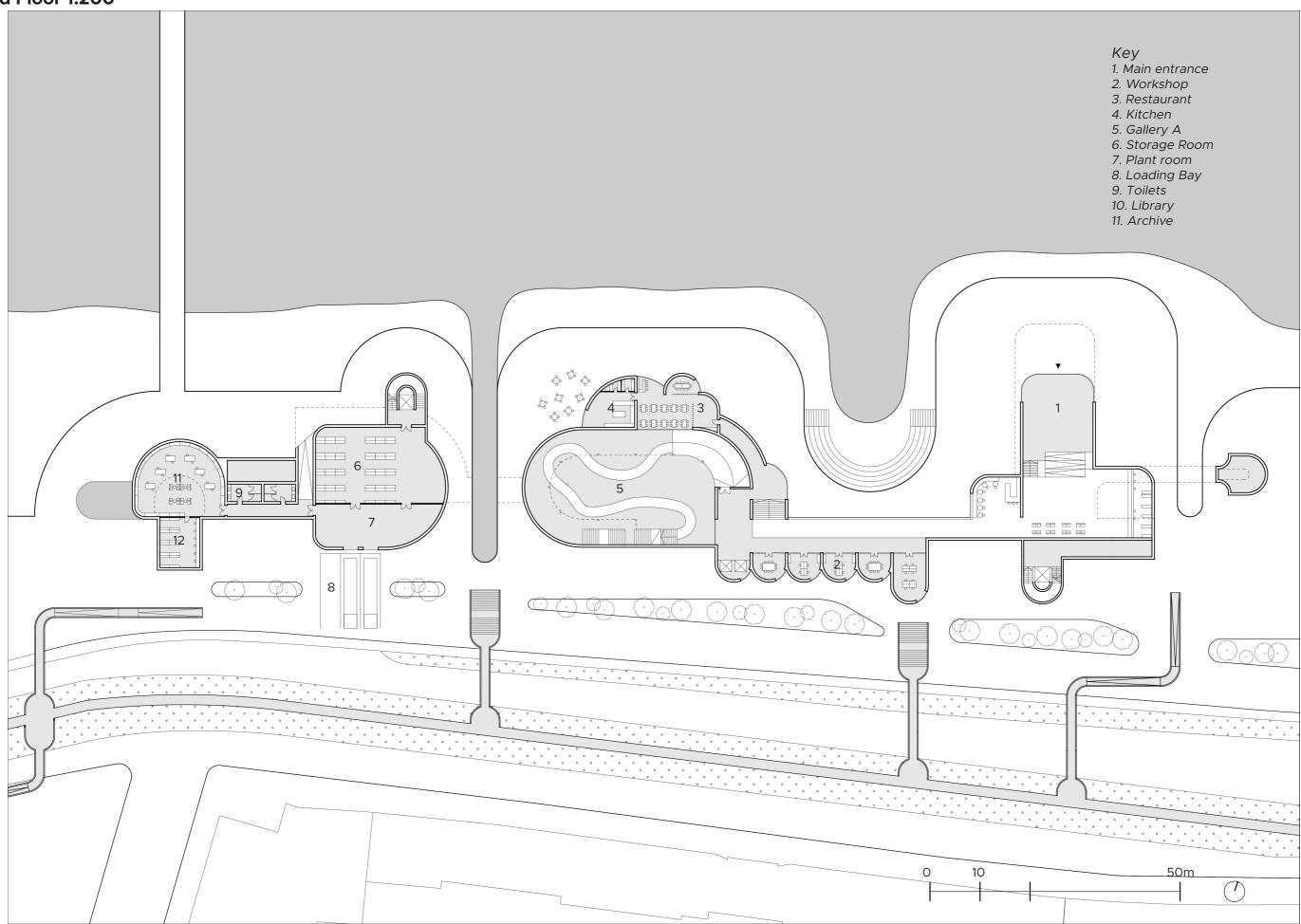




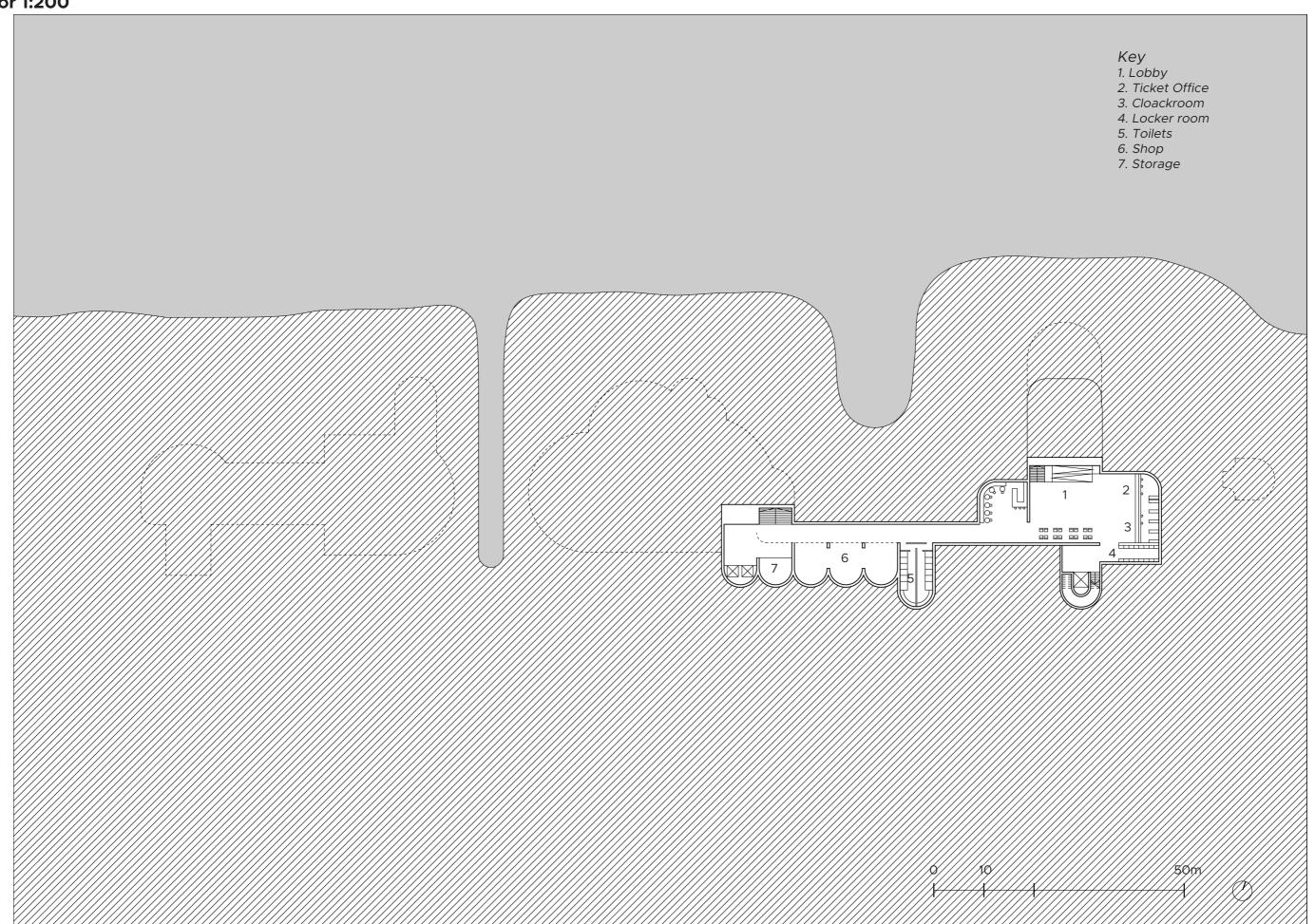




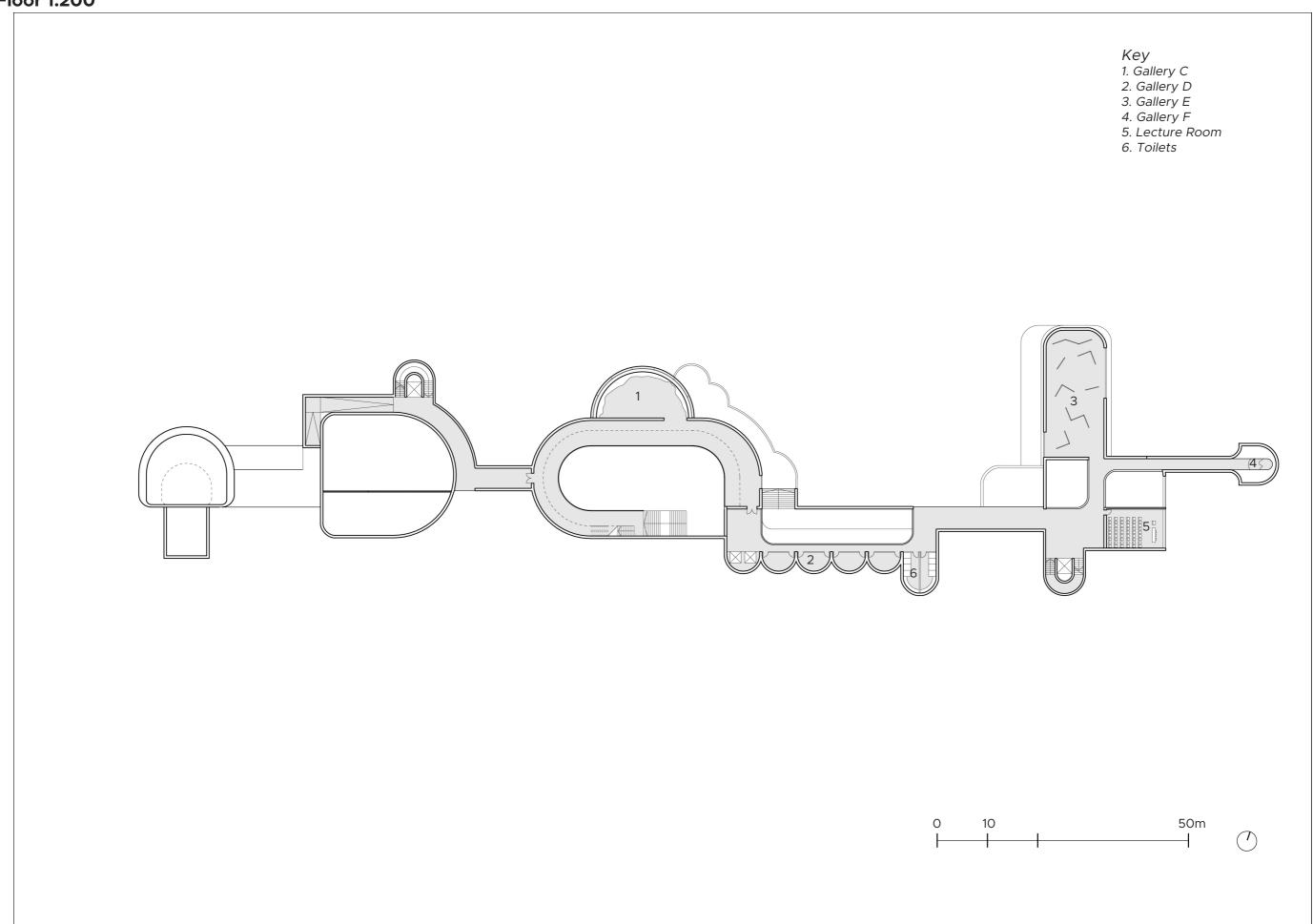
Ground Floor 1:200



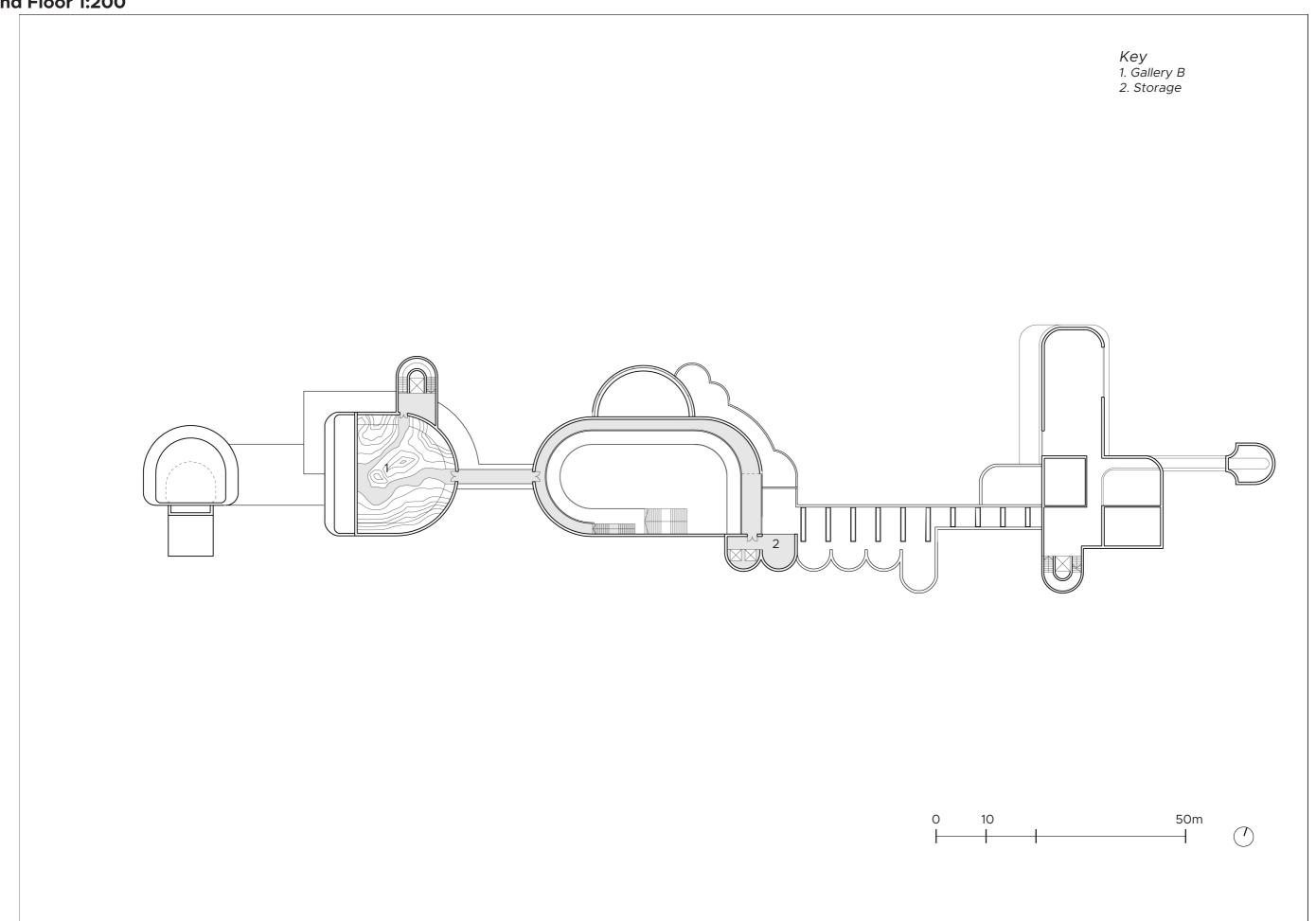
-1 Floor 1:200



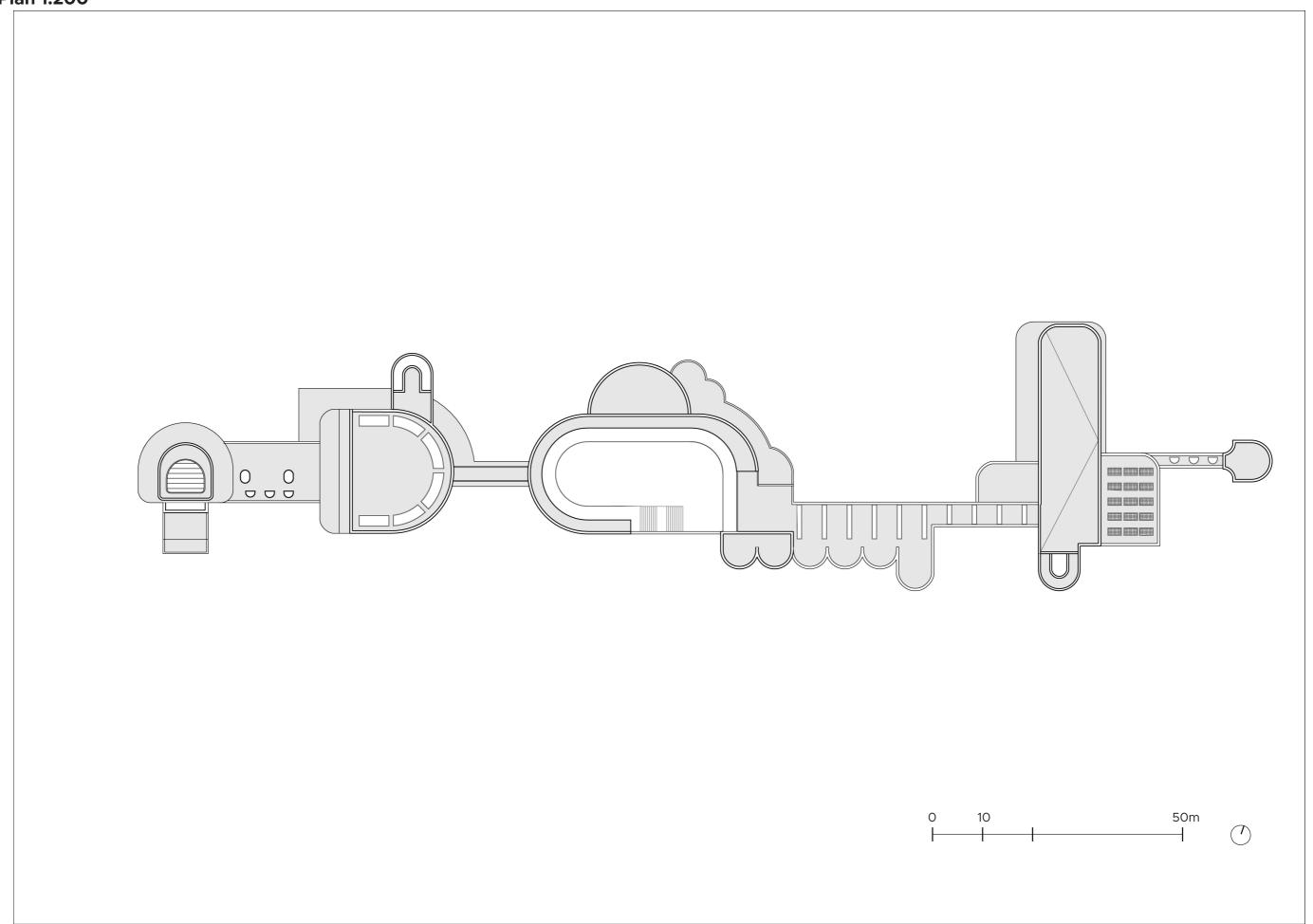
First Floor 1:200



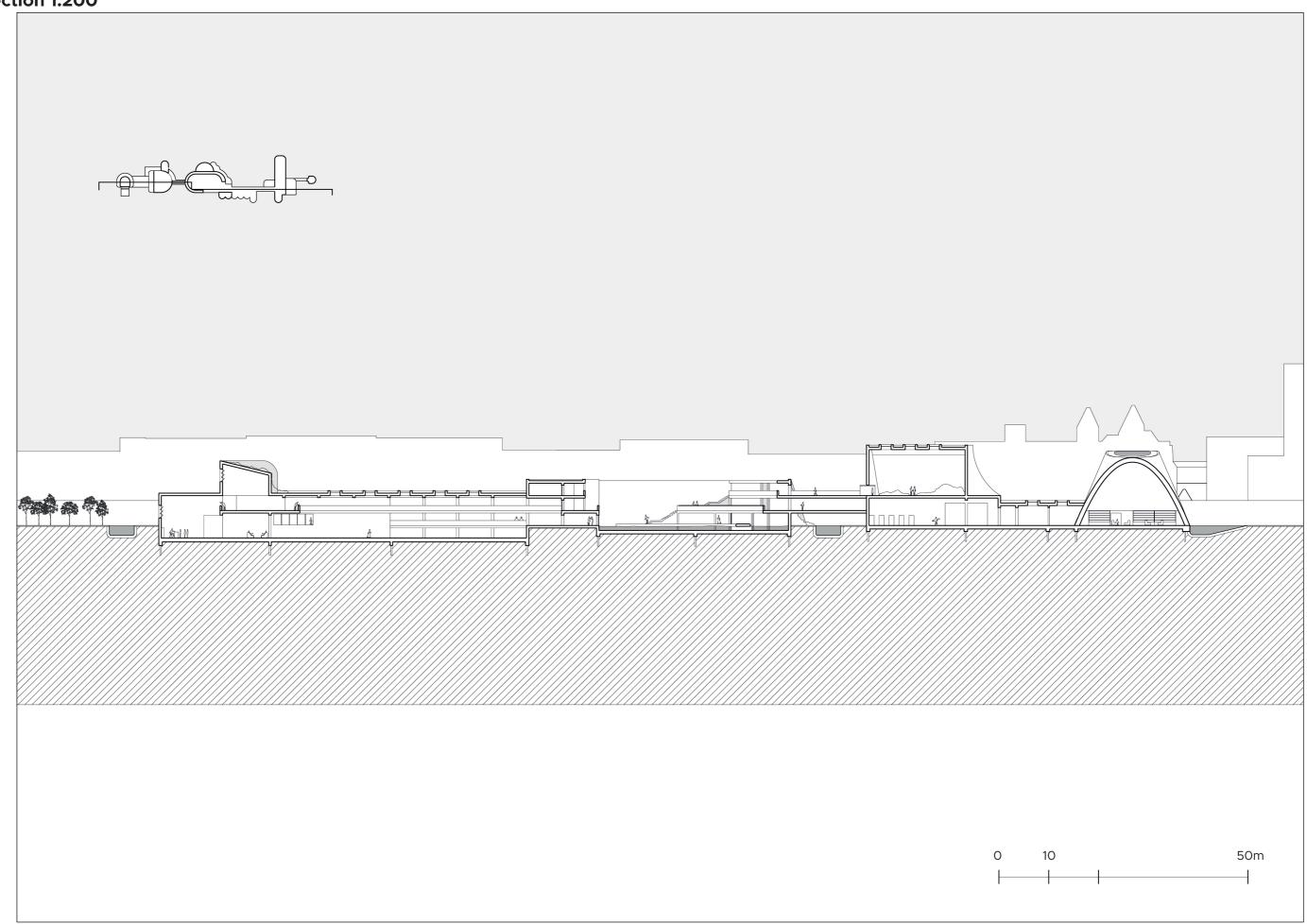
Second Floor 1:200



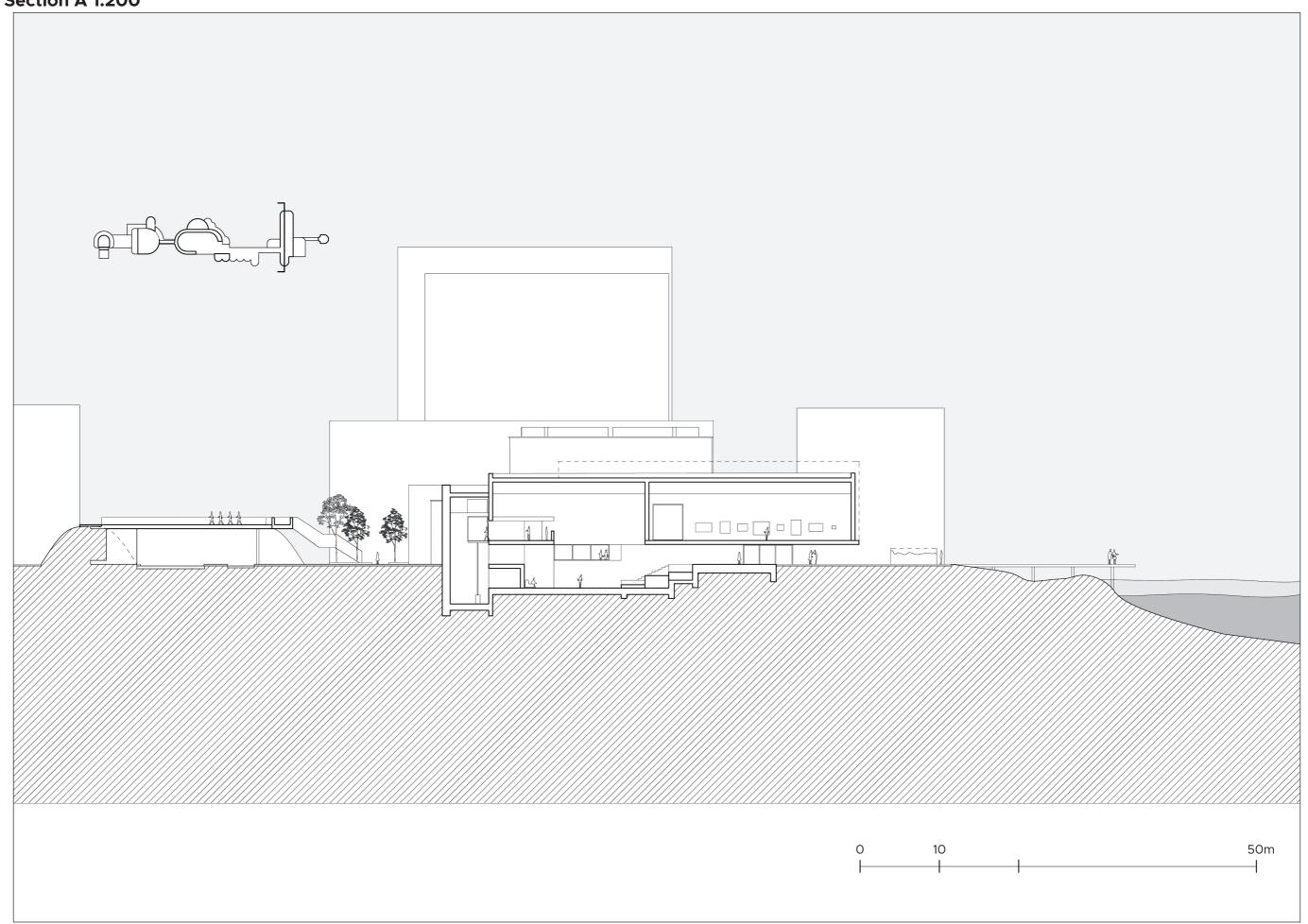
Roof Plan 1:200



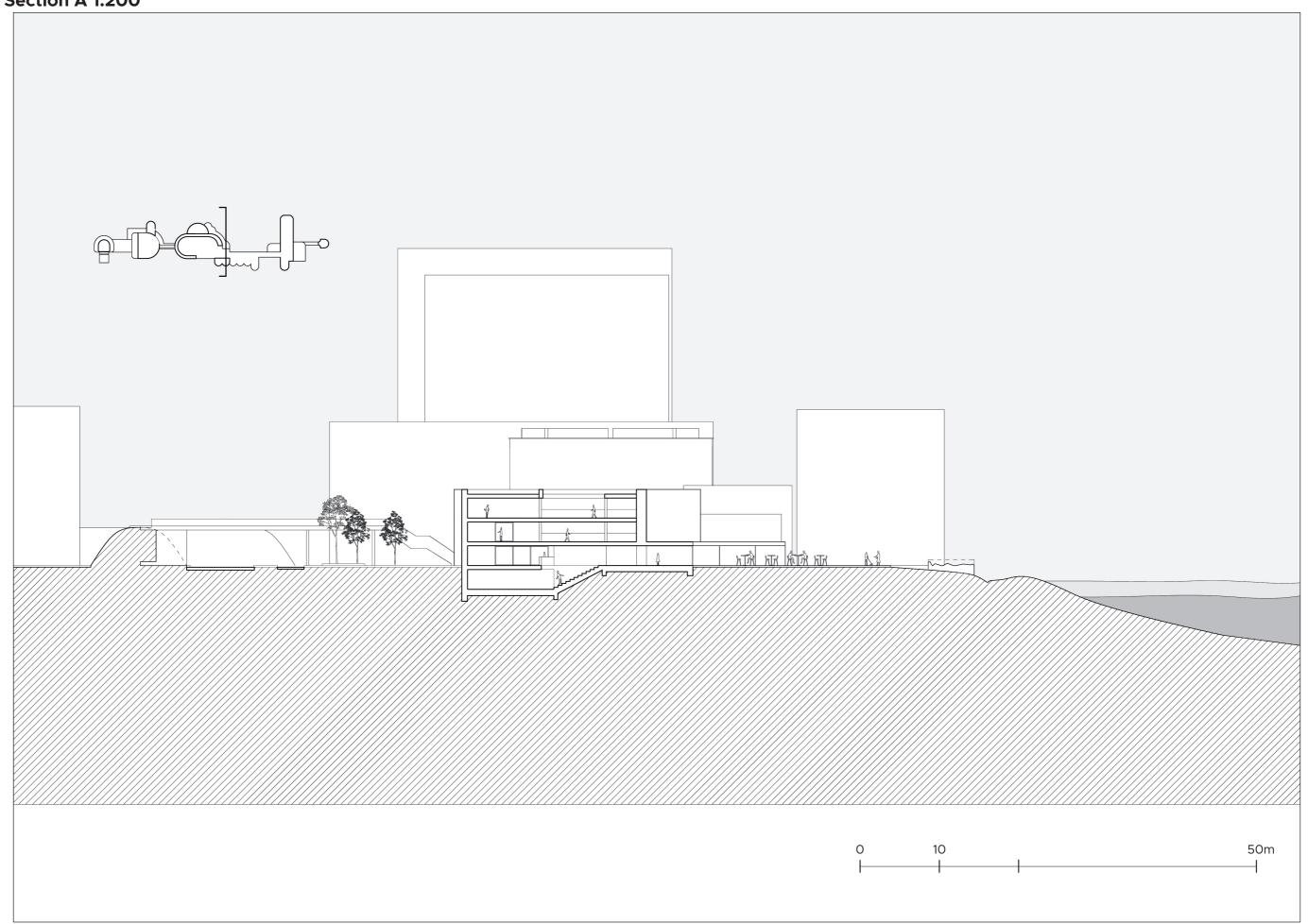
Long Section 1:200



Short Section A 1:200



Short Section A 1:200



North Elevation 1:200



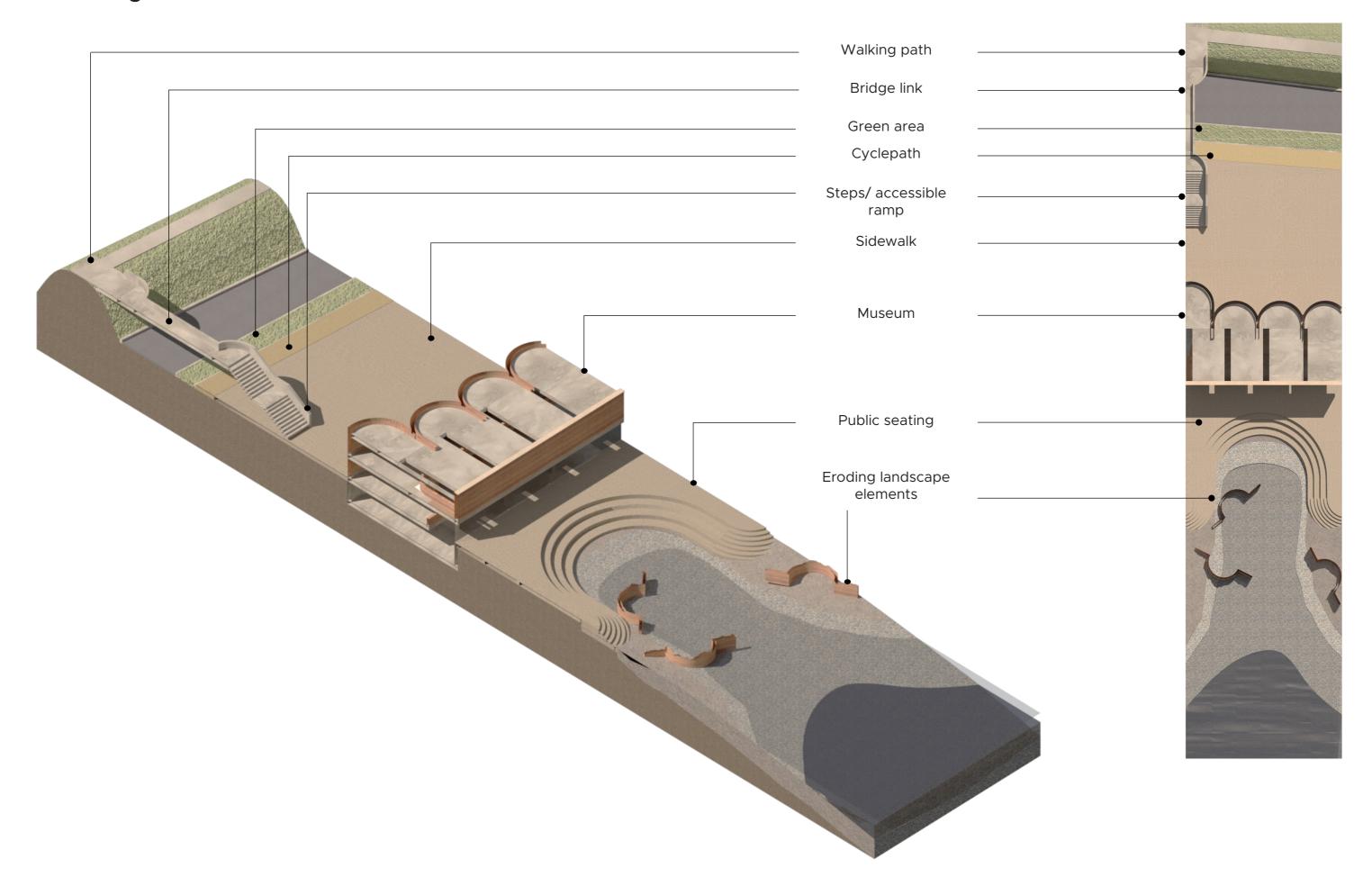
South Elevation 1:200



East Elevation 1:200

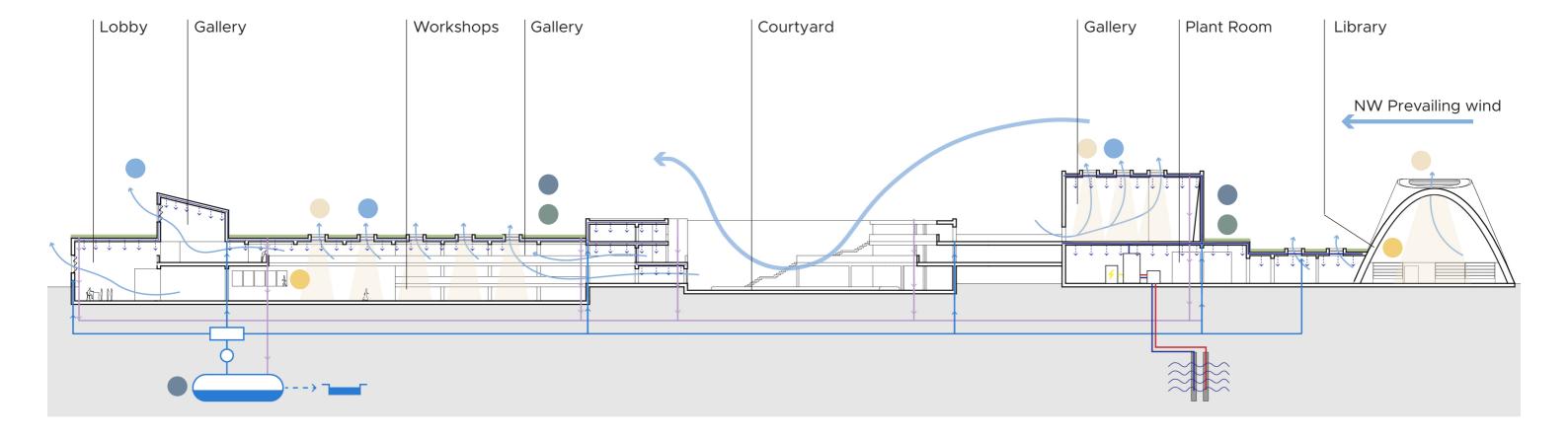






Climate Strategy

Overview



Outdoor Comfort

Plants provide shading and comfort to outdoor social spaces. Also plants help regulate humidity levels and clean polluted urban air.

Natural Ventilation

The environmental design approach aims to maximize naturally ventilated spaces. This is achieved by ensuring every space has direct access to the exterior allowing for the cross flow of air.

Daylight Maximization

Natural lighting was prioritized throughout the building through the implementation of floor to ceiling windows and skylights to reduce the overall energy consumption. It is complemented with artifical lighting in heavily used spaces.

Solar Control (Shading)

Plants along the southern façade provide shading and help prevent overheating. There are fewer openings in façades with greater solar exposure and the openings there are setback to reduce direct lighting.

Green Roof

The design has a large roof surface so incorporating vegetation on the roof is crucial to help reduce solar radiation and thus reduce cooling demands.

Rainwater Collection

Rainwater collected is filtered and re-used as gray water in the bulding and as to irrigate plants.

Climate Strategy

Summer

Passive ventilation

Openings are arranged to facilitate air flow, driving hot air to escape through high placed windows or skylights. Similarly, narrow horizontal floor plates aid internal air flow and mechanical ventilation reserved to frequently used areas.

Solar control

Plants give shading and prevent overheating

Thermal insulation

Insulation in the buildings' envelope will decrease the amount of heat transferred by radiation, reducing the need for active cooling.

Thermal Mass

Rammed Earth walls and concrete floors act as heat sink through the day as they absorb heat gains from the occupants/ equipment and solar radiation.

Thermal Mass

At night, when outside temperature drops, the heat accumulated in the rammed earth walls/ concrete floors is released by opening the envelope and allowing cooler air to pass through the building

Evaporative Cooling

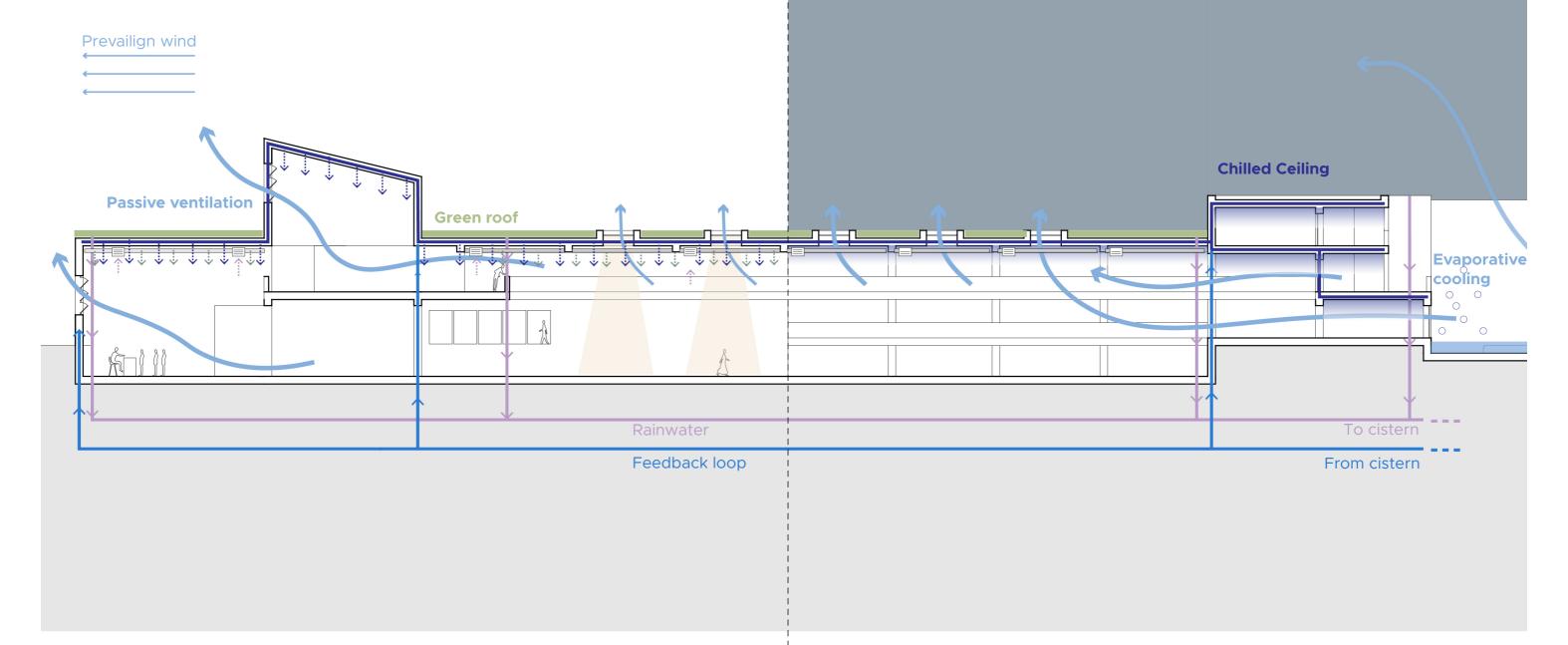
A passive cooling system which uses evaporating water from the ponds and harbour to cool pass through the building and cool it.

Passive Ventilation

Skylights and high placed windows can be opened to exhaust warmer air

Chilled Slabs

Water is passed through the pipes to transfer heat stored in thermal mass during the daytime



Day

Climate Strategy

Winter

Indoor Air Renewal

In heavily used areas - lobby, restaurant, library air more frequently refreshed through the air vents

Thermal Insulation

Climatised areas are wrapped in mineral wool insulation to retain heat in the building. The green roof adds an extra layer of insulation to the area where tyically the majority of heat loss occurs

Thermal Mass

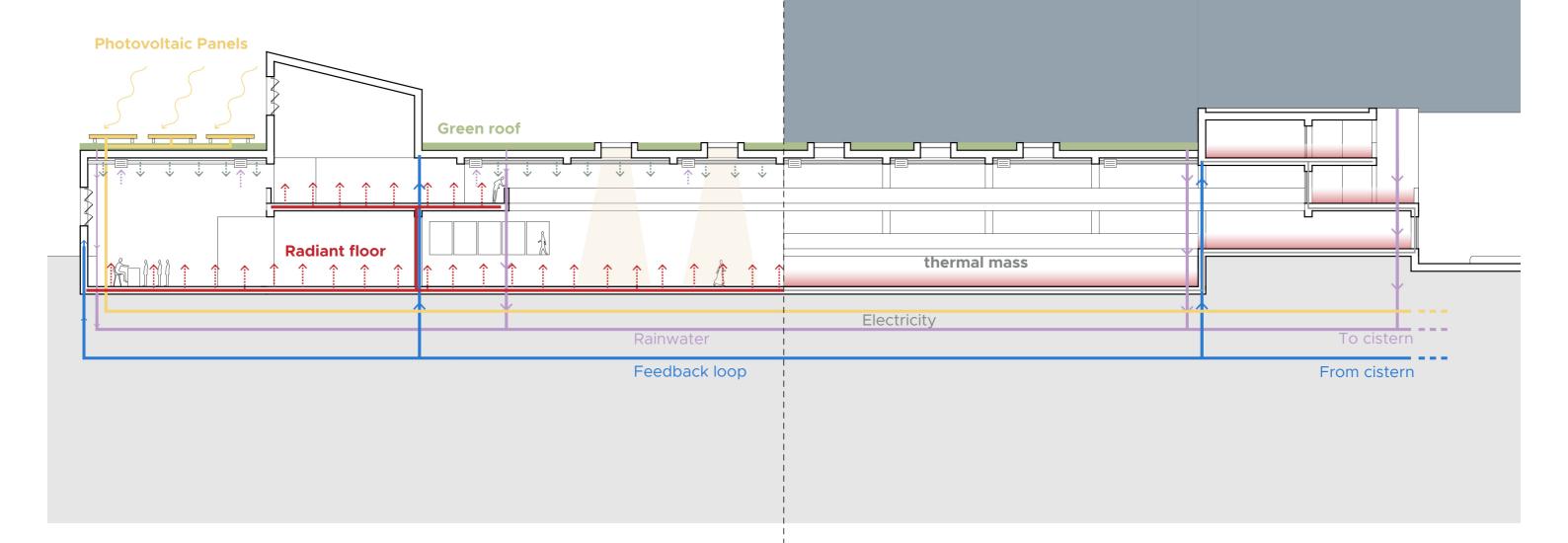
Day

Heat gain from solar radiation, underfloorheating, users and equipemnt is stored in elements with thermal mass properties (rammed earth walls and concrete floors) during day time.

Thermal Mass

At night, heat stored in thermal mass is radiated back to the building helping to reduce big temperature fluctuations between day and night.

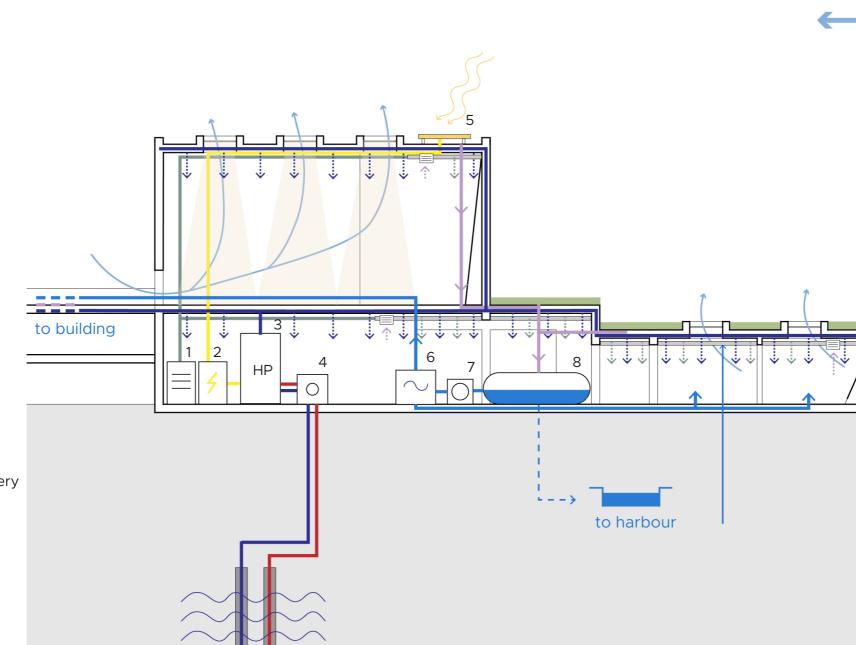
Night



Prevailing wind

Climate Strategy

Systems



Key

Electricity

---- Ventilation

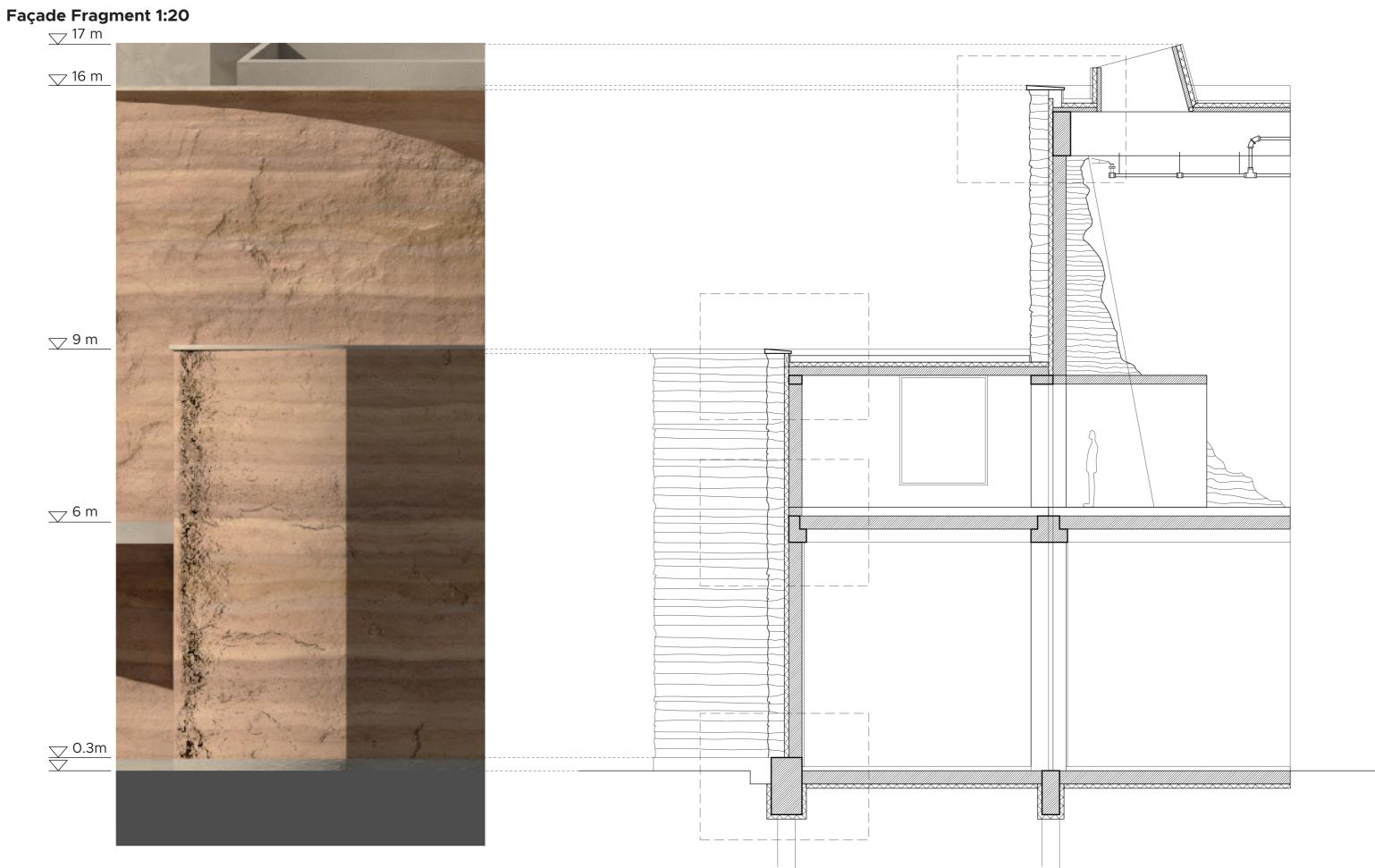
Filtered water

Liquid heating system

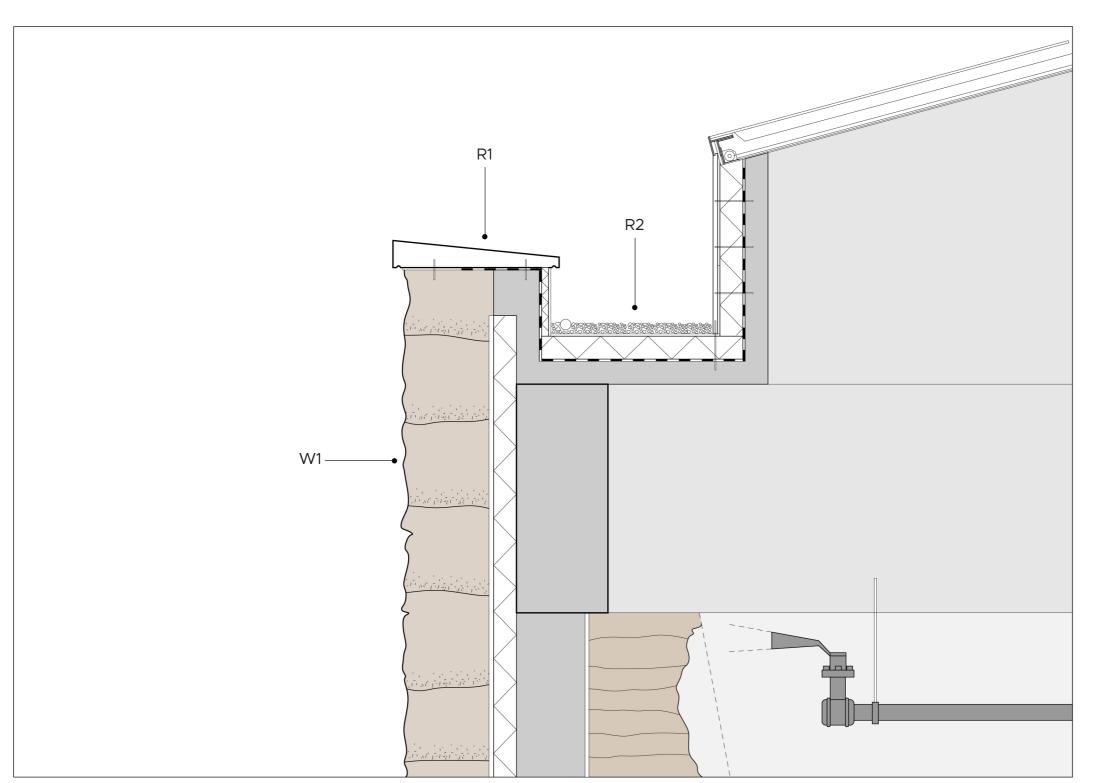
Rainwater collection

Liquid heating system

- 1 Mechanical Ventilation with Heat Recovery
- 2 Electrical Transformer
- 3 Watersource Heat Pump
- 4 Preheating Unit
- 5 PV Panels
- 6 Water Filtration System
- 7 Pump
- 8 Water Retention Pond



Parapet 1:10



R1

Stone covering 3% slope 3 mm
Waterproofing layer 5mm
Metal fixtures

R2

Drainage cells at a slope 50mm

Protection layer 2mm

Flax Thermal Insulation 100mm

Waterproof membrane 2mm

Concrete slab 150mm

Galvanized steel skylight frame 100mm

W1

Rammed Earth Wall 400mm

Air gap 2mm

Flax Thermal Insulation 100mm

Concrete Ring beam 400x1000mm

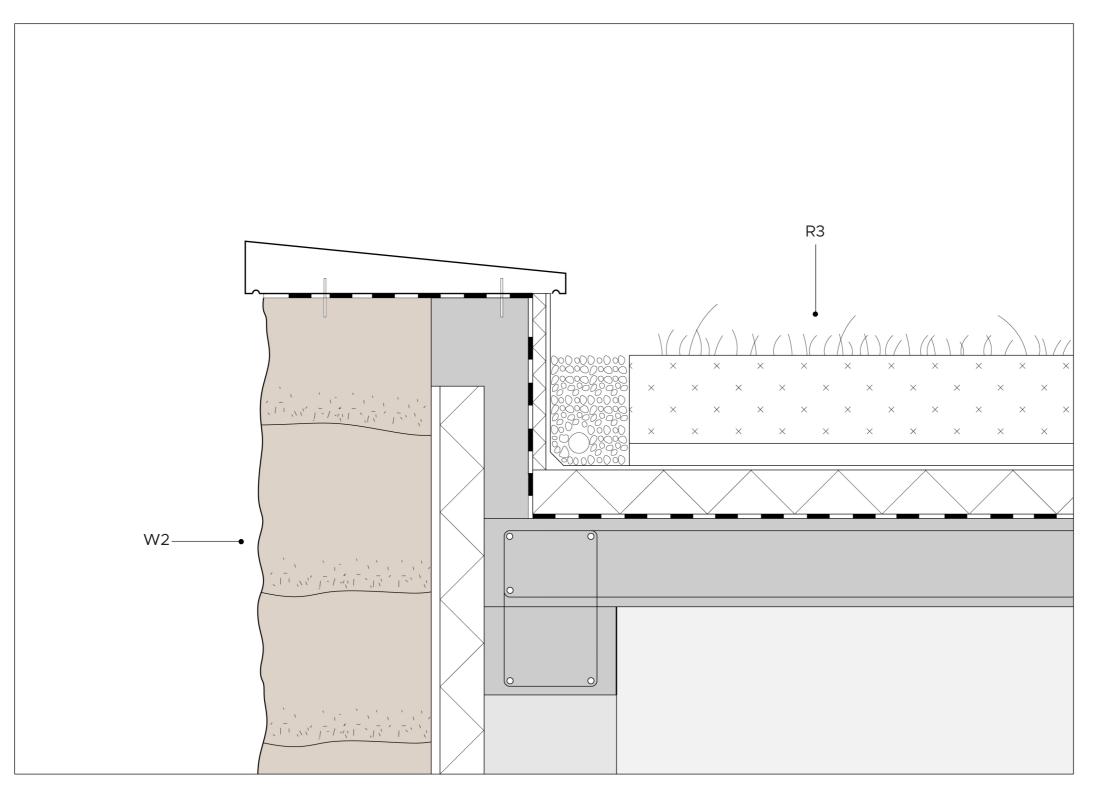
Concrete Column 300x300mm

White Plaster 3mm

Erodable Clay composite Wall 500mm

Copper water spraying piping 32mm

Green Roof 1:5



R3

Growth Substrate 200mm

Drainage cells 50mm

Drainage cells at a slope 50mm

Protection layer 2mm

Flax Thermal Insulation 100mm

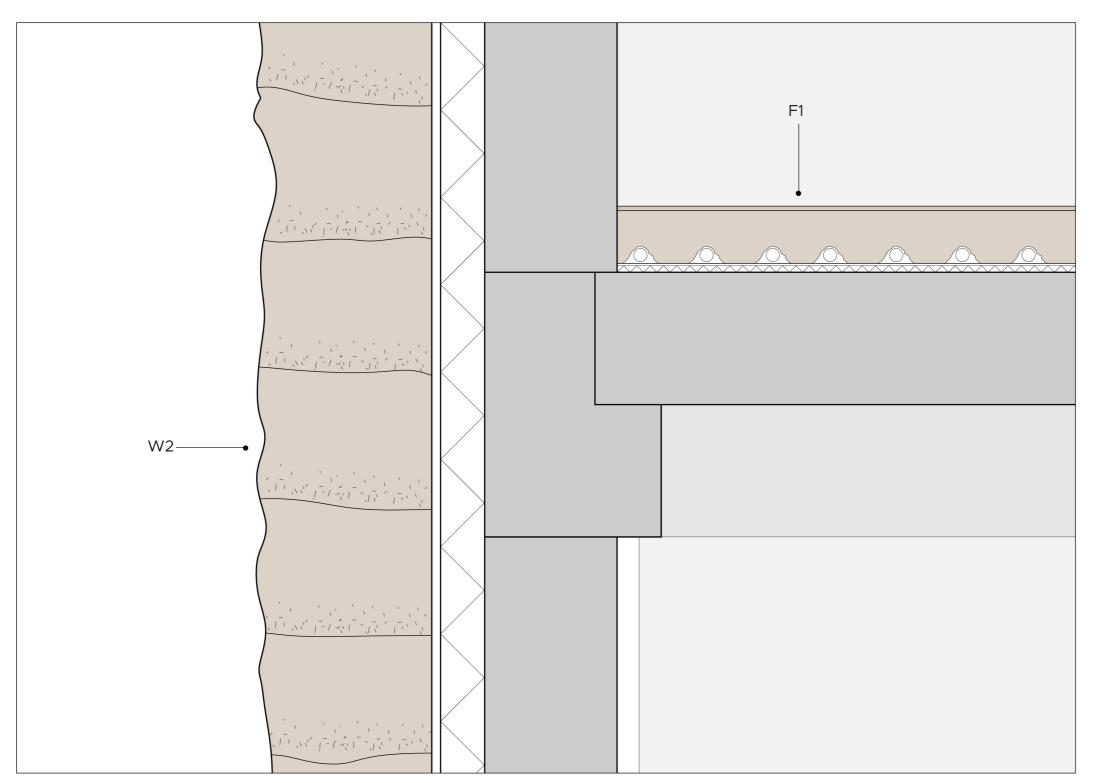
Waterproof membrane 2mm

Concrete slab 200mm

W2

Rammed Earth Wall 400mm
Air gap 2mm
Flax Thermal Insulation 100mm
Concrete Ring beam 400x1000mm
Concrete Column 300x300mm
White Plaster 3mm

Intermediate Floor 1:5



F1

Surface finish 1mm

Rammed earth floor 100mm

Clay mortar 20mm

Heating pipe 10mm

Footfall Insulation 20mm

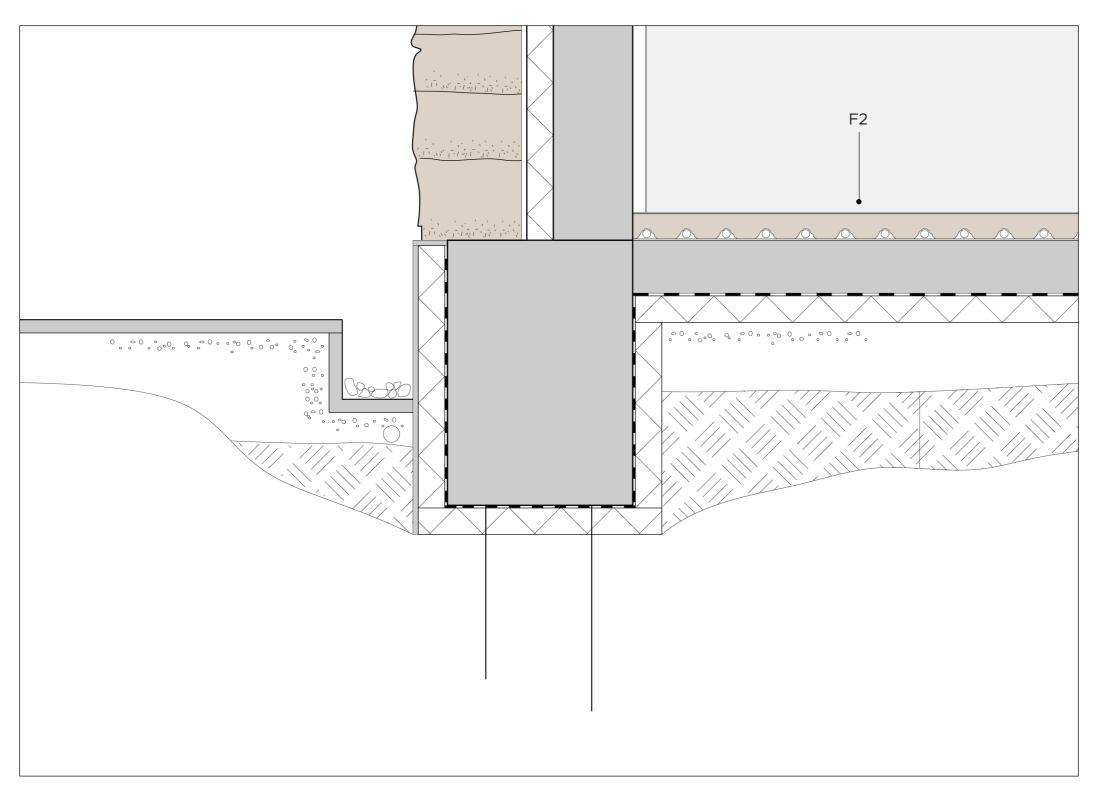
Foil 1mm

Concrete slab 200mm

W2

Rammed Earth Wall 400mm
Air gap 2mm
Flax Thermal Insulation 100mm
Concrete Ring beam 400x500mm
Concrete Column 500x300mm
White Plaster 3mm

Ground Floor 1:10



F2

Surface finish 1mm

Rammed earth floor 100mm

Clay mortar 20mm

Heating pipe 10mm

Foil 1mm

Concrete slab 200mm

Concrete pile foundation

Flax Thermal insulation 100mm

Damp proof membrane 2mm

Compacted ground

Gravel drainage layer

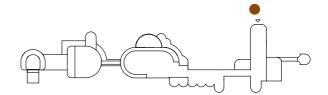
Main Entrance





Time of day: 10am Month: June 2021

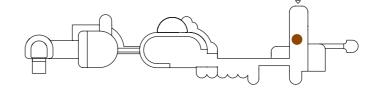
Main Entrance





Time of day: 11am Month: April 2022

Main Entrance/ Lobby



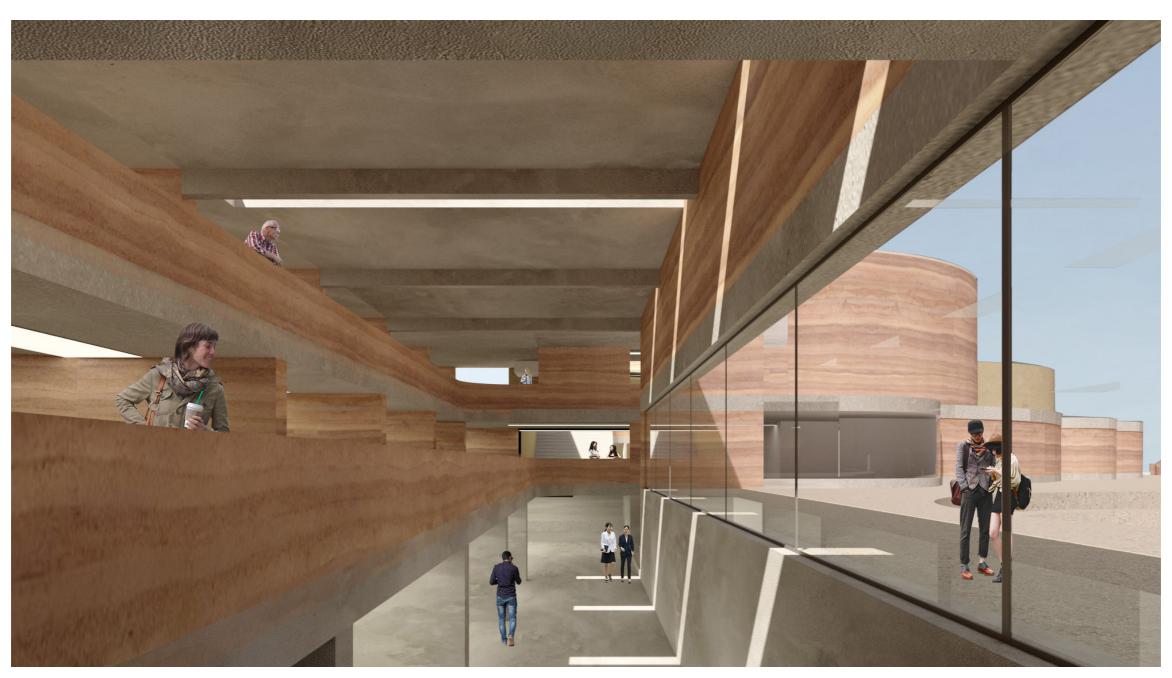


Time of day: 10am Month: June 2021

Program: Lobby. ticket office, cloack room, lockers, meeting point

Interior corridor

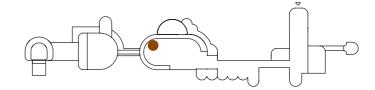




Time of day: 10am Month: June 2021

Program: hallway, workshops, café, shop

Courtyard

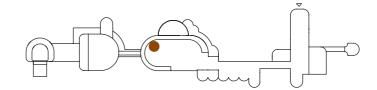




Time of day: 11am Month: June 2021

Program: Courtyard, Gallery A, Flood room

Courtyard





Time of day: 11am Month: April 2022

Program: Courtyard, Gallery A, Flood room

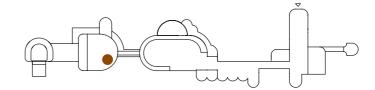
Gallery





Time of day: 1pm Month: June 2021 Program: Gallery B

Gallery

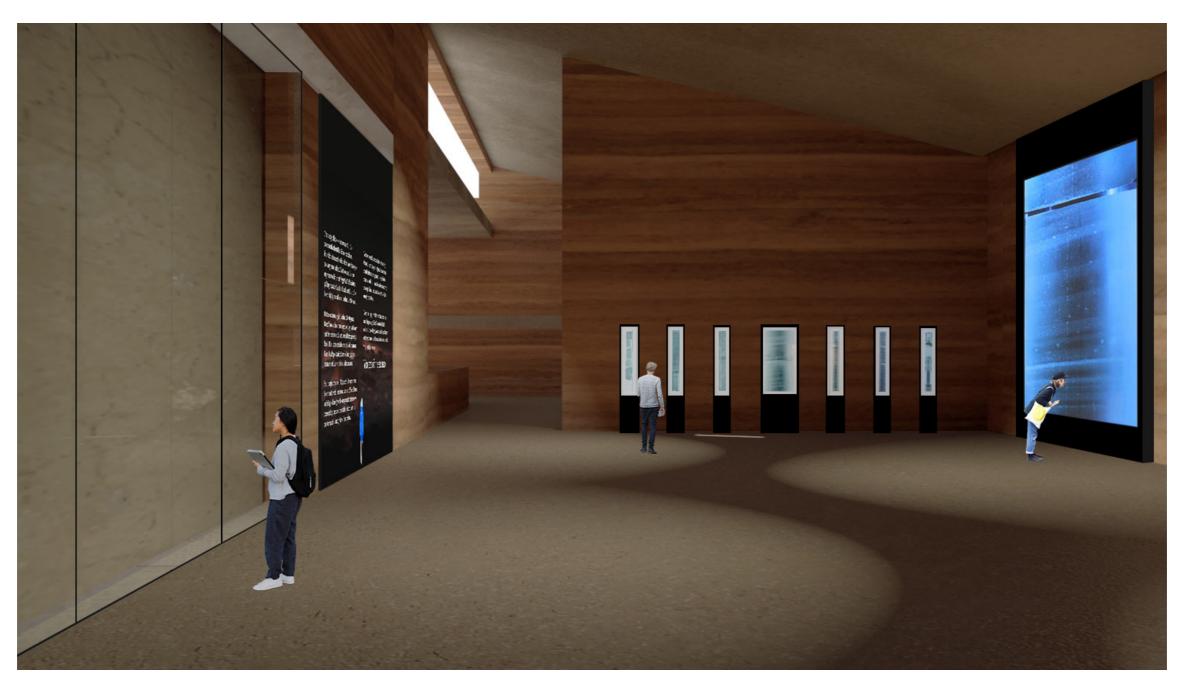




Time of day: 1pm Month: April 2022 Program: Gallery B

Gallery





Time of day: 10am Month: June 2021 Program: Gallery E

Gallery





Time of day: 10am Month: April 2022 Program: Gallery E

Gallery





Time of day: 4pm Month: June 2021

Program: Gallery F

Gallery





Time of day: 5pm Month: April 2022 Program: Gallery F

Gallery





Time of day: 6pm Month: June 2021

Final	l Refl	ection
a		

Final Reflection

Graduation Report Final Reflection

Reflection on the method and argumentation

The research plan that was completed by late January was centered around the theme exploring ways to exhibit artwork about the environment. While that topic remains crucial to the design project of creating a museum about climate change and the environment, the method of researching has since been expanded to better suit the needs of the design process. Rather than limiting the research to the types of environmental art and the ways of exhibiting it, the focus was later shifted to finding building techniques and designs that convey change and that respond to the stimulus around it. In short the research scope was expanded to include the subject of 'responsive design'. This was done in order to improve the argument behind building an art museum dedicated to the environment. The new approach looked to create a design that would actively respond to the nearby climatic conditions as a way to demonstrate, in a visible way, the climatic alterations or the worrying trends caused by a changing climate. The new method involved taking a climate change premise and looking for a material or process that can visualise it and be applying to the design of the museum. For instance, events of heavy rainfall are expected to become more severe and more frequent, so the research looked for materials, organisms, design features that react to water and show this trend.

Your reflection upon the feedback that was given by your mentors

Looking back at the feedback from the P2 presentation, two main comments stand out. First, the premise of being a sustainable building should become the main strategy and driving force behind the design, otherwise the project risks becoming 'superficial' and lacking meaning. Essentially, the key issue behind making a museum that aims to be environmentally conscious is how to justify the act of designing and build a new structure in the first place. One tutor suggested attempting to fulfill the project without using standard terms such as 'building', possibly as a way to stimulate new ways of thinking and avoiding relying on easy but not revolutionary solutions to the problem of sustainability. Secondly, it was also stressed at the P2 presentation that it should be avoided to take a very cynical position regarding the sustainability question. Rather than assuming that the future is doom and very little can be done about it, it is more effective to remain thoughtful but optimistic that something can be done to mitigate and prevent the worst case scenario for the environment. In architectural terms this means that it is preferable for the visitors to leave the museum with a powerful but somewhat hopeful experience or feeling that might be translated into some personal action or change in behaviour that is ultimately beneficial to the community and beyond.

How you have translated the feedback into your work

In order to implement the comments from the P2 presentation, the first step was to reframe the research topic to include ways of demonstrating change and climatic alterations in a visual fashion. Following this research method, led to the finding of several interesting materials and organisms that are responsive to climatic conditions and that have been previously employed in design projects (very few findings were applied to the built environment, most of the results were from the fields of art and design). The next step was to apply these findings to create a working concept of the museum and explore ways in which visitors can experience this change. The last step was to translate the concepts into working designs, with considerations for the site, approach, routing etc. It was key to note that this was not always a linear process and in fact most weeks involved part research and part applying the findings to the design and testing different options.

How you've learned from your own work

The past semester has been enlightening on various levels. On one hand it allowed me to discover fascinating projects and innovations that deal with the field of sustainability, responsive design and environmental art. Even though the research process was lengthy and many of the findings did not end up being used in the design, there were some enjoyable discoveries and that helped me become more comfortable with trusting the design process and understanding that it is ok if most ideas/ drawings end up not working out. The most important thing to remember is that every step is part of a process that will ultimately lead to the final design.

What is a museum/ the new museum for you

It was very important during the course of this semester that I reframe the preconceived notion of what a museum is in order to come up with a new way of thinking about and also designing a museum. The museum for environmental art that this project aims to create aims to offer a new type of experience to the visitor as a way to encourage reflection on their thoughts and habits concerning the environment and perhaps to trigger a change. The museum is conceived not as a traditional super sophisticated, stone clad, white cube modern art museum, but rather as a collection of pavilions that are shaped by and respond to the change in climatic conditions around it. To achieve this, parts of the museum were designed to intentionally erode and change, thanks to the forces of the rain and wind. This museum not only offers a new kind of experience but as part of it erodes and changes over time, the museum itself becomes something altered or 'new' with the passage of time.

How the final quarter of the year will be filled out

At this stage, although the concept and general setup of the museum are defined, there are still many refinements to be made. In the weeks to come special attention will be given to the structure and construction details and some close up drawings can be made. Additionally, the interior spaces can still be further developed in order to give each pavilion its own set of characteristics, such as in the exhibition spaces. In this case, I look forward to playing with lights and shadows that are experienced indoor and to develop the promenade experience. Finally, it will be important to create a set of final drawings and visualizations that can convey the concepts developed, it is especially important to find a way to communicate the idea of erosion and alteration of parts of the museum over time.